

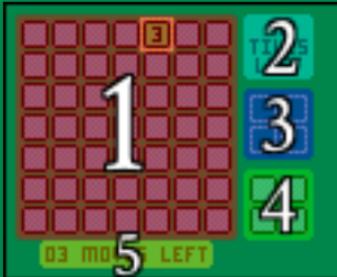
NOGGIN

INSTRUCTION MANUAL

ABOUT

Noggin is a straight forward tile flipping game with a little twist. Whichever tile you flip, dictates how many spaces you must move before you can flip your next tile. The aim is, as you might guess, to flip over all of the tiles in the grid.

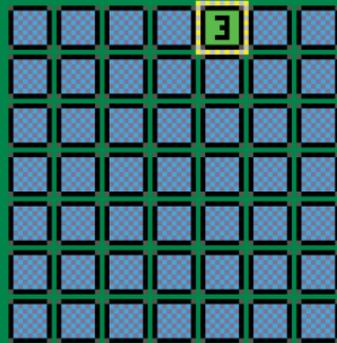
The Screen



1. Game grid.
2. Remaining tile count.
3. Wildcards collected.
4. Unused 'spares'.
5. Moves remaining.

1. Game grid

This is the playfield, your aim is to flip over every single tile in this grid. You do this by pressing the 'A' button when your remaining moves (5) is at zero.



**48
TILES
LEFT**

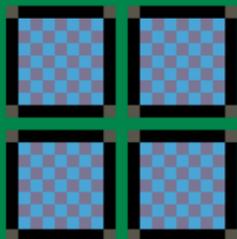
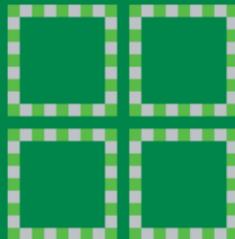
2. Remaining tile count

Informs you how many tiles you have left to flip. Your target is zero!

3. Wildcards collected

This area shows how many

 Wildcards you have collected.



03 MOVES LEFT

4. Spares

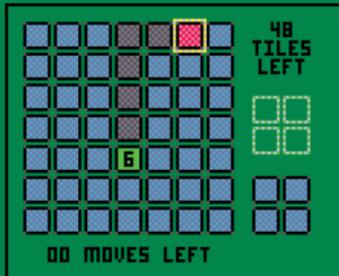
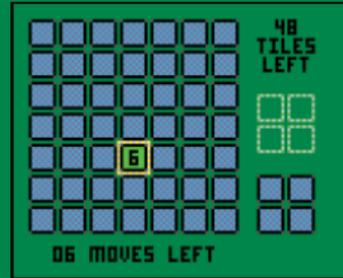
There are 4 tiles that are left out of the main grid. These are usable only when a  Jack tile is collected.

5. Moves remaining

This indicates how many moves you still need to make before turning your next tile.

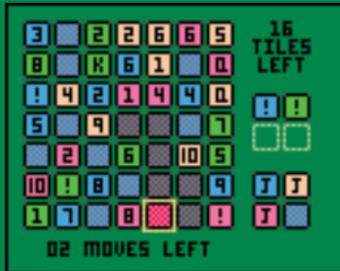
How To Play

Each tile in Noggin! Has a numerical value which dictated exactly how many moved (up/down/left/right) which must be made before turning over the next tile.



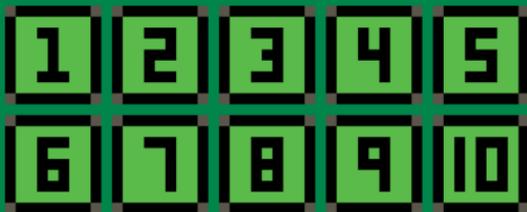
When moving, you can only move horizontally or vertically and may not cross your own path, nor cross any tiles that are already turned.

Once the exact number of moved have been made, then the next tile can be turned.



Repeat this process until the whole grid is filled. It's harder than it sounds!

Tiles



Numbers

Numbered tiles indicate how many times you must move before you can flip your next tile.

Jack

The Jack tile will be exchanged for the next tile in the 'spares' area of the screen.



Queen

This tile can choose any tile to flip along the full horizontal or vertical length of the grid. However, once a tile is selected, the whole row/column is flipped. Use this card carefully!

King

As with the Queen, the King tile can move to any position horizontally or vertically. But unlike the Queen, only the selected tile will be flipped.



Wildcard

This special tile, when collected has two values. As a regular tile when used on the grid, the wildcard is worth one move. However, it's second value can be saved for later. When selected from the wildcard pile, this tile allows you to flip ANY tile on the grid.

Controls



D-Pad

Use the D-Pad to move up, down, left or right in the game grid.

A button

Use the A button to flip the current tile, but only if you have zero moves left.





B Button

Action #1 - Revert to the start position of your current tile. This is useful to test different moves before selecting your final tile to flip.

Action #2 – Use a wildcard. If you are on the start position of your current tile, the 'B' button will allow you to use a wildcard and move to any other position on the grid.

C Button

Quit. Pressing 'C' at any point of the game will cause an instant 'Game Over' without warning.

