

Six Pence Puzzle Game,



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The Goal of Six Pence is to have all of the colors on the grid the same. To goal is to have all of the numbers the same, six.

The goal of the game is to have all of your tiles the same color or the same number. In difficult mode, there are no number clues so you will have to line up the colors. You do this by clicking on each button that you want to change

Clicking on a button will change that button by TWO steps, and it will also change each button that is directly above below, to the right, and to the left by one step. There are six steps, and the grid is six by six, hence the name six pence. The game is won once all of the tiles are the same number.

The number of steps you have moved is recorded and the percent complete is also recorded. Don't let that fool you because you WILL have to go back to get ahead!

Be careful as the game is timed, you will only have 60 seconds to try to solve the puzzle. In advance modes, you will get more time!

Use Load a game to load one of the .pzf files from any directory

Use Save a game to save the game as a .pzf file. This is useful if you are working on a puzzle or creating a new puzzle. This feature is only available in the registered version.

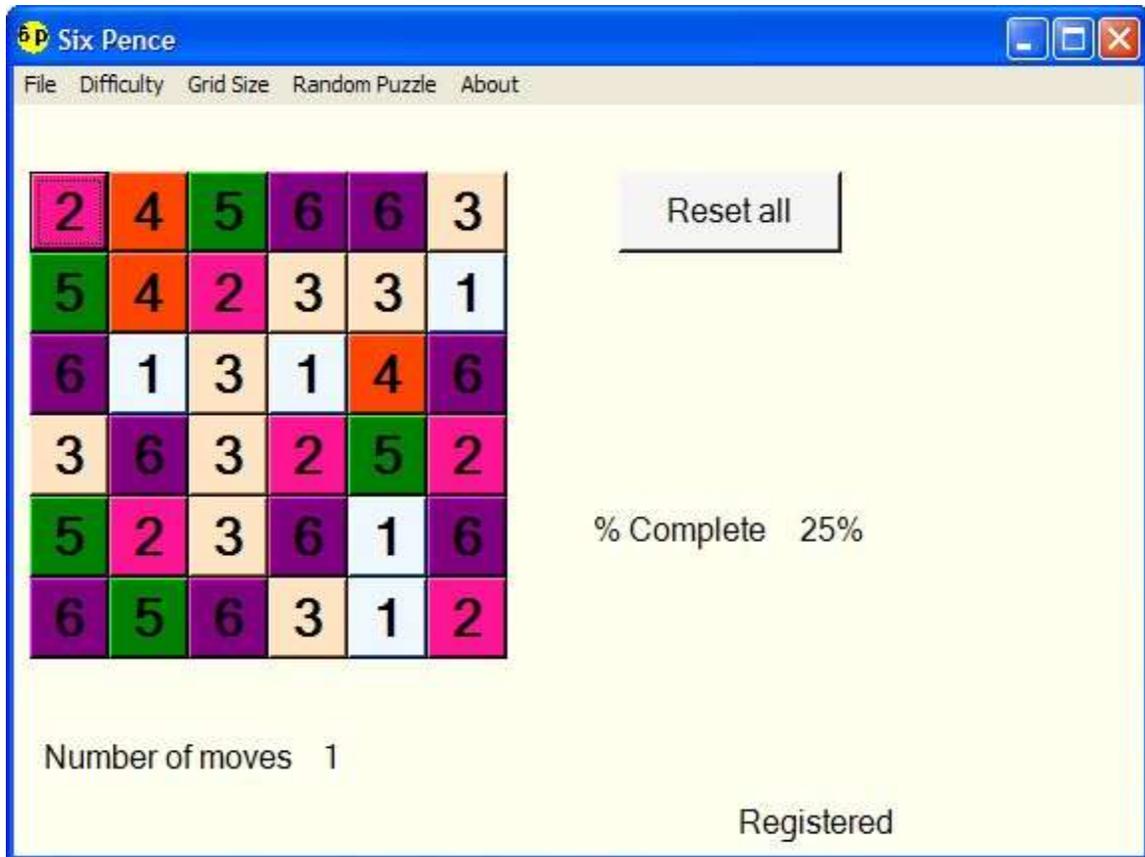
You can change the grid size from 6 x 6 to 5 x 5 and 4 x 4 if you wish, this will help with the playability of the game. If you load a puzzle that has been saved at a certain size, it will reopen in that size. You can change grid sizes in the middle of a game if you think it might help you!!!

