



# Game Guide

## Index

1. Overview.....	3
2. Technical data .....	3
3. Game rules .....	3
Game origins .....	3
Digital version .....	4
Story .....	4
Scores and levels.....	4
4. User interface .....	5
4.1. Main Screen.....	5
4.2. Game play screen .....	6
Tutorial and help .....	6
Level intro.....	6
Game play .....	6
Pan, zoom and perspective .....	7
Making moves .....	7
Choosing directions and options.....	8
Game over screen .....	8
4.3. Ranking screen .....	8
4.4. Menu .....	9
4.5 Main screen symbols and icons.....	10
5. Additional game features .....	10
5.1. Facebook integration.....	10
5.2 In-App purchases.....	11
“No Ads + Undo” package.....	11
6. Advertisement .....	11
7. Network connection.....	12
8. Additional game resources.....	12

## 1. Overview

The Game Of Dots is a mobile game, based on old logical game played with paper and pencil. Application is available on iOS platform, for all users in all locations. Game features 10 levels of logical puzzles, 3D graphics, Facebook integration and in-app purchases described in the following chapters.

## 2. Technical data

- Application version: 0.9.6
- Minimum iOS version: 10.0
- Supported devices: iPhone, iPad (all models supported by iOS 10.0 or higher)
- Default (development) language: English
- Localizations: Polish, Spanish, Russian

## 3. Game rules

### 3.1. Game origins

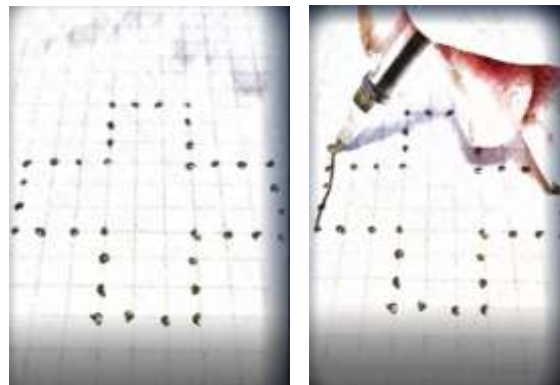
The original game starts with a dotted shape drawn on a sheet of squared paper.

In a single move, player adds one (and only one) dot in line with four existing dots and joins all five (and only five) dots with a line. Adding new dots creates new opportunities for further moves and on the other hand, blocks some moves.

If user has more than one option of joining dots (i.e. more than one direction or more than 5 dots in row) he has to make a choice which 5 dots to join with a line.

Every line means one point.

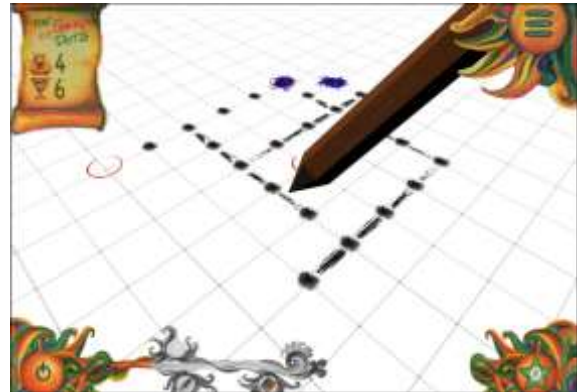
The goal of the game is to score as many points as possible.



### 3.2. Digital version

Digital version of the game follows the original rules.

Game features 10 levels of puzzle with various starting shapes, additional level objectives (player has to get to the certain point of the board), and various 3D locations.



#### Story

By playing the game, user helps friendly dragon Albert, to bring back the colors to his world.

Albert's world is symbolized by the sketch in the background of main screen. As the player achieves the levels, sketch gets shapes and colors.

