



OFFICIAL USER GUIDE

Less counting. More playing.

Three modes. One table.

Learn to set up your players, keep score
and make the most of every tool.

ENGLISH · TOCKA 1.0.0

Based on the second Spanish edition · October 2026



Your game, step by step

A guide to getting started and a reference while you play.

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The game is on the table. TOCKA keeps score.

Points, lives, play money and tools on one phone.

1 What you can do

TOCKA accompanies your board games: set up the players, track their scores and use dice, a turn picker, a timer and rankings. You carry out the actions in the physical game and update the numbers in the app.

2 Choose what your game needs

POINTS lets you add and subtract scores. LIVES tracks who is still in the game. MONEY tracks fictional balances and lets you apply calculations with a calculator. The app does not transfer real money between players.

3 One table, one device

The host sets up the guests on their device. Each player does not need to install TOCKA or create an account. The game is managed from that phone.

4 How to use this guide

Follow the numbered steps and arrows on the screen details. Each example explains what to tap and what to expect. You can return to the contents from the footer of any page.

Screenshots retain the original Spanish interface; translated control names are explained alongside them where useful.

Available on Google Play. Coming soon to iOS. The controls described are those of TOCKA 1.0.0.

Meet the home screen

Start a game or find help without opening the scoreboard.

1 • Start

Tap START A GAME (COMENZAR PARTIDA) to open NEW GAME. On your first visit, you will be asked to create the host profile.

2 • Your trial period

The message on the home screen shows the trial days remaining. When it expires, TOCKA switches to FREE unless you have PRO. The counter measures consecutive days, not the days you actually play.

3 • Help and information

The book icon opens the built-in guide. The information icon shows credits and contact details. The upcoming improvements link describes future plans, not active tools.



3 Guide • 2 Trial • 1 Start

TOCKA's home screen

START A GAME opens the setup screen. You can still review the players before starting the scoreboard.

Your name and colour

Your avatar is your initial on your chosen colour.

1 • Enter your name

In CREATE YOUR AVATAR (CREA TU AVATAR), tap Your name and enter the name you want to use at the table. This is the device host's profile, not an online account.

2 • Choose a colour

Tap a circle in the palette. A white border marks the selection. You do not choose a photo or character: TOCKA builds the avatar from your initial.

3 • Save

Tap SAVE (GUARDAR). Your name and colour are saved locally and you return to NEW GAME. You do not need to create them again each time you open the app.



1 Name • 2 Colour • 3 Save

Name, palette and confirmation



The white border marks the chosen colour.

PALETTE CLOSE-UP

The white border marks your chosen colour. Tap another circle to change it.

The name field must contain text. Use short, distinctive names to keep the scoreboard clear.

Edit your profile without erasing your history

The pencil and bin have different functions.



1 Edit · 2 Clear history

Host card and statistics

Edit your name or colour

In NEW GAME, find YOUR PROFILE (Host) and tap the pencil. Change your name, colour or both, then tap SAVE. CANCEL closes the editor without applying changes.

The bin does not edit

Clear history resets the host's statistics and streaks after asking for confirmation. It is not the control for changing a name. History is explained on page 34.

Identify the host

Their card shows their name, wins and losses, STREAK and RECORD. They are also identified as the host during play.

The profile is saved on this device. Automatic synchronisation with other phones is not offered.

Add everyone who is playing

The host is already included in the total player count.

1 • Enter a name

Tap New guest name... and enter the name you want to display for that person.

2 • Tap +

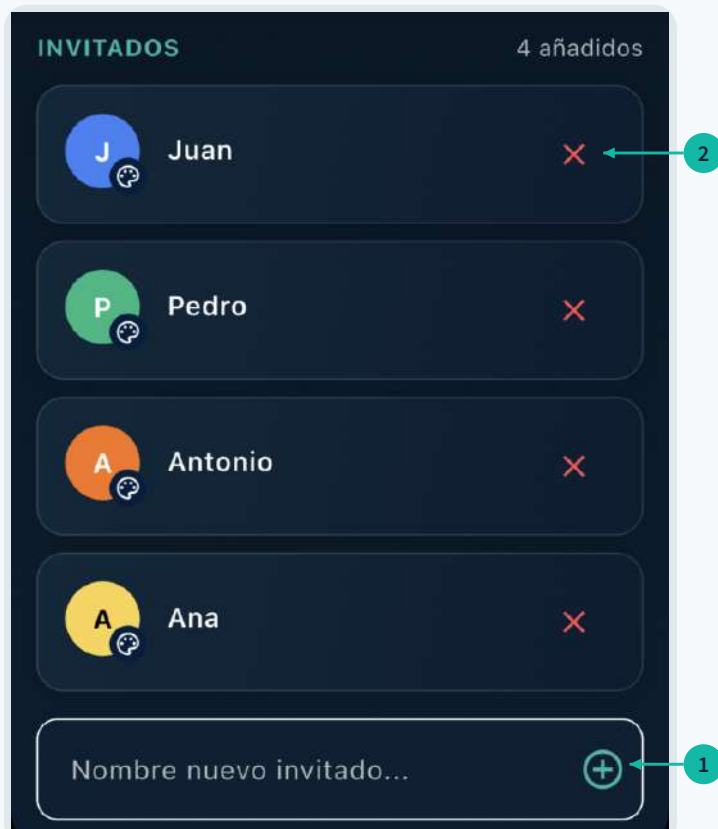
The + symbol in the field adds the guest to the list. Repeat for the other players.

3 • Check the list

Scroll if there are many players. The red × removes a guest; it does not delete the host profile.

The host counts too

FREE allows up to 4 people in total. With an active trial or PRO, you can have up to 15.



1 Enter, then tap + • 2 ×: remove guest

The list shows the guests you added.

The guest counter does not include the host. For example: 4 guests + the host = 5 players.

A colour for every player

Their initial and colour make up their avatar.

1 • Open their palette



Tap the avatar or palette to choose a colour.

2 • Choose a colour



Guest colour selector

1 • Open the palette

On the guest's card, tap their avatar or the small palette icon beside it.

