

TENSER

Welcome to the help pages for TENSER! We hope you find these pages helpful. If you still have questions, please [email](#) us.

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Game set-up

Set-up begins with the home screen. To play, you can select CONTINUE GAME to continue your last in-progress game, or select NEW GAME. Note that when you select a new game, your previously saved game will be lost.



When a NEW GAME is selected, you are brought to the SETTINGS screen. Slide the tension meter to the desired tension level. The time indicates how long it will take the new digit to turn completely red and fall. CHANGE BY LEVEL is the way the game was designed to be played—the game will get TENSER as you progress through the levels. You can also enter your name on this screen, which will be how it appears on the leaderboards.

Playing the game

Digits appear and slowly (or quickly!) turn red. Immediately after they turn completely red, they fall straight down. They will begin to pile up, and if a digit falls into a column that is already full (has 6 digits), then the game ends.

To move a digit, tap to the left or right of the digit, directly above the column you'd like the digit to drop. Try to avoid sliding (or swiping) to move the digit. The digit will move instantly to the location above the column. If you want to drop the digit into place (why wait?), you can swipe downward and the digit will fall.

The object of TENSER is to get digits next to each other that add up to 10. The digits must be consecutively aligned in a row or column. Strings of digits that add up to 10 will EXPLODE, clearing more space to drop more digits. The following are examples of digits that will explode (in a row or a column):

37

32014

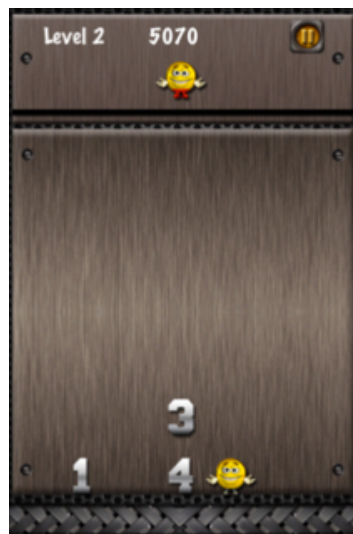
100009

55

Note that a string of digits such as 3017 will NOT explode, because no consecutive grouping of digits has a sum of 10.

As play advances, new levels are reached. You may see little smiley (or frowny!) faces staring back at you. These are the VARIA-BULLIES. They are trying to make life difficult for you by disguising the value of the digit they represent. You may also see a plus sign (+) appear—its behavior will become apparent after you drop a couple of them.

You can PAUSE the game by tapping the pause button in the upper right corner of the game. If you QUIT, then the game will be saved. To resume the game, select SAVED GAME as described on page 1.



Scoring

Every time a digit falls, you score points. If there is no explosion, then a small amount of points is awarded, based on the row that the digit lands. Digits that land in the very top row are worth the most, since this is a much TENSER situation, whereas digits that land in the bottom row are worth the least.

If the digit falls and there is an EXPLOSION, then you also score points. The points awarded are based on the following criteria:

1. How many digits blew up?

The more digits that explode, the more points you get. A simple example would be that the sum 20242 scores more points than 91.

2. How many distinct sums were created?

A “distinct sum” is a string of digits that adds up to 10, and differs from another sum by a nonzero digit (channel your inner math geek!). This is best clarified with the following example:

307021

In the string of digits above, $3+0+7+0$ is a sum of 10, but so is $7+0+2+1$. This represents two distinct sums. Note that $3+0+7$ is NOT a distinct sum, because it differs from $3+0+7+0$ by a zero.

You might ask yourself how many distinct sums are possible when a digit is dropped. Try to answer yourself.

In general, an explosion that involves both a lot of digits and several distinct sums will be worth a lot of points.

Note that explosions can also cause other explosions to occur, sort of like an avalanche. This is because some digits may fall into new locations after digits below those digits explode. Keep this in mind as you play the game.

Strategies

We feel that the best way to develop a strategy is to play the game. Also, you may be trying to keep a really clean board, or trying to score a ton of points. These different outcomes may call for different strategies.

Here are some simple tips that you may find useful:

1. Keep multiple options for explosions available.

If you always have a place for every digit to cause an explosion (is this possible?), then you'll never worry about where to put the next one. For example, the configuration in the middle below is the best, since a 1, 2, 5, 6, or 9 can be dropped to cause an explosion.

		4
		4
4481	814 4	81

2. Separate big digits with a space.

This can be easier said than done, but try not to stack up 8s and 9s. Instead, leave spaces so when that little guy comes, you have more options. For example, leaving a space between two 8s means a 2 will blow up both of them.

3. Identify Varia-bullies as quickly as possible.

If a Varia-bully drops, start to determine its value by placing digits next to it. If you have a 7 next to a Varia-bully, then don't drop another 7 on the other side—you already know its value is not a 3. On the other hand, if you drop a 4 on each side and there is no explosion, you know its value is not 6 or 2.

The value of a (yellow or green) Varia-bully can only change when they are completely cleared from the screen. So, you may find it helpful to leave one "lying around" so that you'll always know its value.

4. Try to have as many different column heights as possible.

By doing this, you increase the chances of having multiple explosions, and increase the numbers of adjacent positions to drop a digit. For example, consider the two figures shown. If another X is dropped, the figure on the left has 5 more unique strings of two or more Xs than the figure on the right. Can you see why?

X X X X X X X X X	X X X X X X X X X
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Good luck! If you have any comments or questions, please [email](#) us.