



# USER MANUAL

ver 1.0

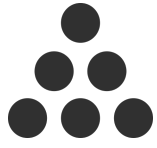


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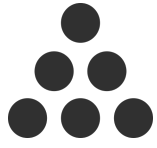
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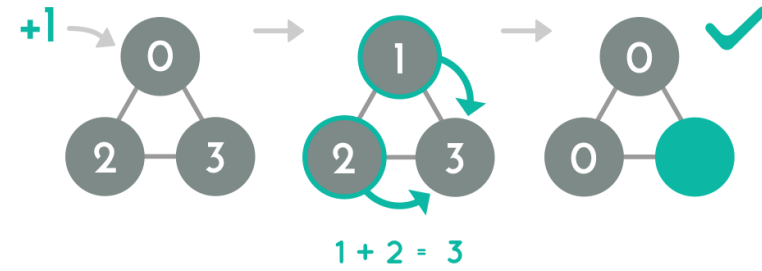
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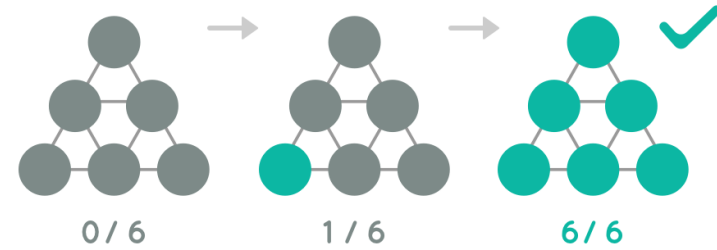
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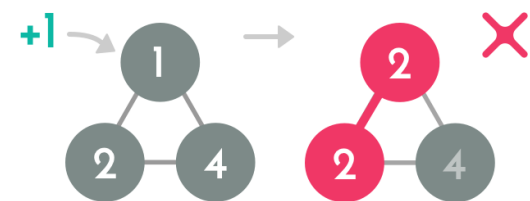
## gameplay



Click nodes to add up numbers. When the sum of two connected nodes equals the number on the third node - you color it.



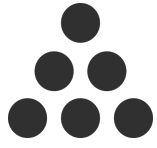
Color all 6 nodes to advance to the next level.



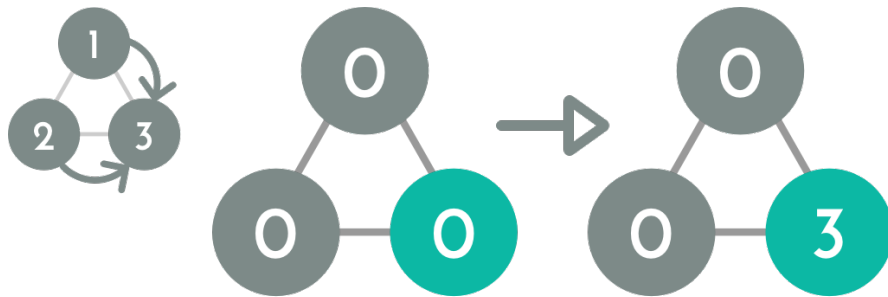
The game is over when numbers on any connected two nodes are equal.



You start each round with 33 moves and unique set of 3 numbers. You get extra moves on every node colored.



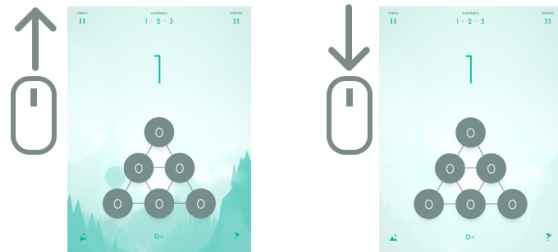
## gameplay



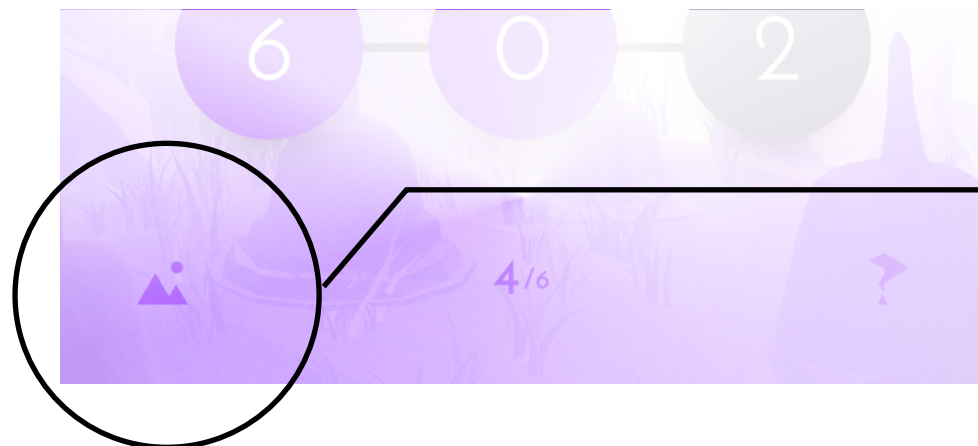
When you color a node in “challenge mode” the node doesn't reset to 0 – the sum stays on (you can turn this on and off in the menu)