2 • Choose a circle

Tap the colour you want. It is applied to the guest and the selector closes.

3 • Check the name

The selector only changes the colour. If you mistyped the name, remove the guest with × and add them again.

Colour helps identify a player on the scoreboard and in the tools. It does not change their points or results.

Choose how you will play

The three modes share players, but have different rules.



Tap the mode you want to use.

POINTS

Start at zero or with a positive whole number. When starting, two dialogs ask for the starting score and elimination rule. Adding and subtracting remain available with either rule.

MONEY

Select MONEY and enter the common starting balance. On the scoreboard, tap a player's balance to open their calculator. The amounts represent your game's money.

LIVES

Select LIVES and enter the starting lives in the field that appears. This amount applies to everyone. Each tap on + or – changes the value by one.

Before continuing

Check names, colours, mode and starting amount where applicable. Scroll through the list if there are many guests: they may not all fit on screen at once.

LIVES and MONEY require an active trial or PRO. The tools do not turn one game mode into another.

Confirm before starting

A new game is not created until you complete the start dialogs.

1• Review the players

In NEW GAME, tap LET'S PLAY! (¡EMPEZAR PARTIDA!) after setting up the players. TOCKA checks mode access and player limits again.

2• Read the confirmation

The dialog confirms the mode. In POINTS, CONFIRM (ACEPTAR) takes you to two more setup steps. In LIVES and MONEY, confirm to open the scoreboard.

3• You can cancel

Cancelling the confirmation or either POINTS step returns to NEW GAME without starting play. Your selected players are kept.

If you cannot start

Check that you have created a profile, the starting value is valid and your access allows that mode and number of players. There is no need to tap repeatedly.



1 CONFIRM: continue

The confirmation shows the mode before starting.

In POINTS, CONFIRM does not open the scoreboard yet: first choose the starting points and zero rule.

One starting value for everyone

Enter it once, not separately for each player.

1 • Set the amount

After confirming, STARTING POINTS appears: “How many points does every player start with?”. The field starts at 0.

2 • Use a valid whole number

Leave 0 or enter a positive whole number such as 20 or 100. Negative or decimal starting amounts are not allowed.

3 • Continue

Tap CONTINUE (CONTINUAR) to choose what happens at zero. CANCEL returns to setup without creating the game.

The same start for the whole table

With 15 players, entering 20 starts all 15 at 20. You do not need to open fifteen scoreboards or repeat the amount.

1 Starting amount • 2 CONTINUE

This value applies to every player.

EXAMPLE

20 starting points → everyone starts with 20

Starting at 0 does not eliminate anyone. The starting value does not prevent you from adding or subtracting later.

What happens at zero?

Choose a rule before starting.

Keep playing

The score can reach 0 and continue below zero. For example, with 3 points, subtracting 5 leaves you at -2 and still active.

Eliminate player

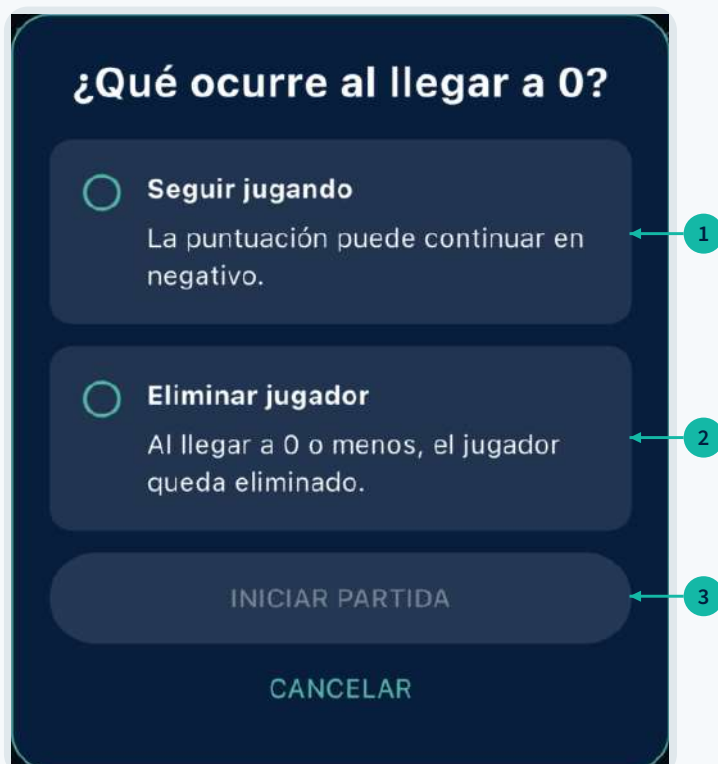
If a subtraction leaves 0 or less, TOCKA sets the score to 0 and shows the elimination. With 3 points, subtracting either 3 or 5 eliminates the player.

A deliberate choice

Neither option is selected initially. Tap anywhere on your chosen row. START GAME becomes enabled when you select a rule.

The rule stays with the game

It is kept in later rounds and when resetting the scoreboard. To start another game with different rules, return to setup and create a new one.



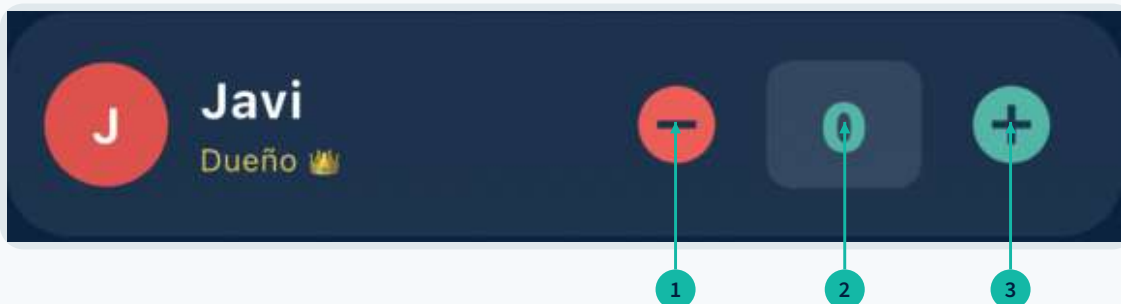
1 Keep playing · 2 Eliminate player · 3 Choose, then start

Tap a whole row. Choosing enables START GAME.

