

# ENIGMO™

For Apple iPhone & iPod Touch

## INSTRUCTION MANUAL

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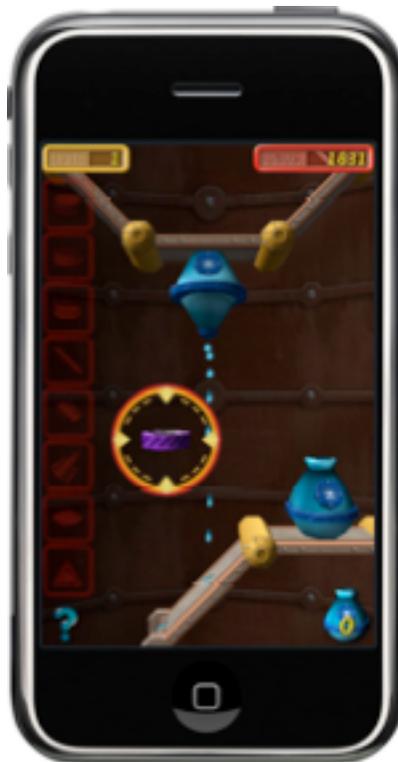


## THE GOAL

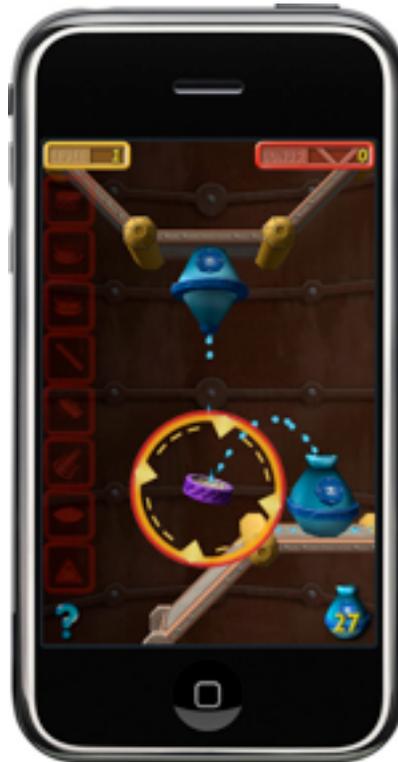
Enigmo is a 3D puzzle game where the goal is to use the various puzzle pieces to direct water droplets into their containers. The faster that the containers are filled, the more bonus points you get. There are three types of liquids in the game: **Water**, **Oil**, and **Lava**, and there is a specific container for each. Once you have sent at least 40 droplets into each container then you have completed that level.

## QUICK START GUIDE

- Run Enigmo and on the menu screen, select **PLAY GAME** and then **NEW GAME**.
- Your goal is to figure out how to get the blue water droplets into the blue water container.
- On the left side of the screen is your **Parts Inventory**. To add a Part to the puzzle, simply touch and drag the icon with your finger to place it wherever you want. When a part is selected you'll see the red and yellow selection ring around it:



- Touch and drag on the selection ring to rotate the object, or touch and drag the part itself to move it. You want to position the part under the flow of falling water droplets and angle it such that they bounce into the blue container:



- Once 50 water droplets have entered the container, you have completed this simple level.

# THE PARTS

## BUMPERS:

Bumpers will bounce droplets, and different bumpers have different bounce characteristics. Some bumpers absorb some of the impact energy, thus, the droplet does not bounce much. Other bumpers are very powerful and will bounce the droplets without hardly any loss in momentum.



### SOFT BUMPER

This bumper will bounce droplets while absorbing much of the momentum of the droplet.



### HARD BUMPER

This bumper will bounce droplets and only absorb a small amount of momentum.



### SUPER BUMPER

This bumper actually adds momentum to the droplet when it bounces. It is half bumper and half accelerator. The faster a droplet hits this bumper the faster it will get thrown when it bounces.



### SPLITTER BUMPER

This part is similar to the Soft Bumper in how it bounces droplets, but it is often used to split streams of liquid which intersect or are falling parallel.

## SLIDES:

Slides are used to smoothly move droplets from one place to another. When a droplet hits a slide it will not bounce off of it. Instead, it simply slides along its contour.



### LONG SLIDE



## SHORT SLIDE

### ACCELERATOR:

The Accelerators is used to boost the speed of a droplet.



## PARTICLE ACCELERATOR

When droplets enter the base of this part, they are shot out the tip at high speed.

### SPONGES:

Sponges will absorb droplets.



## DRIP SPONGE

Most sponges simply absorb and destroy droplets, but the Drip Sponge will start to drop droplets after enough has been absorbed. These are useful for stopping a flow of droplets and having them fall in a clean, smooth stream.

## MANIPULATING PARTS

To add a new part to the scene simply touch and drag on it in the part inventory bar. The currently selected part will always have a selection ring around it. Double-Tapping a part in the scene will cause the part to be removed from the scene and returned to the inventory bar. The selection ring around the selected part is also the rotation ring. Touch and drag on the selection ring to rotate the part.



Dragging on the selection ring will rotate the part.

