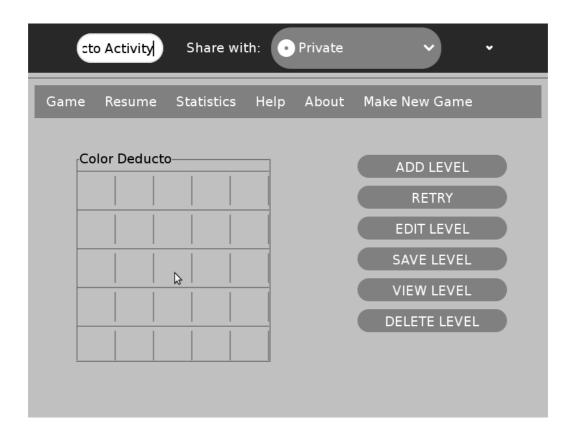
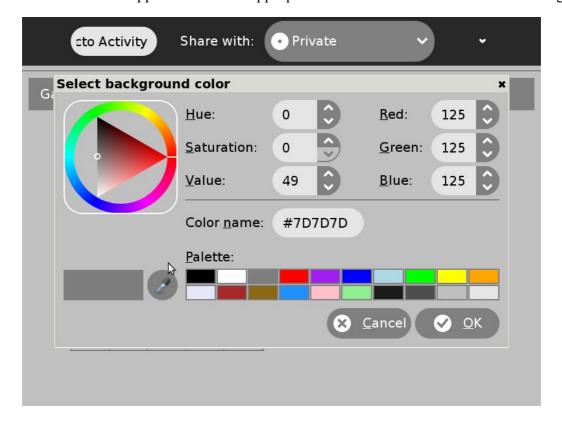
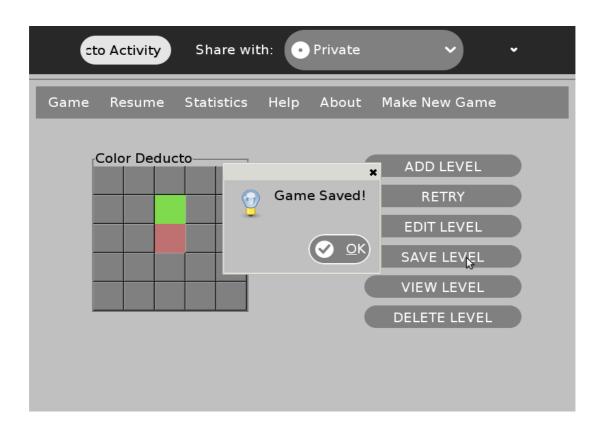
Click on the respective widgets to change their color.



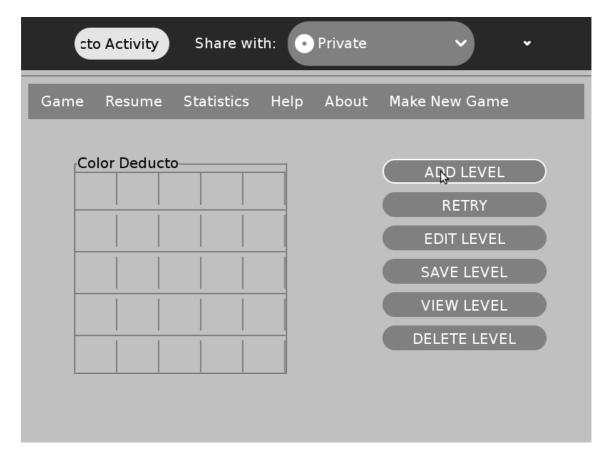
2.A Color Selection block appears. Select the appropriate color to be filled in the selected widget.