Simply starting at zero never eliminates a player. The check occurs when an operation reduces the score.

One tap, one point

The familiar controls are still available.



1 - 1 · 2 Tap the number · 3 + 1

A real POINTS scoreboard row

For small changes

The + button adds 1 and the - button subtracts 1 from the player in that row. Check the name or avatar before tapping.

When eliminated

The row displays ELIMINATED and no longer offers score controls. The player returns when a new round begins or the scoreboard is reset.

You can gain and lose points

There is no ascending or descending mode that blocks an operation. An active player can add and subtract, whether they started at 0, 20 or 100.

For larger amounts

Tap the central number to open quick entry. You do not need to tap + twenty-one times to add 21 points.

EXAMPLE

0 → 10 → 31 → 26 → 65

Always tap the number in the correct row. Names and colours help distinguish the players.

Lots of points in one operation

Quick entry adds or subtracts; it never replaces the score.

1 • Tap the score

Tap an active player's number. POINTS quick entry opens for that player.

2 • Enter the change

Enter a positive whole number, such as 21. Do not enter signs, negative numbers or decimals.

3 • Choose ADD or SUBTRACT

The button determines the operation: ADD (SUMAR) or SUBTRACT (RESTAR). If the player has 10 and you add 21, they reach 31. Add another 39 and they reach 70.

The zero rule applies here too

Subtracting in this dialog behaves just like the scoreboard buttons: it allows negatives or eliminates, according to your chosen rule. CANCEL closes without changes.

EXAMPLE

$$10 + 21 = 31$$

$$31 + 39 = 70$$



1 Enter the amount • 2 SUBTRACT • 3 ADD

The amount is a change, not a replacement score.

This is not the MONEY calculator: enter an amount here, not an expression such as 10+20.

When the physical game ends

FINISH & SAVE remains available with either rule.

1 Finish manually

Tap FINISH & SAVE (FINALIZAR & GUARDAR) to record the round's result. The highest-scoring player among those not eliminated wins.

2 If there is a tie

All players tied for the highest score receive a win. TOCKA shows a tie result; it does not randomly choose between them.

3 Finish with a last survivor

With Eliminate player, if an elimination leaves just one active player, tap GAME OVER (PARTIDA TERMINADA) in the elimination notice. WINNER then appears and the win is recorded.

4 What saving means

The result is recorded and the relevant statistics are updated. It does not mean you can close the app and restore that game's scoreboard later.

EXAMPLE

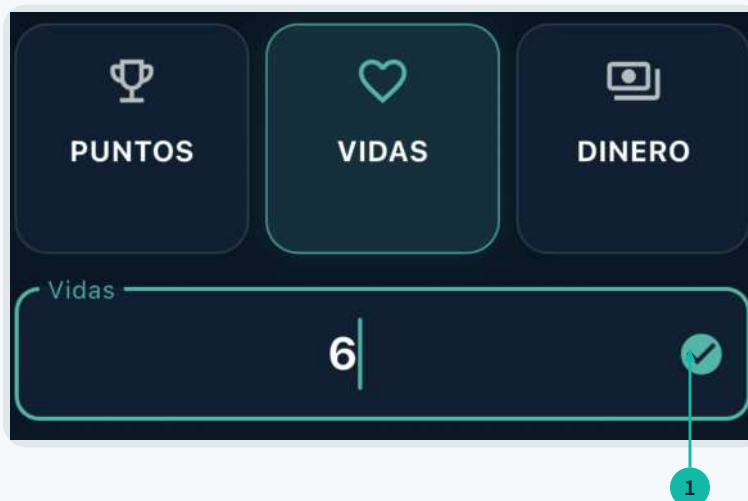
Active scores: 12 · 18 · 18

FINISH & SAVE → two tied winners.

Rules such as “lowest score wins”, or board-game-specific criteria not configured in TOCKA, are not applied.

Start with your game's lives

A common starting amount and simple controls.



1 Starting lives

LIVES: mode and common starting amount.

1 • Select LIVES

In NEW GAME, tap LIVES (VIDAS). Enter the starting amount in the field below the modes; for example, 6.

3 • Adjust during play

Use + and – in the row of the player gaining or losing a life. The bottom toolbar remains available.

2 • Confirm the game

Add and check the players. Tap LET'S PLAY! and confirm. Everyone starts with the same value.

No POINTS quick entry

LIVES does not show zero-rule dialogs or open a calculator when you tap the number. Its elimination rules belong to this mode.

For a conventional LIVES game, use a positive starting amount suited to your game. You do not need to configure players individually.

One life lost. The round goes on.

The notice clearly identifies the eliminated player.

When lives run out

TOCKA sets their score to zero and shows ELIMINATED! (¡ELIMINADO!) with their name and avatar. That player is out of the round.