## PLAYING THE GAME

### COLLECTING DROPLETS

The goal is to get the water droplets into the water container, the oil droplets into the oil container, and the lava droplets into the lava container. When you have filled the needed containers with 40 droplets then you have completed the level. The droplet indicator is in the bottom right corner of the screen:



If droplets stop entering a container before the level is completed, then the counter will begin to decrease as the liquids evaporate from their containers. Therefore, you cannot simply fill a container with liquid and then move all of the parts around to get a

different liquid into the other container. There must always be a continuous flow of liquid into the containers to keep them full.

## **DROPPER SWITCHES**

The Oil and Lava droppers need to be activated before they will make droplets. To activate an Oil or Lava dropper you must hit the appropriate Switch with a stream of droplets:



Water droplets activating the Lava Switch

## **DOORS & KEYHOLES**

Many levels have Doors which are protected by a force field which the droplets cannot penetrate. To open a Door you must shoot a stream of droplets thru the corresponding Keyhole. There are 3 colors of Doors and corresponding Keyholes, and when a droplet passes thru the Keyhole it will cause the force field on the Door to vanish, thus letting droplets thru. If a stream is interrupted through the Keyhole then the force field on the door will reactivate.



The yellow Door with the force field active



Lava droplets passing thru the teal Keyhole

## THE BONUS TIMER

In the upper right corner of the screen is the Bonus Timer:



This timer begins at a certain value set for each level of the game, and it starts counting down to zero as soon as the level starts. The faster you complete the level, the more bonus will remain and be added to your score. If the timer reaches 0 you do not lose the game – you can continue to try and complete the level, however, you will not receive any of these bonus points for it.

If you can complete a level with extra parts remaining in your inventory then you will also receive a 5,000 point bonus for each part.

## SAVING THE GAME

Upon completion of a level you will be prompted to Save the Game. When you touch the button for the first time in a game, it will bring up the Save Game Dialog which let's you select a slot to save your current game into:

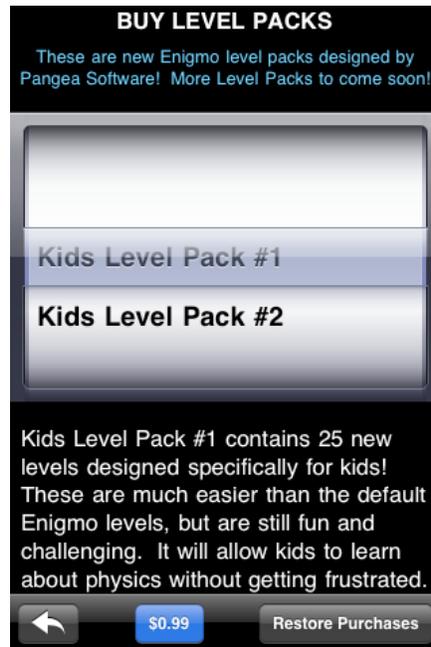


You can select an Empty slot to save into an unused slot, or select one of the existing saved game slots to save over it. After doing this, the Enigmo will automatically save into that slot when you complete the next level.

To resume a saved game at a later time, you simply select **RESUME** from the game's menu screen. This same selection dialog will appear, and there you select which saved game to continue playing.

## BUYING ADDITIONAL LEVELS

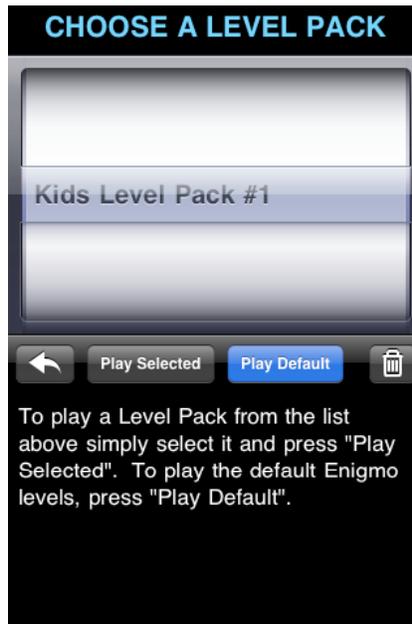
Enigmo 3.0 and later has an in-app purchase feature which is new for iPhone OS 3.0 that lets you purchase additional levels directly from inside Enigmo. To get to the store, run the game and select **LEVEL PACKS** -> **BUY LEVELS**:



This dialog shows you the Level Packs available for purchase. These Level Packs have been created by Pangea Software, so they are of the quality you would expect from us.

To buy a Level Pack you simply tap the **Price** button at the bottom and follow the instructions. If you previously purchased Level Packs, but they got erased accidentally (like from doing a restore or if Enigmo got deleted), then you can always restore them for free by tapping the **Restore Purchases** button.

Afer you have purchased a Level Pack, you play it the same way you play the default levels: select PLAY GAME -> NEW GAME. When you do this, a new Level Pack selection dialog appears:



Select the Level Pack you wish to play and tap **Play Selected**. If you want to play the regular, default Enigmo levels then tap **Play Default**.

You can delete level packs by tapping the **Trash Can** button, but don't worry, you can always restore a Level Pack for free in the purchase dialog.

## TECHNICAL SUPPORT

First check our Enigmo for iPhone support page at:

**[www.pangeasoft.net/iphone/enigmo/support.html](http://www.pangeasoft.net/iphone/enigmo/support.html)**

If you cannot find the solution to your problem there, then please send email to:

**[support@pangeasoft.net](mailto:support@pangeasoft.net)**

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