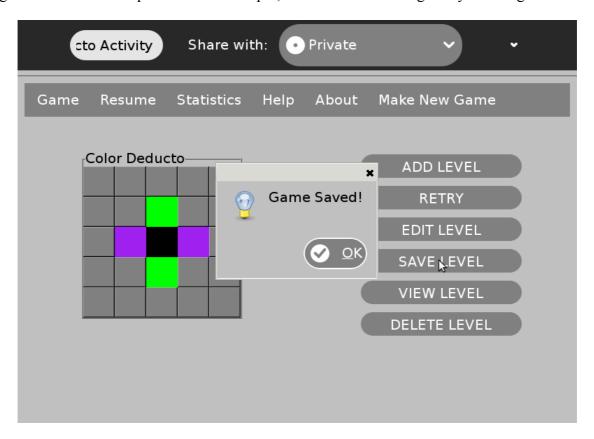
3.Once you set the logic by selecting appropriate colors, click on the 'SAVE LEVEL'widget to save your level. In the attached screenshot, 1<sup>st</sup> level gets saved.



4.Click on the widget 'ADD LEVEL'to add a new level to your game as follows.



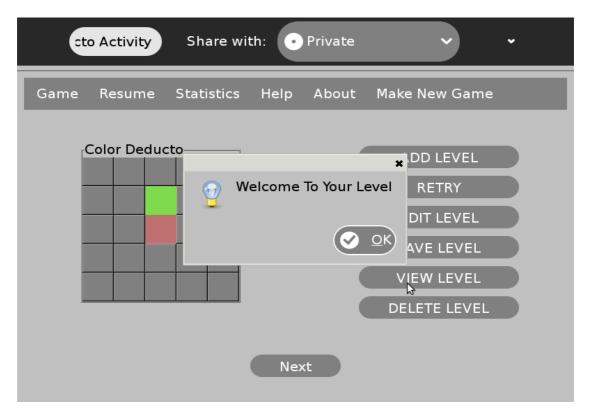
2. Again follow the same procedure as in step 1,2 and 3 to save the logic of your designed level 2.



Similarly save Level 3.

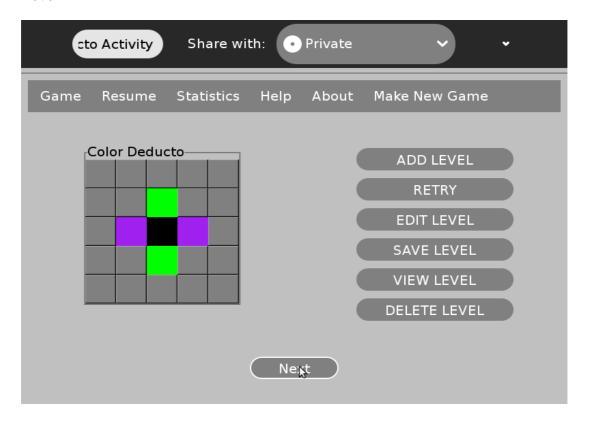
.Click on the widget 'VIEW LEVEL' to view all the levels designed by you.

Level 1

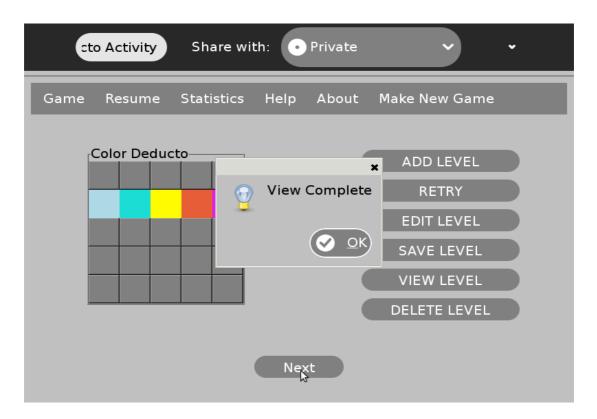


Click on 'Next' to veiw successive levels.

