ORGANIZE! Your Video/Computer Games

This manual describes the video/computer game cataloging formats included with OYC. Keep in mind that you can modify the formats we've supplied to adapt them to your specific needs. You can also create your own video game catalogs from scratch, so you can catalog exactly the information you want.

We have supplied two video game catalogs. The catalog names are:

VIDGAMES

GAMECAT

VIDGAMES FORMAT

The following describes the VIDGAMES format. Each line is described below.

GAME NAME: the name of this game.

TYPE: enter a word (or words) that describe what type of game this is. Typical types are Action; Simulation; Dungeons And Dragons; Board; Card; War; Fighting; Fantasy Role Playing; ect. You can enter several types such as: ARCADE / ACTION / FIGHTING. If you enter multiple types I suggest that a space, slash, space be used to separate each--this will allow your catalog to be used with some of the special indexing features that will be available in future OYC utilities.

CHARACTERS: the names of the leading characters in the game, or of your favorite characters.

PUBLISHER: the name of the company that published this game.

CATALOG NUMBER: this line is intended for you to use for the catalog number you've assigned to this game. Catalog numbers might be used in a large collection of games, for example, to keep trck of where each game is stored.

DESCRIPTION: a brief description of the game story or features (whichever interests you most). There is more room in the COMMENTS lines for a more detailed description, if needed. This descripion line is provided so you can

briefly summarize the game and then be able to search for
and find games based on this brief summary.

HARDWARE: what hardware is required to play this game.
Is it an NES game or a computer game that requires a
486DX33 with a double speed CD-ROM drive and sound card.

QUALITY RATING: your personal rating of how good this game
is.

VALUE: the replacement value (for insurance purposes) of
this game.

TIP -1, 2, 3: these three lines are used to enter tips
for playing this game. Keep in mind that you can also
push PgDn to get a full screen memo page that can also
be used for game tips.

REFERENCE: if there is important information, that'll help
you play this game better, in a book or magazine, use this
line to identify that book or magazine. Enter the name
and page number for the book, or magazine name, date, and
page number. You might also want to indicate where the
book or magazine is located, in particular if it is in
a public library.

HIGH SCORE: enter the name of the person who has the high
score and what that score is. By recording the high score
here you can reset the game, and start over, without losing
the high score information.

SECOND HIGHEST SCORE: enter the name and score for the
person with the second highest score.

COMMENTS: these three lines are used for any comments you
have about this game. You might want to enter information
such as passwords.

GAMECAT FORMAT

The following describes the GAMECAT catalog:

This format is designed to be simpler, and to catalog
information about individual levels within a game.

GAME NAME: the name of this game.

TYPE: enter a word (or words) that describe what type
of game this is. Typical types are Action; Simulation;
Dungeons And Dragons; Board; Card; War; Fighting;
Fantasy Role Playing; ect. You can enter several types
such as: ARCADE / ACTION / FIGHTING. If you enter
multiple types I suggest that a space, slash, space be
used to separate each--this will allow your catalog to
be used with some of the special indexing features that
will be available in future OYC utilities.

PUBLISHER: the name of the company that published this
game.

CATALOG NUMBER: this line is intended for you to use
for the catalog number you've assigned to this game.
Catalog numbers might be used in a large collection of
games, for example, to keep trck of where each game is
stored.

HARDWARE: what hardware is required to play this game.
Is it an NES game or a computer game that requires a
486DX33 with a double speed CD-ROM drive and sound card.

QUALITY RATING: your personal rating of how good this game
is.

LEVEL NUMBER/NAME: this format is set up so that each
level in a game can be cataloged and described
individually. This allows you to enter very detailed
information about each level. The previous six lines
hold generic information about the game in general.
This line, and the remaining lines all are used for
information about a specific level.

An easy way to enter information about multiple levels
is to enter the information about the first level,
push F5 to save that entry, and then push F3. The
F3 key copies all the information from the previous
entry. You canthen just type in the information
about the next level--you do not need to retype the
general information about the game.

The Level Number/Name line is used to identify the level. As the name of this line implies, the level can be identified by either it's name or number (or letter).

PASSWORD: if a password is required to enter this level, or somewhere within this level, enter that password here.

TIP -1, 2, 3: these three lines are used to enter tips for playing this level. Keep in mind that you can also push PgDn to get a full screen memo page that can also be used for tips.

NOTE: three lines are provided for notes and comments about each level.