If several remain active

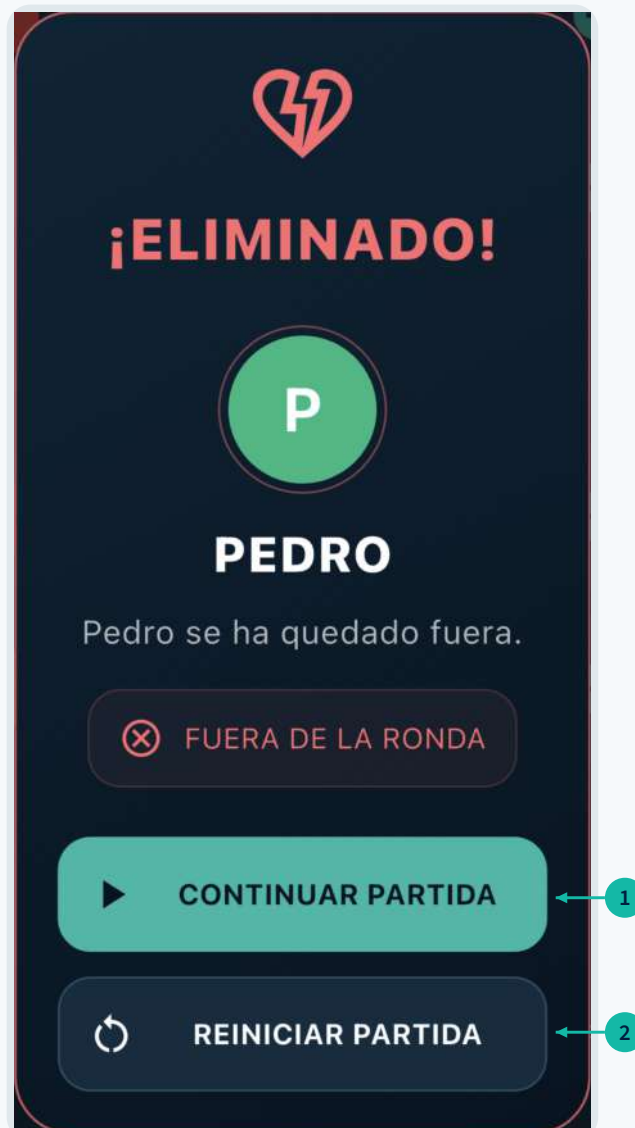
CONTINUE GAME closes the notice so you can carry on. RESTART GAME resets everyone's scoreboard, not just the eliminated player's.

If only one remains

The notice shows GAME OVER as its only button. Tap it to continue to WINNER. The win is recorded through the normal game sequence.

In the next round

Everyone becomes active again and returns to the starting number of lives. Wins in the current ranking are kept between rounds.



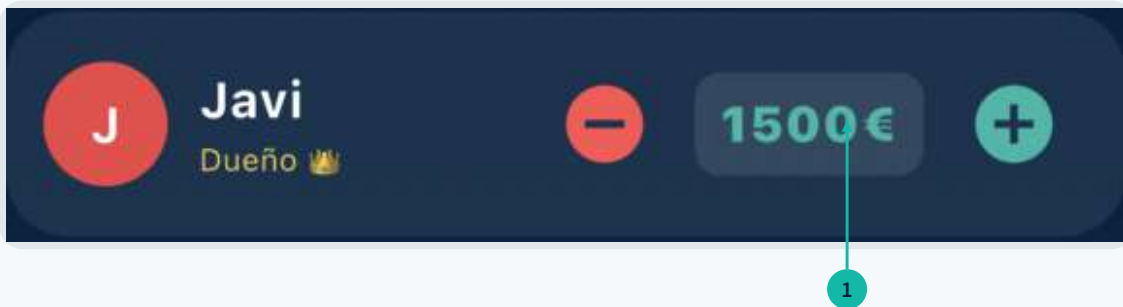
1 Continue · 2 Restart

Notice with several players still active.

With only one active player, the notice changes to GAME OVER. Tap it to reach the WINNER result.

Track each player's balance

Fictional game money, with no real transfers.



1 Tap the balance

A real player's balance

Set the starting balance

In NEW GAME, select MONEY (DINERO) and enter the common balance, such as 1500. Confirm to assign it to every player.

The right player

The calculator shows the name and avatar of the player who will receive the result. Check before confirming.

Small adjustments

The + and – buttons change one unit. To receive, pay or combine larger amounts, tap the player's balance directly.

When the balance runs out

The player is eliminated and their score is set to zero. When only one remains active, the sequence continues to WINNER.

The € symbol is part of the current display. TOCKA does not offer currency conversion or selection here.

Your calculator, inside the scoreboard

Preparing a calculation has not yet changed the balance.

1 • Open from the balance

Tap an active player's number. Their name appears at the top so you can check whose balance you are changing.

2 • Enter the calculation

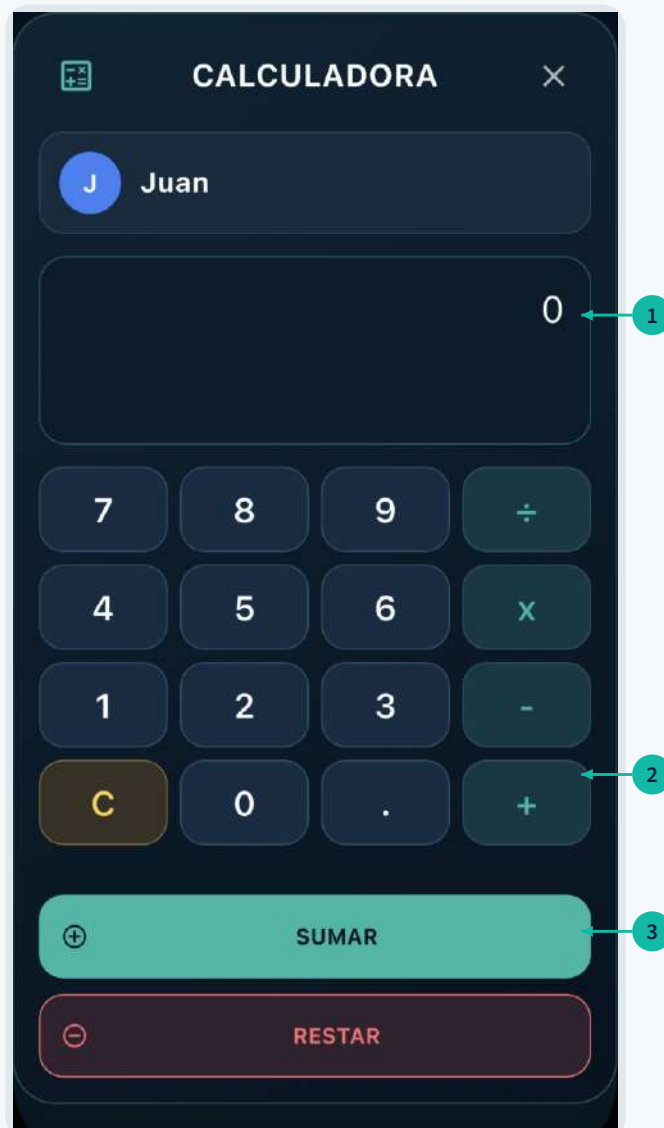
Use addition, subtraction, multiplication and division. The preview shows the result. The keypad's decimal key is a dot.