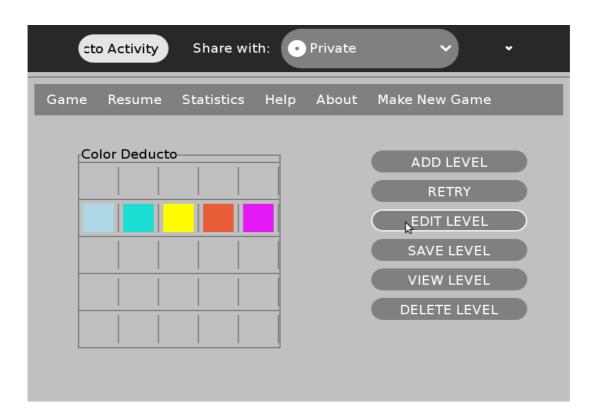
Level 2

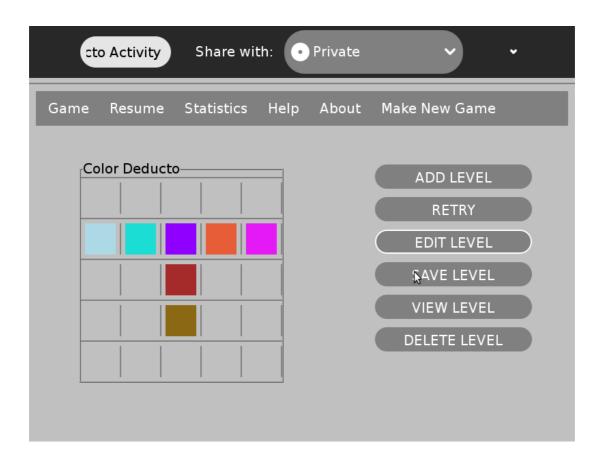


Level 3

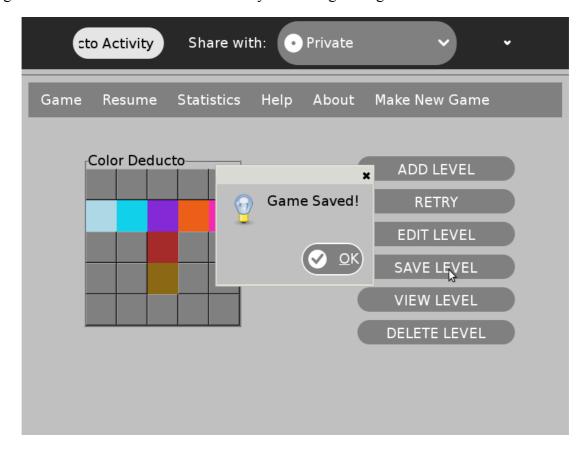


Click on 'EDIT LEVEL' incase you wish to change(edit) your logic.

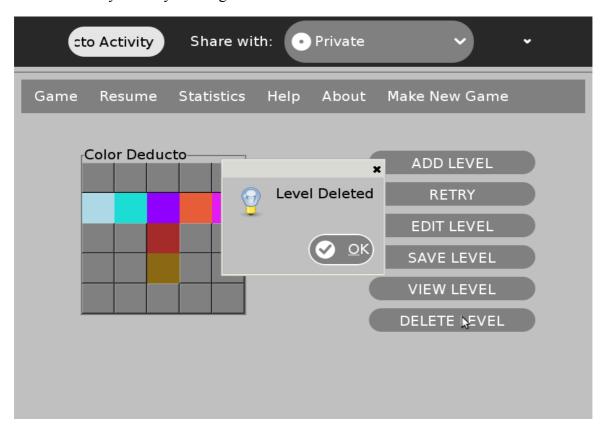




Click again on 'SAVE LEVEL' to save to save your redesigned logic.

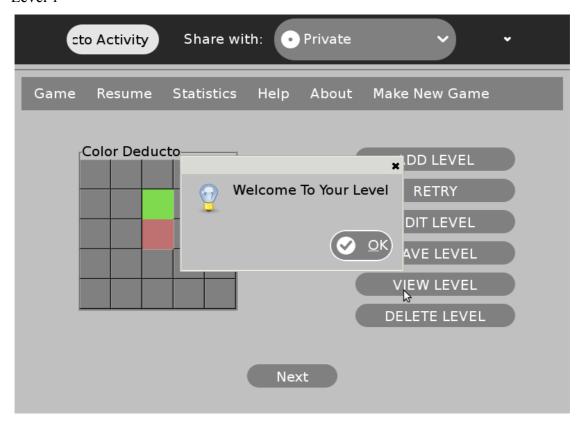


You can delete any level by clicking 'DELETE LEVEL'.

