

## How to Play

Tetrod is a sort of jigsaw puzzle and something like dominos. You make a move by swapping tiles. This is a tile:



Each tile has pieces of four patterns on it.

When two tiles with matching patterns touch, the line between the tiles disappears:



All the tiles in a puzzle are different.

## To Win

Rearrange the tiles so the edges of all the tiles match. Opposite edges at the sides of the board must also match. There is always a winning arrangement of the tiles.

Here is a solved puzzle:



## To Move

Tap a tile to select it, then tap another tile. The tiles swap places.

You can also drag one tile over another to swap them.

Tiles may not be rotated.

## The Display

The left number is how many moves you have made.

The right number is elapsed time in seconds.

## The Controls

**Hint** Highlight two tiles it would be good to swap. You must swap them yourself. Kills scoring

**New** Start a new puzzle.

## The Buttons

The up and down buttons, and the two buttons next to the up and down buttons, move the whole board. This lets you easily see if tiles on opposite sides of the board match. The relative positions of the tiles stays the same, and this does not count as a move.

## The Preferences

### **Game:**

**Edge** All the edge patterns are blank. Easiest.

**Corner** The corner patterns are blank. Middlest.

**Full** No patterns are blank. Hardest

### **Pattern:**

**6** Six different patterns. Easiest.

**5** Five different patterns. Middlest.

**4** Four different patterns. Hardest.

**Width & Height:** Set the board size in tiles, from 3 to 8.

Width and height may each be set to different values. Higher values are harder. Much harder.

**Animate Moves:** Check this to animate the tiles swapping.

Otherwise they just appear in their new positions.

**Background** The background may be set to black, white, or random colors.

**Hide Patterns** The puzzles are harder when the tiles are solid colors.

## The Scores

Keep the best score (least number of moves to solve) for the largest puzzle you have solved in each *Game* and *Pattern*. Also keep how long the best score took to solve (in seconds). If you looked at a hint, the puzzle will not be considered for a best score.