Difficulty is set in one of two ways. Easy games have both the numbers and colors visible for the players. This makes it easier for the player to know where they sit in comparison to the other pieces on the board. Difficult version has only colors, and no numbers. This is a challenge even for the most advanced player

Reset all is your standard go back to start button. It will go back to the begging of the puzzle, eliminating all moves, AND RESETTING THE COUNTER.

Random - this sets all squares to a random number of moves to solve that you decide. All puzzles are solvable, no matter how difficult they seem. These puzzles are created by making a random number of backward moves. This is helpful to learn how to play the game .

A Little Bit More on How to play. You start out with a grid of 16, 25, or 36 boxes. Clicking on a box will change that boxes number by two. Each of the boxes above, below, to the right, and to the left will be changed by one.

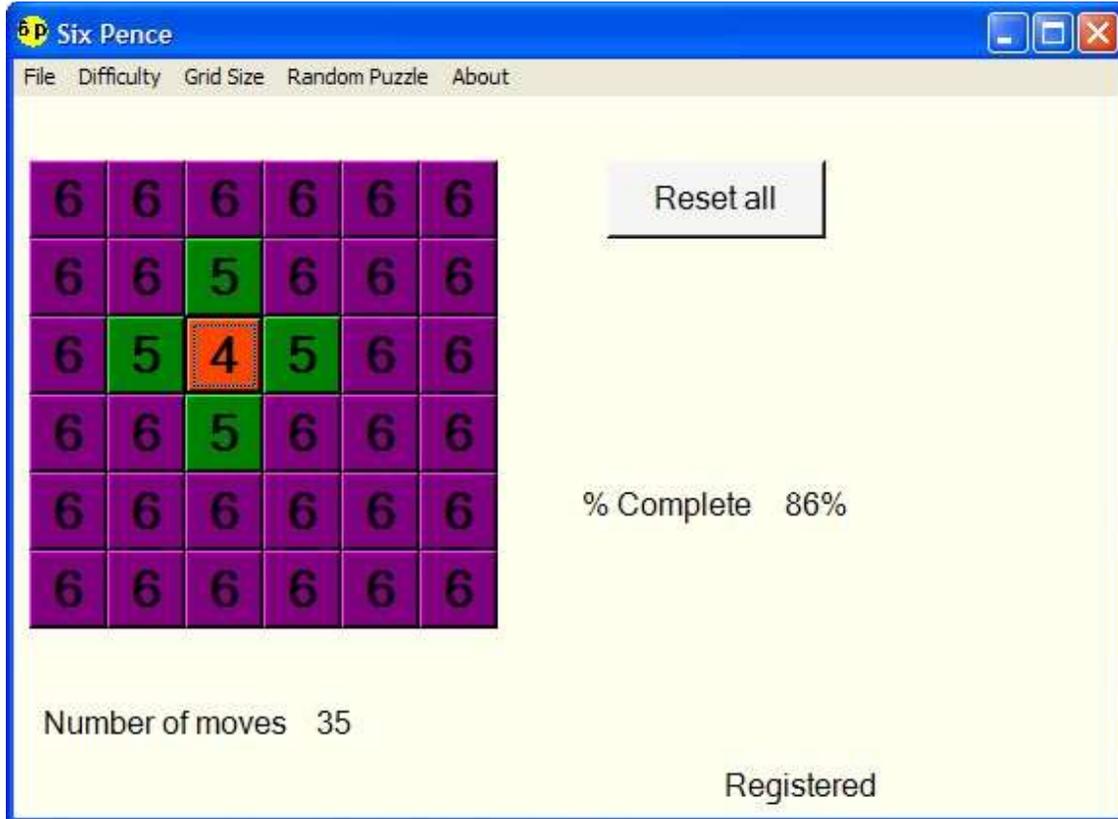


If you make a mistake, and can't find your way back, you can hit the reset button. This will reset the game to the first move and all of the squares will be back to the original position.

Clicking on one square 6 times, makes no change to that square.

Be quick, but careful with your moves, as you will be timed to complete each puzzle!

Example of play:



This is an example of one move to win. Clicking on the 4 will make that box go up by 2, equaling 6. The box above, below, to the right and to the left, are all 5, increasing each by one makes all 6.

If you have any questions regarding Six Pence, visit our web page at www.sixpence.twobrotherssoftware.com