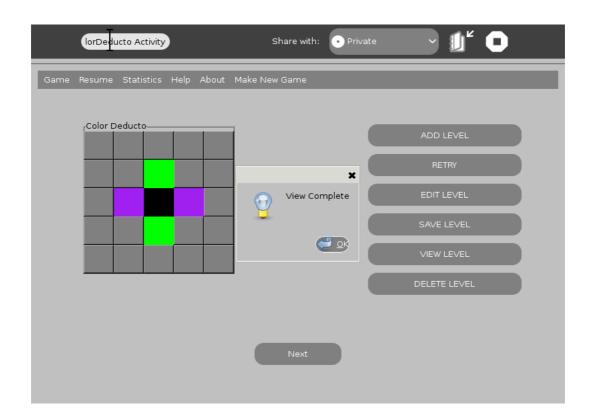


Now you have the following levels. (You can view them by clicking on 'VIEW LEVEL')

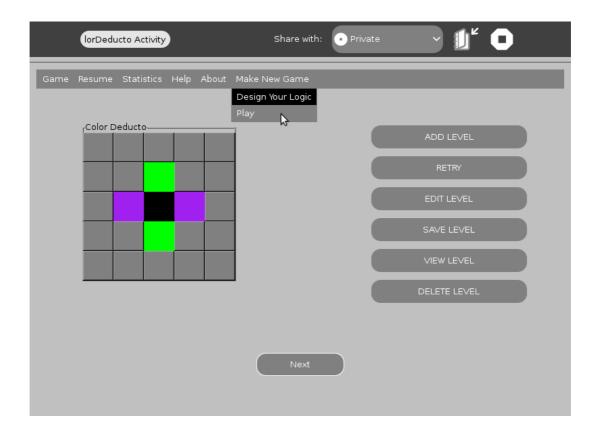
Level 1

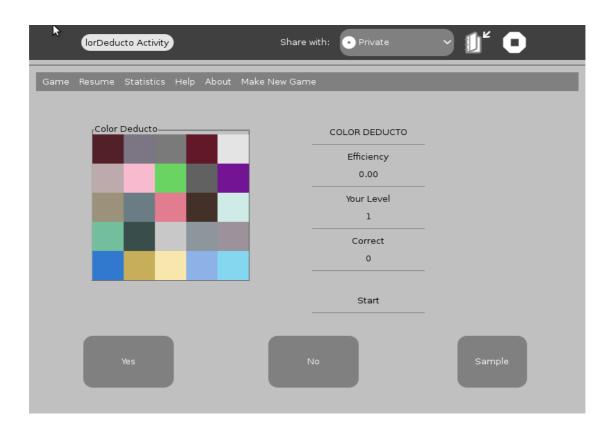


Level 2

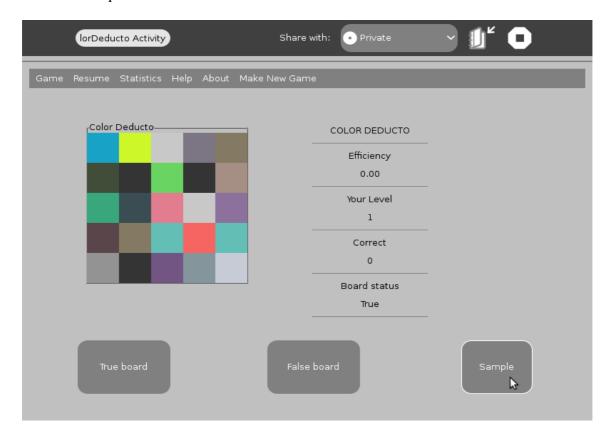


To play the game created by you,go to Make New Game->Play.