3 • Apply the result

ADD adds the calculated result to the balance. SUBTRACT deducts it. The calculator closes when you apply it.

Clear or close

C clears the calculation so you can start again. The × closes without applying it. An invalid calculation does not change the scoreboard.



1 Expression • 2 Keypad • 3 Apply

The calculator belongs to the selected player

Multiplication and division are evaluated before addition and subtraction. This keypad has no parentheses controls.

Three amounts, one change

A complete calculator example.

The situation

Juan has 1500 and must pay three amounts: 150, 300 and 500. Tap Juan's balance to open his calculator.

Prepare the amount

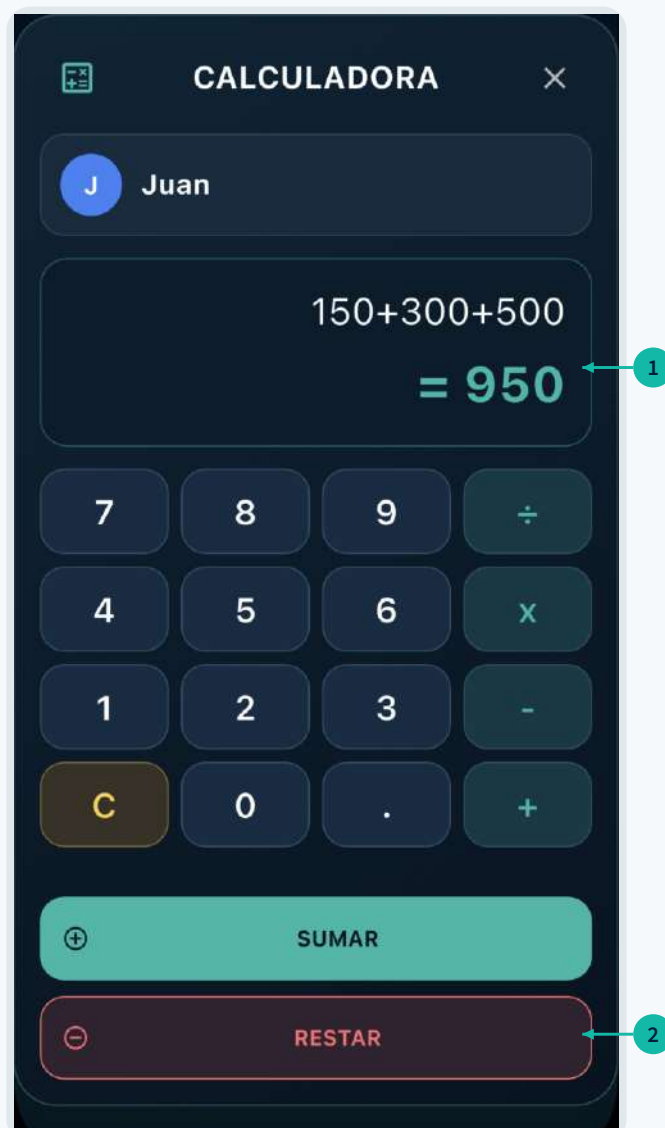
Enter $150+300+500$. The preview shows $= 950$. At this point Juan's balance is still 1500.

Choose the direction

Tap SUBTRACT to pay: $1500 - 950 = 550$. If the amounts were income, ADD would give $1500 + 950 = 2450$.

Check the scoreboard

After the calculator closes, check the new balance. If you opened someone else's calculator by mistake, close it before applying the calculation.



1 Result • 2 SUBTRACT

A real calculation before applying it

EXAMPLE

Pay: $1500 - 950 = 550$

Receive: $1500 + 950 = 2450$

Decimals and signs: what to know

Distinguish the calculation's result from the button that applies it.

1 Readable decimals

MONEY displays at most two decimal places and removes unnecessary zeros: 0.25; 2.5; 3.33; 100. The display separator follows the language.

2 Precision is preserved

$10 \div 3$ appears as 3.33. ADD or SUBTRACT applies the full calculation result; the visible number is a rounded display.

3 Subtracting a negative result

Entering $150 - 150 - 1200$ gives -1200 . Subtracting that result from 1500 gives 2700. To deduct positive amounts, add them in the expression, then tap SUBTRACT.

4 If the calculation is invalid

Check that the expression is complete and does not divide by zero. Tap C and enter it again. You do not need to leave the game.

EXAMPLE

$$1500 - (-1200) = 2700$$

$$1500 - (150 + 150 + 1200) = 0$$

Very small amounts may display as 0 because of the decimal limit. There is no precision setting or currency selector.

Roll one die

A quick roll without changing the scoreboard.

1 • Open DICE

Tap the die icon in the bottom toolbar of the scoreboard (DADO in the screenshot).

2 • Select 1 die

Tap the left option. The selector's colour shows which option is active.

3 • Tap ROLL

Tap ROLL (TIRAR) and wait for the animation to finish. The number below the die shows the result.

4 • Use the result in your game

TOCKA does not automatically add this number to the scoreboard. You can tap ROLL again once it has finished.



1 1 die • 2 ROLL

1 die selected; the last roll's result.

Another roll cannot start while the die is rolling. The visible result is the latest roll.

Two dice, one clear total

Read each die and their combined total.

1 • Switch to 2 dice

Select the right option before rolling.

2 • Roll and wait

Tap ROLL. Both dice animate and show their values when they stop.