#### Scores and levels

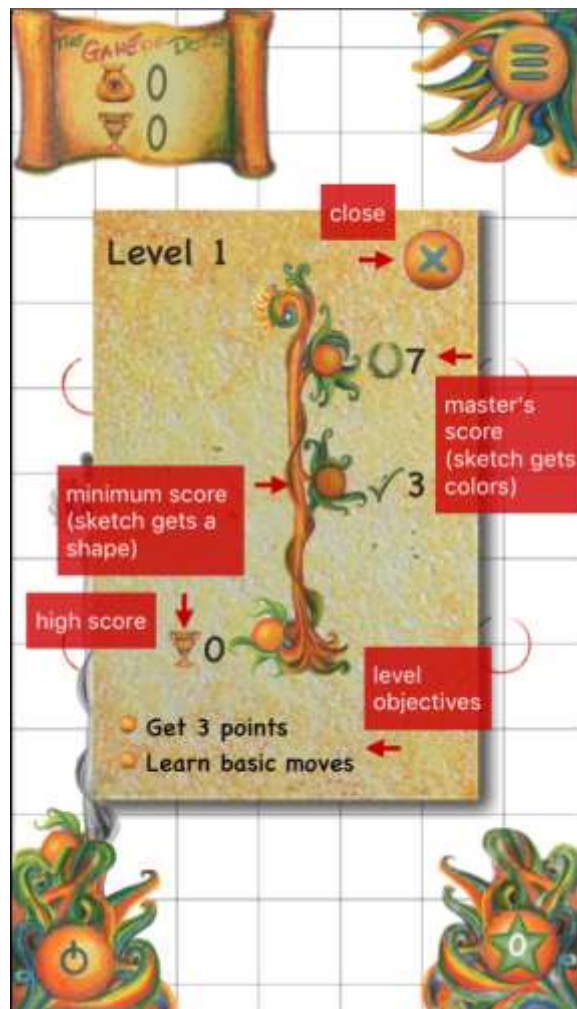
Every level has two significant score values:

- **Master's score:** is the amount of points user has to collect to accomplish the level. If reached, level background gets full colors and the next level is unlocked without restrictions.
- **Minimum score:** is the amount of points user has to collect to get a chance for unlocking next level. If reached, the level background is painted in shades of grey. In such case user can unlock next level by watching reward video (if available) or by improving his score in previous level.

If user has purchased "No Ads + Undo" package next level is unlocked without watching reward video.

If level has additional level objectives, they all must be met to advance to the next level.

If user reaches the required score but doesn't meet additional level objectives, his score is reduced to the minimum score, but next level remains locked.



## 4. User interface

### 4.1. Main Screen

The main screen shows the current game status.

Background sketch symbolizes Albert's world.

Accomplished levels (user reached the master's score) have colorful background.

Levels not accomplished but with minimum score reached are painted grey.

Levels available for playing or unlocking are marked with parchment icon.

Levels locked do not have background nor parchment icon aside.

At the bottom bar following icons are located:

- Sound icon: controls game sound (on/off)
- Avatar icon: shows user's Facebook profile picture. If tapped opens the ranking screen.
- User's score and achievements icons showing:
  - User's total points
  - Number of passed levels
  - Number of accomplished levels

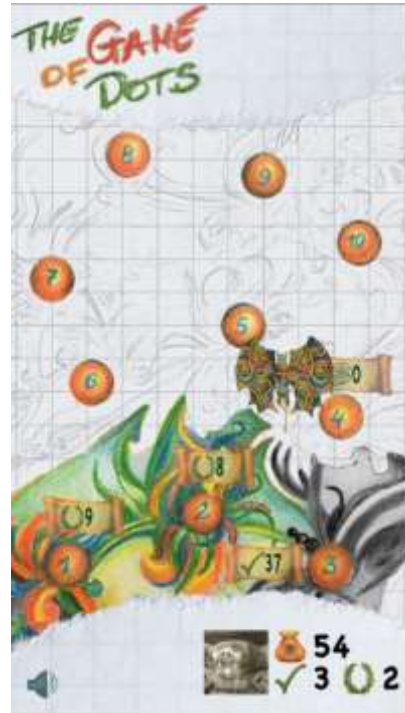
If main screen extends over visible frame it can be shifted with the pan gesture.

Tapping the dragon brings him to front and sends back. Each time brought to front, Albert tells a message related to the level played, next levels or game features.

Albert's role is to help user to understand the game objectives and functions.

When user taps on the level number, and level is available for playing, the game play screen is loaded.

See section 4.5 for the list of main screen symbols and icons.



## 4.2. Game play screen

### Tutorial and help

Level one is the tutorial.

The objective of this level is to explain the basics of the game to the user.

Each move is commented with a helper text located at the bottom of the screen.

Following instructions, user learns the rules of the game.

During the game user can always use help dialog.

It is displayed when user taps the help icon available in menu (see section 4.4).

Help screen shows all icon and symbols displayed by the game and explains their meaning.