1,1,3,3,2,2,2 ✖ 1,2,1,2,3,2,3 ✔

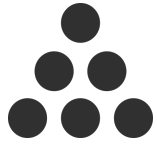
The following number is always different - use this knowledge in your gameplay strategy



You can control background opacity with mouse scroll or two-finger swipe when in gameplay mode



You can enter “photo mode” by clicking a button on the bottom-left corner of the screen. Scroll & pan to crop view. You can use 3D touch when possible.



# languages

English

Deutsch

Français

中文

日本語

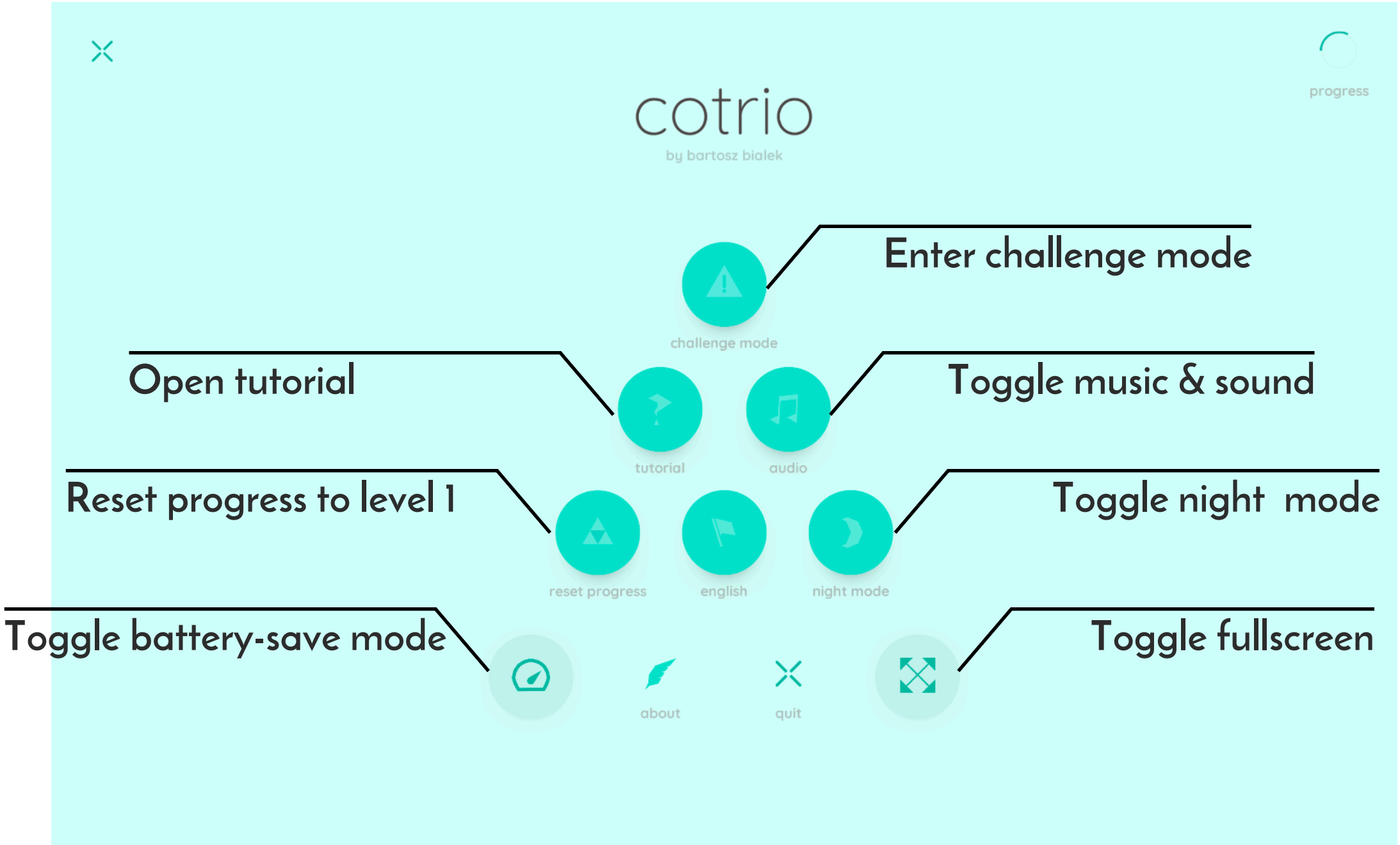
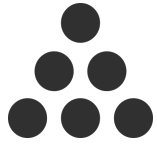
Español