3 • Read the TOTAL

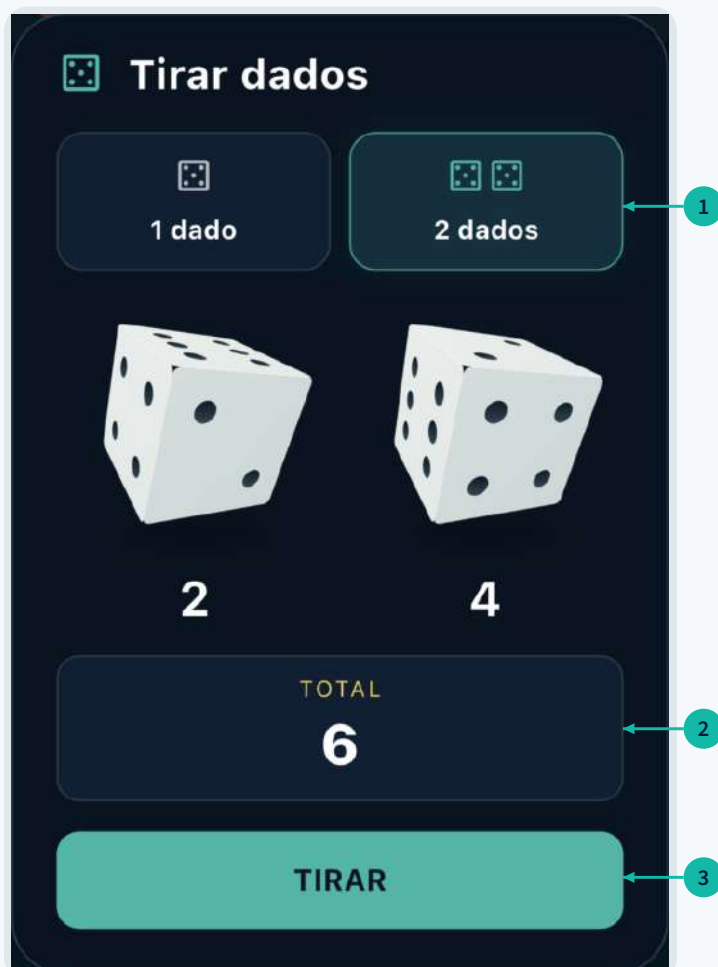
In the image, 2 and 4 add up to 6. Use the individual values or the total according to your game's rules.

Another roll or a single die

Once finished, roll again or switch to 1 die. The tool does not decide the game's winner.

EXAMPLE

Screenshot example: $2 + 4 = 6$



1 2 dice • 2 TOTAL • 3 ROLL

2 dice selected: 2 and 4, total 6.

ROLL generates a new result. Changing the number of dice does not apply points, lives or money.

AUTOMATIC: tap SPIN and wait

AUTOMATIC is the initial mode.

1 • Select AUTOMATIC

Open TURN in the bottom toolbar (TURN). Before spinning, tap AUTOMATIC (AUTOMÁTICO) in the selector.

2 • Tap SPIN

Tap SPIN (GIRAR). The wheel accelerates and then slows down progressively. The full spin takes about 8 seconds.

3 • Wait for it to stop

Clicks accompany the motion. There is no need to tap another button: the draw ends by itself.

4 • Read the name

The selected player appears below the wheel at the end, with a confirmation sound. The top pointer indicates their segment.



1 Select the mode • 2 SPIN

AUTOMATIC selected, before tapping SPIN.

AUTOMATIC is selected when you first open the tool. Your last mode is remembered afterwards.

MANUAL: you choose when to slow down

When you tap STOP does not choose the winner.

1 • Select MANUAL and tap SPIN

Do this before starting. The wheel accelerates and keeps spinning. The image shows this state, with STOP (PARAR) available.

2 • Tap STOP

Smooth braking starts and takes about 4–5 seconds. The wheel does not stop abruptly.

3 • Wait for the result

When it stops, read the name below the wheel. You do not need to tap STOP several times.

If nobody taps STOP

Braking begins automatically 15 seconds after SPIN; the slowdown follows from that point.



1 MANUAL selected • 2 STOP

MANUAL during a spin: STOP is now visible.

When you tap STOP does not change who is selected. It only determines when braking begins.

Whose turn is it?

The result's name confirms the selection.



The pointer marks the chosen segment at the end.

When it stops

The top pointer marks the chosen segment. The card below confirms the name.



Example result: Pedro.

Read the card, not the spinning wheel

The result appears below the wheel after the spin ends. Pedro was selected in this example.

Who takes part

All players in the game are included, including those eliminated. With a single player, their selection appears directly.

For another draw

Wait until it finishes and tap SPIN again. You can change the mode before the next spin. TOCKA remembers your last choice.

This is not a game win

The draw does not change points or wins. It chooses whose turn it is for whatever purpose you use it at the table.

AUTOMATIC and MANUAL show results in the same way. Close with × to return to the scoreboard.

Measure how long your game lasts

The stopwatch counts upwards.

1 • Open TIME

Tap the clock icon and choose STOPWATCH (CRONÓMETRO). Tap START (INICIAR) to begin counting.

2 • Pause and resume

PAUSE keeps the measured time. RESUME continues from there. Switching between stopwatch and countdown pauses the timer.

3 • Hide without stopping

HIDE (OCULTAR) closes the window, but time continues while you stay in the game. Open TIME again to check it.

Reset is not resume

RESET stops the timer and returns the stopwatch to zero; it also sets the countdown to one minute.



1 Mode • 2 Start • 3 Hide

STOPWATCH stopped at zero.

HIDE and × close the window without pausing. To stop timing, tap PAUSE before returning to the scoreboard.

Set a limit with the countdown

Set the time first; start afterwards.

1 • Select COUNTDOWN

After a reset, the starting time is one minute. While stopped, adjust it with -1m and +1m. The screenshot labels this mode CUENTA ATRÁS.