### Level intro

Each game starts with the level intro screen.

Level intro screen shows the level objectives, minimum score, master's score as well as the best score achieved so far by the user on certain level.

Closing the level intro screen with icon starts the game.



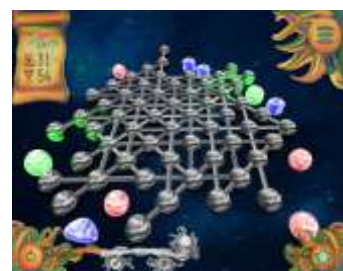
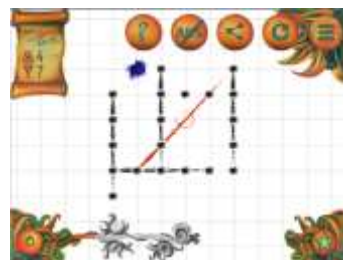
### Game play

Levels bring user to various locations.


The symbols and playing environment varies, but the rules of the game are always the same.

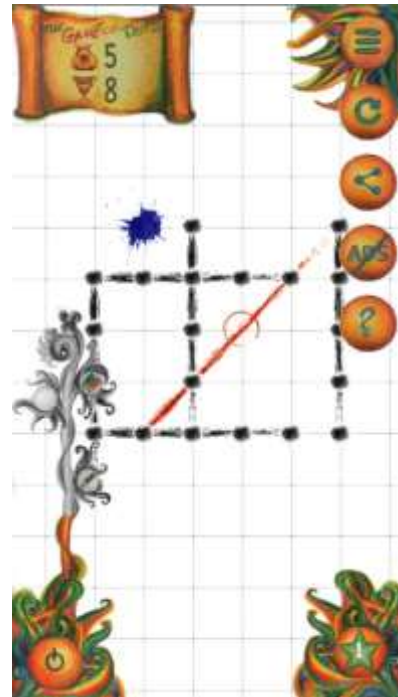
First two levels show simple, squared paper board with dots to make user accustomed to the basic rules.

Other levels take place in different 3D scenes where dots and lines are replaced by flowers, balls and other items.



The game screen always contains constant elements:

- **Game board**, located in the upper left corner shows actual score and the high score
- **Menu icon**, located in the upper right corner of the screen. Tapping menu icon toggles game menu (see section 4.4)
- **Progress bar**, located in the bottom left corner of the screen. Progress bar gets colored as the user scores the points. It also shows the minimum score, master's score and high score icons. Progress bar can be switched on and off by the  button located at the bottom left corner of the screen.
- **Collected items indicator**, located at the bottom right corner of the screen. Green star shows the number of items collected during the game.



### Pan, zoom and perspective

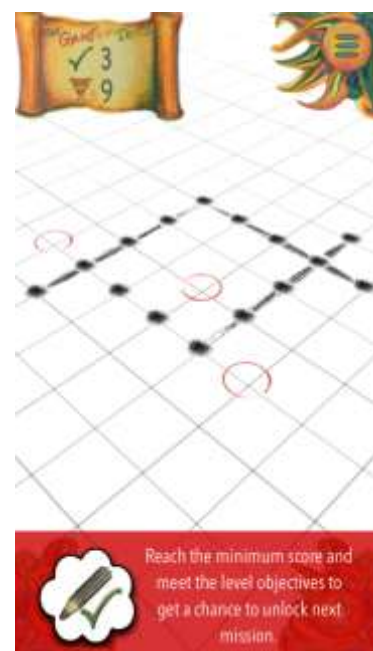
User can shift and zoom the game scene using common gestures. Tapping the screen twice changes perspective.

### Making moves

To make a move user has to locate four dots in line and add the dot next to them.

The game helps user with this task showing the places where new dot can be placed. Possible moves are marked by red circles in the first two levels and by various items in other levels.

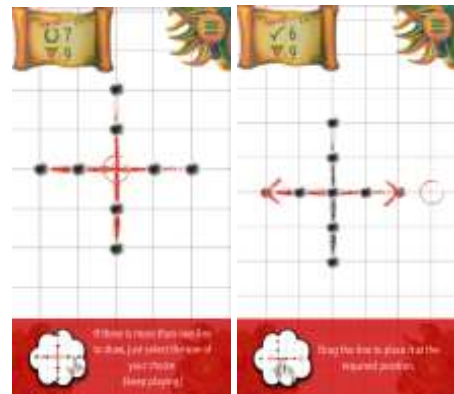
When user taps the marked place new dot is added to the board and connected to other dots with a new line.