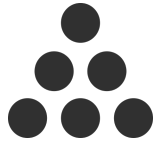
Italiano

Polski

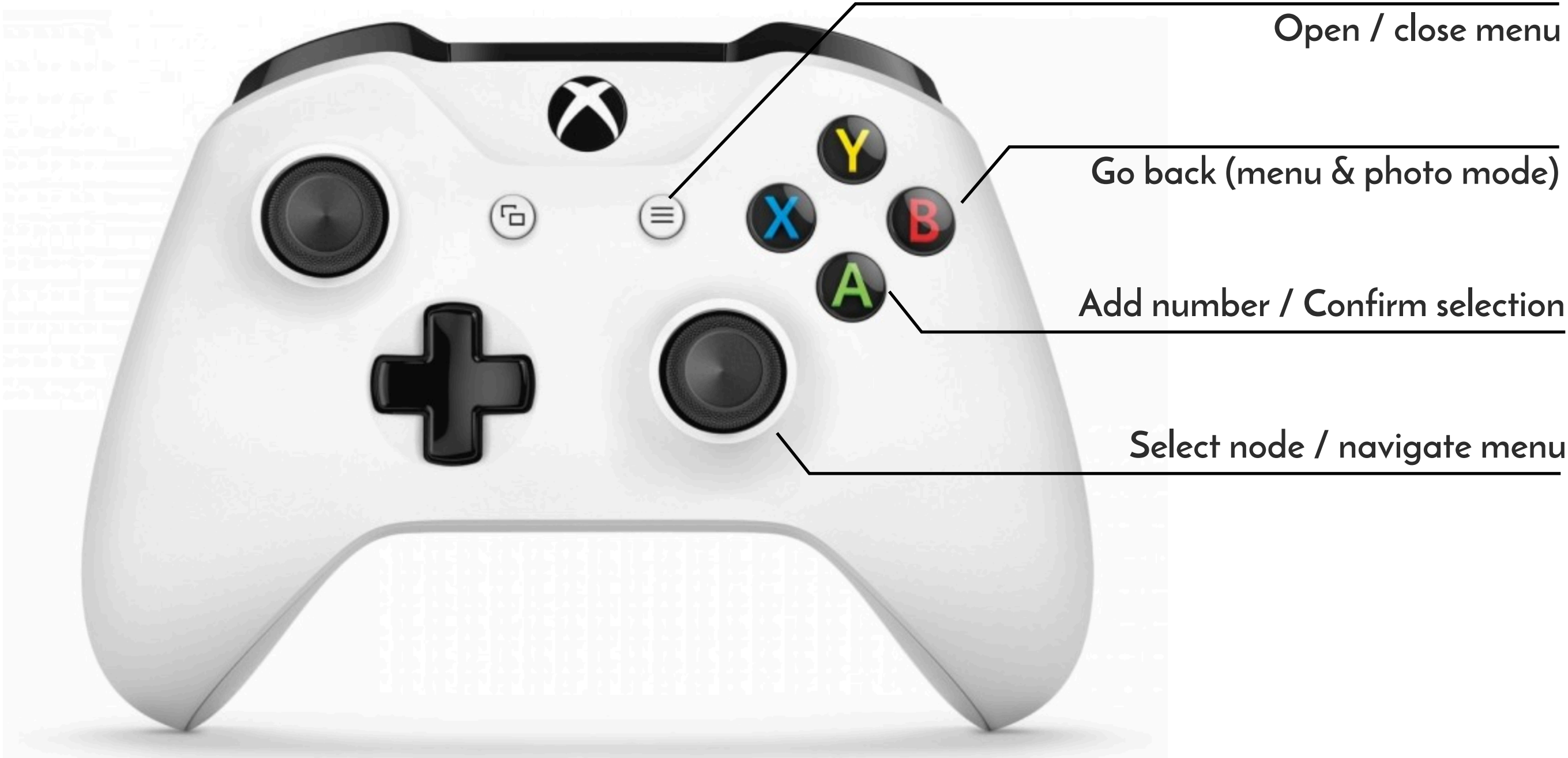
Cotrio is currently fully translated info following languages:

- english
- german
- french
- japanese
- chinese simplified
- spanish
- italian
- polish

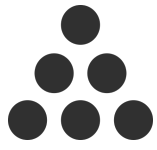




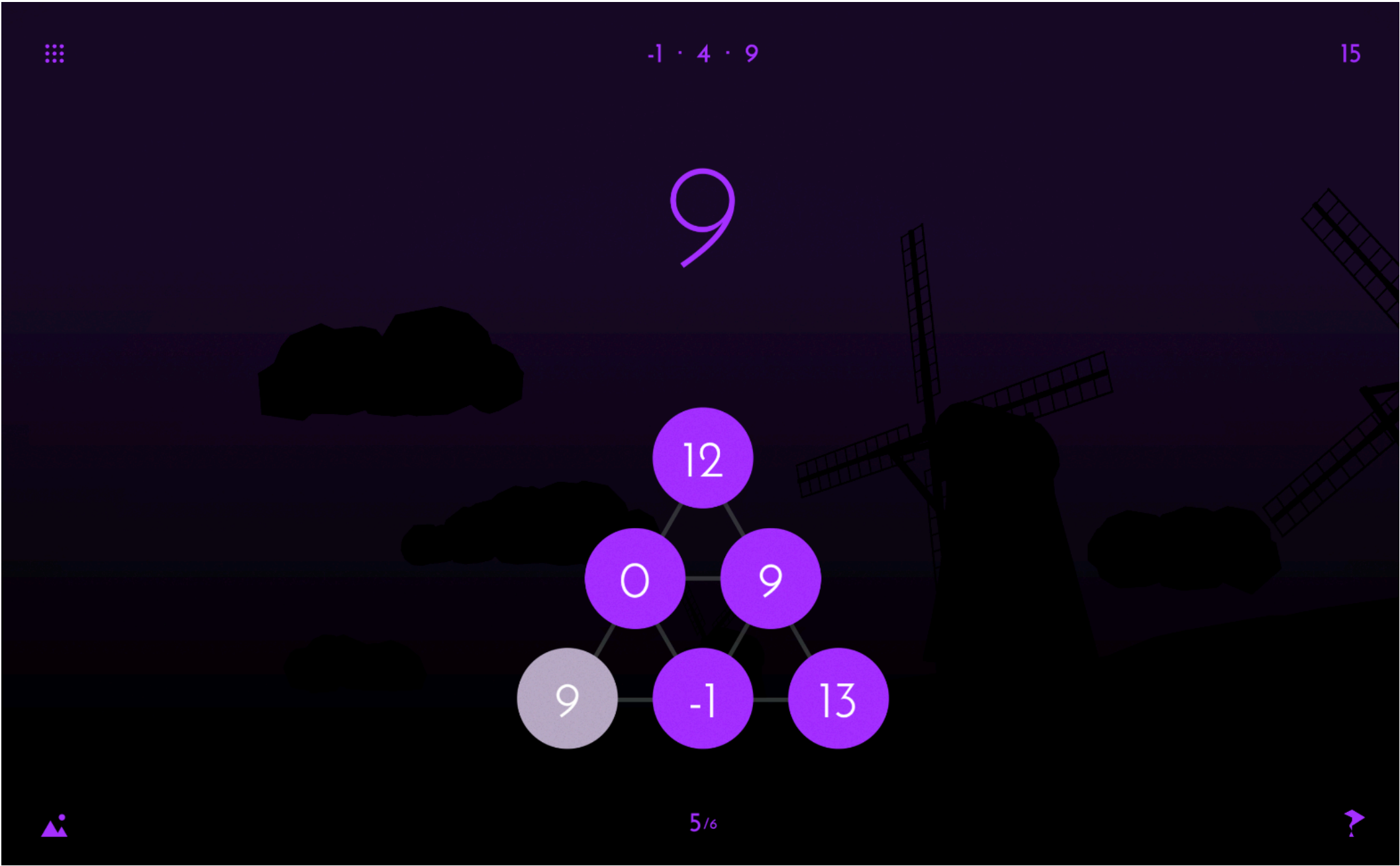
controller



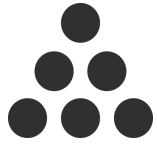




night mode







credits

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Official website: [cotriogame.com](http://cotriogame.com)  
Twitter: [@cotriogame](https://twitter.com/cotriogame)

I wish you have fun. Cotrio was made over 2-year period entirely by solo developer (design, programming, music).

It is my debut release - I hope you'll have good memories, find a moment of relaxation or just stretch your brain.

yours  
\_Bartosz Bialek

cotrio