2 • Start

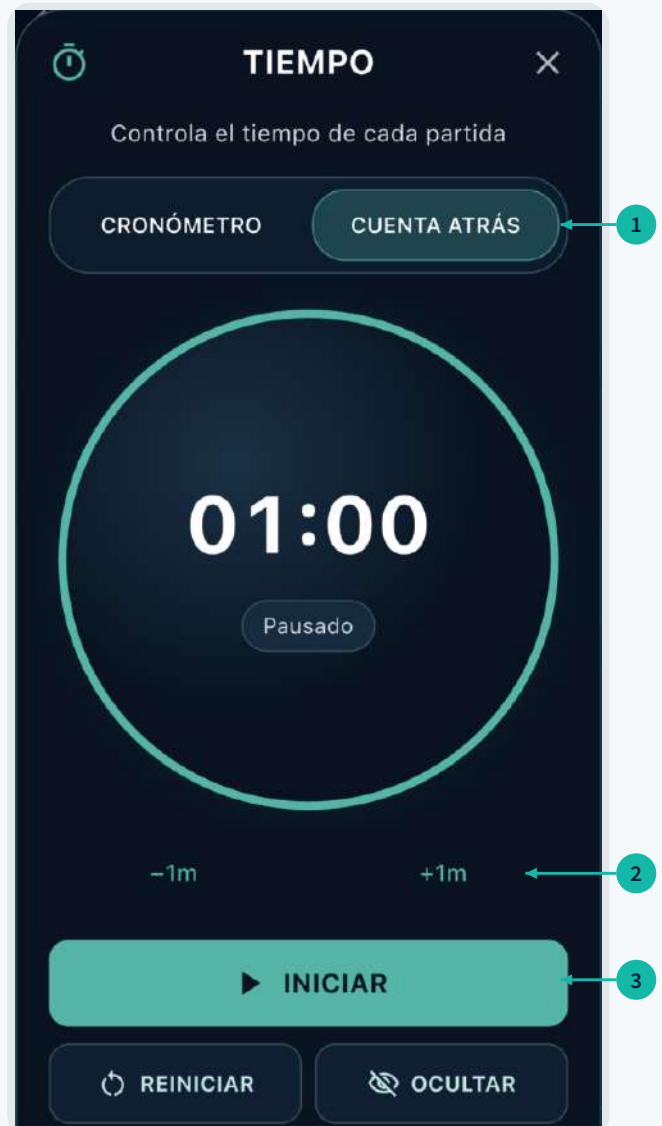
Tap START. The adjustment controls do not change the duration while it is running. You can pause and resume.

3 • When it reaches zero

The countdown stops at 00:00 and plays an alarm once. The counting-up stopwatch does not use this alarm.

For another turn

Reset and set the time you need. Do not confuse HIDE with PAUSE: hiding only removes the window.



1 Countdown • 2 Adjust minutes • 3 Start
COUNTDOWN and its controls.

Keep TOCKA in the game to track time. If you close the app, do not rely on a system alarm.

From elimination to the last survivor

Read the button before continuing.

1 When two or more remain

The elimination notice offers CONTINUE GAME or RESTART GAME. Continuing keeps the round going and leaves that player out.

2 When only one remains

The notice changes to a single button: GAME OVER (PARTIDA TERMINADA). Tap it: ELIMINATED closes first, then WINNER appears.

3 Which modes use it

This sequence applies to LIVES, MONEY and POINTS with Eliminate player selected. POINTS with Keep playing does not eliminate players at zero.

4 Opening rankings is not enough

A win comes from a recorded round ending. The ranking trophy only indicates ranking position; it does not replace the result sequence.

EXAMPLE

ELIMINATED → GAME OVER → WINNER

If several elimination notices appear, handle them in order. You do not need to restart the game for the winner to appear.

Winner, tie and next round

A win is recorded when the round ends, not when you check rankings.

Winner

The dialog identifies the winner. A celebration plays and, with a single winner, confetti appears. Scores return to their starting values for another round.

A tie in POINTS

On manual finishing, players tied for the highest active score receive a win. They share a tie dialog and the celebration sound; single-winner confetti is not added.

NEXT ROUND

Closes the result and continues with the same players, starting values and POINTS rule. Wins accumulated in that game are kept.

BACK TO MENU

Leaves the game screen and returns to setup. Starting another game creates fresh statistics for the current ranking; the host's history remains.



1 Next round • 2 Back to menu

A round ending with one winner.

NEXT ROUND keeps the game's wins. BACK TO MENU returns to setup.

Resetting is not starting a new game

Three actions worth distinguishing.

1 NEXT ROUND

Used after recording a result. Keeps wins and players, and restores starting values. In POINTS, it keeps the zero rule.

2 Reset scores

Found in the scoreboard's three-dot menu (Reiniciar Marcador). Reactivates players and restores their starting values. Keeps wins and adds the previous scores to the accumulated total; it does not award a win itself.

3 Leave and start another game

The top arrow returns to setup. The exit option in the three-dot menu returns home. A new game starts with fresh ranking statistics, even with the same names.

4 Before leaving

To record the result in POINTS, use FINISH & SAVE. Leaving the screen is not the same as finishing with a winner.

EXAMPLE

Reset scores $\neq$ clear history

New game $\neq$ next round

There is no undo for resetting and no way to recover a game in progress after closing the app.

Understand each column

The visible ranking belongs to this game and its rounds.

Wins

Rounds won by that player in the current game.
A shared first place when POINTS finishes with a tie also counts as a win.

Accumulated

The total added when rounds finish and when the scoreboard is reset. This is not the same as the current score.

Current

The scoreboard's value now. After a result, it may already show the starting value ready for the next round.

How it is sorted

Wins are compared first, then accumulated totals if tied, then current values if still tied. Matching all three criteria gives a shared position.

RANKING DE SESIÓN			
5 participantes			
Victorias · Acumulado · Actual			
Empate en el primer puesto			
1.	J	Javi	
		Líder compartido	
		Dueño	
Victorias		Acumulado	Actual
0		0	6
1.	J	Juan	
		Líder compartido	
Victorias		Acumulado	Actual
0		0	6

Two players tied in the ranking.

SESSION RANKING shows this game and its rounds. It does not add wins across new games or different modes.