## Choosing directions and options

If the user can join 5 dots in more than one direction, possible choices are marked red. To make the choice user taps the line he wants to draw.

If there are more than 5 dots in line, user has to make a choice which 5 dots he wants to join. Moving red line appears on the screen showing available options. User taps the line to stop it and then drags the line to the desired destination. Another tap at the line confirms the choice.



## Game over screen

When there is no more moves left, the game is over. Game over screen appears on the screen. It shows user's score, progress bar and status of level objectives. If the level objective is not met – it is marked red. The progress bar colors show the player's score compared to the minimum score, master's score and level best score. Closing this window makes the game do display ad and return to main screen.



## 4.3. Ranking screen

Ranking is loaded when user touches avatar icon on the main screen. It shows current standings and achievements of user's Facebook friends playing the game.

It can be scrolled if extends visible frame.

If user is not connected to Facebook the game asks user to connect and if agreed, opens the Facebook login screen in browser.



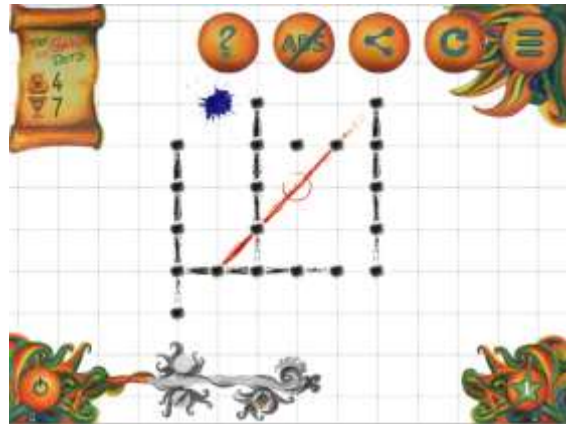










#### 4.4. Menu

Game menu appears on ranking screen (see 4.3) and game play screen (see 4.2) and is symbolized by icon in the upper right corner.






Tapping the menu icon shows or hides menu items.

The set of menu items depends on the context. Full set of menu items is explained in the following table:



Menu icon	Description	Ranking Screen	Game Screen
	<b>Menu icon:</b> shows / hides menu items	X	X
	<b>Back icon:</b> return to main screen	X	X
	<b>Share icon:</b> opens the share dialog to let user post the screenshot on Facebook (see 5.1)	X	
	<b>No Ads icon:</b> initializes in-app purchase of 'No-ads + Undo' package (see 5.2) or restores past purchase. If item is purchased icon is not displayed.		X
	<b>Undo last move icon:</b> reverts last move . Available when user purchased 'No-ads + Undo' package (see 5.2). If the last move was already undone icon does not appear in menu.	X	
	<b>Help icon:</b> shows Help screen (see 4.2)	X	
	<b>Purchase icon:</b> displayed by purchase dialog		
	<b>Restore icon:</b> restores past purchase transactions		

## 4.5 Main screen symbols and icons

Symbol	Description
	<b>Parchment icon.</b> Appears beside the level when it was played, can be played or can be unlocked.
	<b>Mission accomplished.</b> Level was passed and the master's score has been reached.
	<b>Level passed,</b> but the master's score has not been achieved.
	<b>Reward video.</b> Level can be unlocked by watching reward video.
	<b>High score icon.</b> Symbolizes best result achieved on certain level.