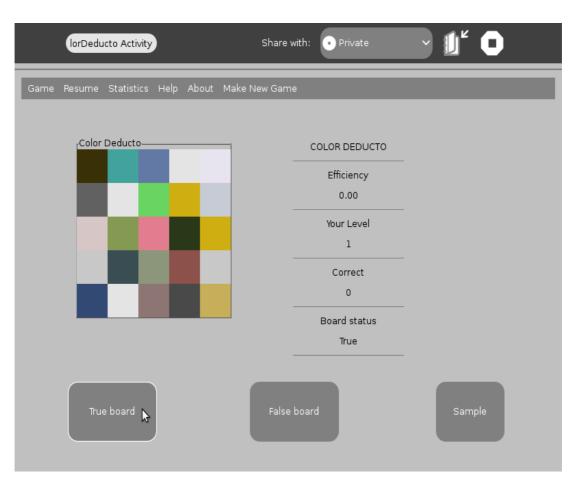




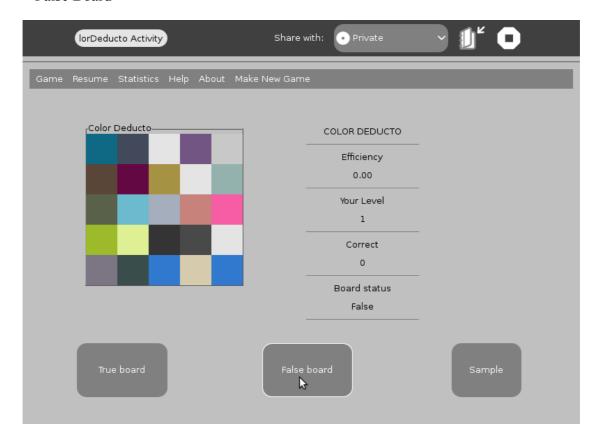
You can click 'Sample' to view 'True Board' and 'False Board'.



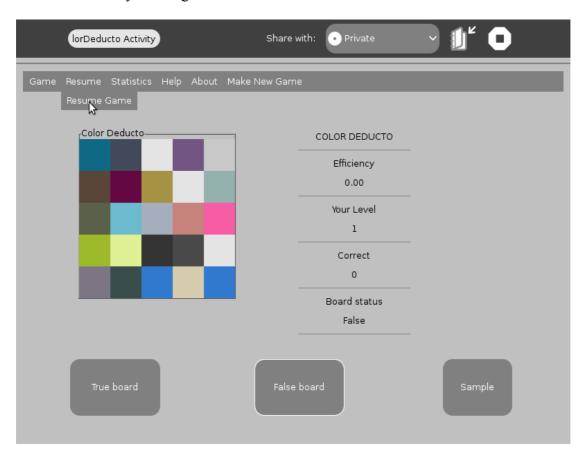
## True Board



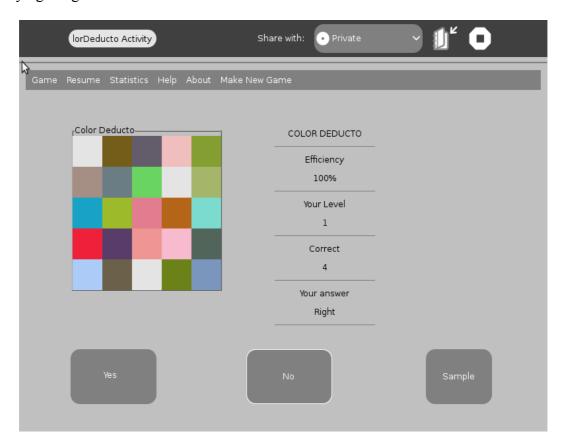
## False Board

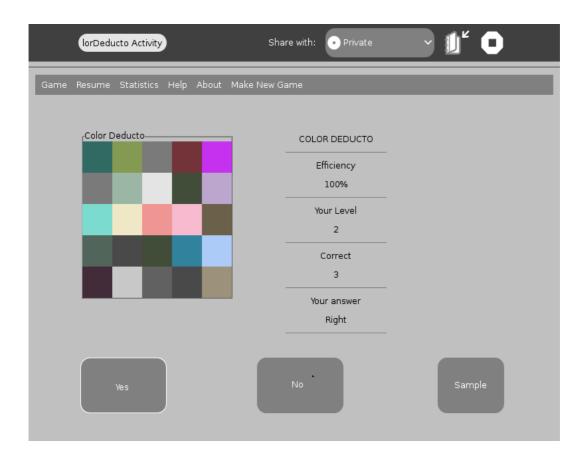


Game can be resumed by clicking Resume->Resume Game



## Start playing the game.





Once you clear all levels created by you,the game gets resumed to the stage where you had left the pre-defined levels.