First does not always mean “has won”

The trophy shows the current ranking position.

1 Different win counts

Ana has 2 wins and Juan has 1. Ana ranks ahead even if Juan's current score is higher. Wins are the first criterion.

2 No wins yet

At the start, everyone may have 0 wins. If accumulated and current values also match, they share first place. This does not mean TOCKA has already recorded a winner.

3 When the counter increases

When the end of a round is recorded. Opening or closing the ranking does not award wins.

4 When you change modes

A new game in another mode does not inherit this counter. The host's history is a different statistic, explained on the next page.

EXAMPLE

2 wins / 10 accumulated
ranks ahead of
1 win / 100 accumulated

In MONEY, rankings use the same display of up to two decimal places as the calculator and scoreboard.

Your results on this device

The host's profile keeps information between games.



1 Edit · 2 Clear history

Host card and statistics

Wins and losses

When a round is recorded, the host gains a win if among the winners; otherwise, a loss. A winning tie in POINTS also counts as a host win.

View and clear

These figures appear in YOUR PROFILE. The bin opens Clear history?; RESET TO ZERO erases statistics and streaks. CANCEL keeps them.

STREAK and RECORD

STREAK shows consecutive wins. A loss breaks that streak. RECORD keeps the best streak achieved.

What it is not

It is not a browsable record of every move or a backup of the scoreboard. Guests do not have the host's permanent visible history.

Data is local. Clearing app data or uninstalling may lose this information; no cloud synchronisation account is offered.

FREE, trial and PRO

Three access states; one app.

FREE

POINTS

Up to 4 players

TRIAL

30 days

3 modes · Up to 15

PRO

One-time purchase

3 modes · Up to 15

30-day trial

For 30 consecutive days from its start, use all three modes and up to 15 players. The period does not pause when you stop using the app.

TOCKA PRO

An optional one-time purchase that unlocks full access. It is not a subscription, and the trial does not trigger an automatic charge when it ends.

Afterwards: FREE

After the trial, keep using POINTS with up to 4 players. LIVES and MONEY require PRO or an active trial. Access is checked before starting a new game.

The game already in progress

Losing access does not interrupt a game that has already started. Restrictions apply again when preparing a new one.

No payment is needed to retain FREE access. Always check the actual store price before confirming a purchase.

Buy and restore on Google Play

Purchases use your store account.

1 Open PRO options

In NEW GAME, tap the gold badge in the top-right corner to view PRO. A notice also appears when you try a restricted mode or player count.

2 Buy

The dialog shows the purchase action and price when the product is available. Follow Google Play's confirmation. This guide gives no fixed price because it may vary by country and store.

3 Restore

If you already bought PRO, use Restore previous purchase with the Google Play account used to buy it. This checks your existing entitlement; you do not need to buy again to restore it.

4 If it fails or does not load

Check your connection and store account. If TRY AGAIN appears, use it to reload the product. A cancelled or pending purchase is not a confirmed purchase. Contact support if the problem persists.



Look for the gold badge

It is in the top-right corner of NEW GAME.

The gold badge opens PRO options

If restoration cannot find your purchase, check your Google Play account and contact support before buying again.

Find everyday answers

Without leaving the table or searching for options that do not exist.

1 Where do I change the language?

TOCKA uses the device language: Spanish, English, French, German, Italian or Portuguese. Regional variants use their base language. Unsupported languages fall back to English. The app has no language selector of its own.

2 Do I need Internet to play?

The tools and scoreboards work locally. Buying, restoring and verifying store purchases may require a connection. No social account is needed to set up players.

3 Why is the calculator missing?

It opens only in MONEY, by tapping an active player's balance. In POINTS, the same gesture opens quick entry; in LIVES, it opens neither function.

4 Where can I resume a closed game?

There is no screen for restoring the ongoing scoreboard. Saving results and history is not the same as saving a recoverable game.

5 Can I join by QR or send messages?

Not in this version. These ideas concern future improvements and must not be confused with available features.

The gestures you will use most

A page to return to during the game.

1 Name, pencil, palette

Create your name on first use. The pencil edits the host. Tapping a guest's avatar/palette changes their colour. The × on their card removes them from setup.

2 – · number · +

The outer buttons subtract or add one. The number opens quick entry in POINTS and the calculator in MONEY. Always check the player's row.

3 DICE · TURN · TIME · RANKING

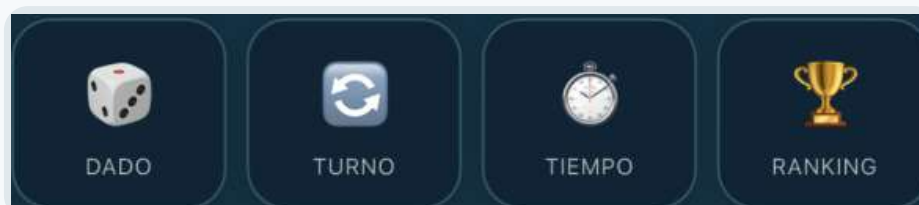
Dice to roll; arrows to draw a player; clock to measure time; trophy to view rankings. The tools do not apply their results to the scoreboard themselves.

4 Three dots and arrow

The scoreboard menu contains Reset scores and exit. The arrow returns to setup. Record the result before leaving when appropriate.

5 If something seems wrong

Close the tool without applying changes and check the mode and player. For help, email tocka.official@gmail.com explaining what you did and what you expected.



The four bottom-toolbar shortcuts

See you at the next game

TOCKA · Your board-game companion.

1 Official website

<https://tocka-app.com/>

2 Download for Android

<https://play.google.com/store/apps/details?id=com.tocka.app>

3 Need help?

Email tocka.official@gmail.com. Include your device, TOCKA version, mode and the steps you followed. A screenshot may help; avoid personal or payment information.

4 Availability

TOCKA is available on Google Play. Coming soon to iOS.

5 About this guide

Official user guide for TOCKA 1.0.0. English edition based on the second Spanish edition, October 2026. Developer: José Javier Paz. Names and amounts in examples refer to fictional games.