## 5. Additional game features

### 5.1. Facebook integration

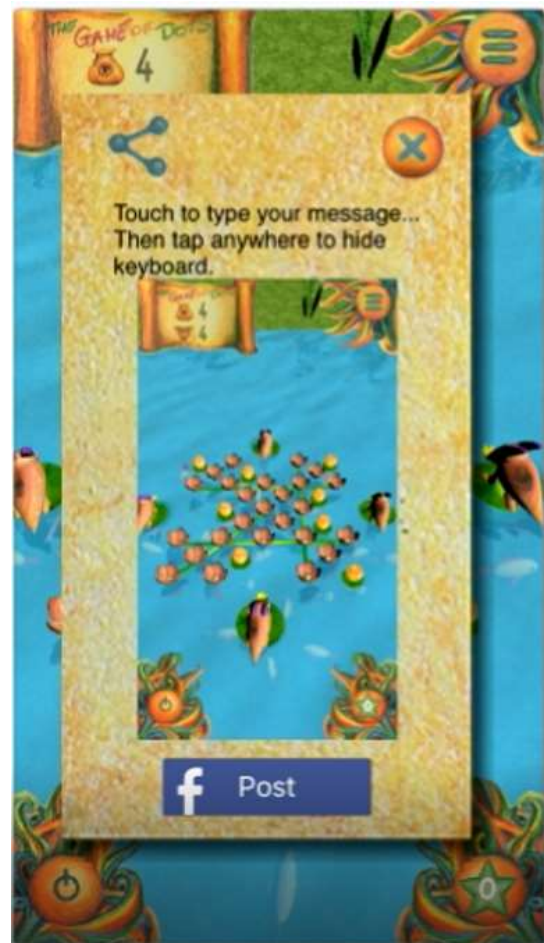
Application integrates with Facebook to let users enjoy both game's and Facebook's features.

Game connects to Facebook using standard Facebook Login functionality available on Facebook website or in the Facebook application. When the user logs in to Facebook for the first time, he is asked for appropriate permissions. User permissions are remembered as long as access token is valid or until user changes the game privileges on his Facebook account.

Facebook interactions during the game:

- When user calls ranking screen – ranking is downloaded from Facebook graph
- At the end of each game user's score is saved to his Facebook graph
- During the game user can share the screenshot tapping  icon. Custom sharing dialog appears letting user to compose the post and publish it on Facebook account.

The game has been reviewed by Facebook and got their acceptance for publishing.



## 5.2 In-App purchases

### “No Ads + Undo” package

The downloadable version of the game displays ads (see 6.) and **does not** offer “undo last move” functionality.

“No Ads + Undo” package is a non-consumable item that can be purchased in App Store from the game.

When the user purchases “No Ads + Undo package” the game stops displaying the ads and unlocks “undo last move” functionality.

Both items are joined in one package and purchased together.

The game remembers the purchase as long as it is installed. If uninstalled and installed again or installed on another device with the same Apple ID, the game will **restore past purchase and unlock functionalities without additional charges**, when user taps “Purchase / Restore” icon.

Separate “Restore” button was implemented to let users restore past purchase, however even if user attempts to buy the package for the second time, the game will try to restore past transactions before it comes to payment.

The game checks user payment permissions before the purchase transaction is committed.



## 6. Advertisement

Standard version of the game displays ads in the following situations:

- Banner on ranking screen
- Interstitial add at the end of each game
- Reward video, when the user did not reach the master’s score on the certain level and wants to unlock next level

Ads can be completely switched off by purchasing “No Ads + Undo” package (see 5.2)

Reward videos and other ads are the subject of availability and there is no guarantee they will be available in certain location or time.

If user experiences problems with ads, he should check advertising settings on the device in: Settings > Privacy > Advertising.

## 7. Network connection

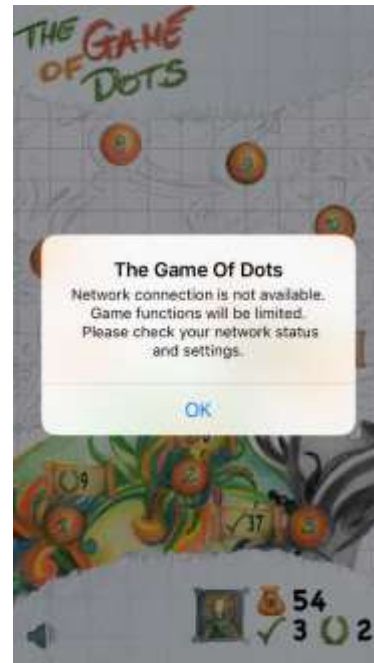
The game requires network connection to operate with its full functionality. When the network connection is not available user can play the game but functionalities are limited to those that not require network access.

The game handles network and connection issues displaying appropriate information to the user.

When network connection is not available following functionalities will not be available:

- Facebook features (see 5.1)
- Functionalities related to advertisement (including reward videos)
- In-App purchases (see 5.2)

However all the levels can be played without network access.



## 8. Additional game resources

For additional resources and information about the game visit game websites:

<http://GameOfDots.eu>

<https://facebook.com/GameOfDots>