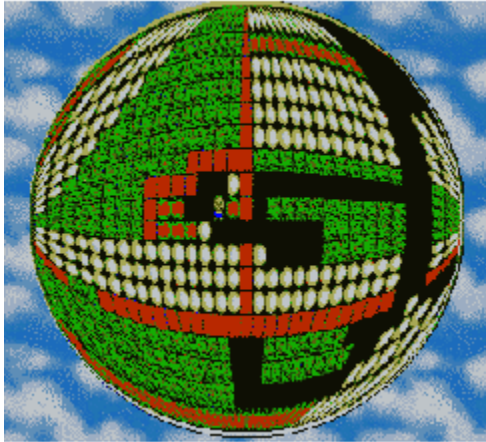# Welcome to Mr. Matt !

Welcome to Mr. Matt! I hope you will enjoy this game. Although the rules are simple and you can figure out everything by yourself, please take a few minutes and read this help file.

This version of Mr. Matt is freeware. I'm planning to add some enhancements to it in the future, releasing it as shareware. From time to time check <u>my Web page</u>, where new versions and additional game levels will be posted.

Contents:

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How to play

To play a game, run the program and enter your name. Then click on the long button at the bottom of the game window and select the name of the game fom a selector box. For starters, select the game named "Easy One".

A game consists of a number of levels, selected by clicking on numbered buttons at the bottom. Originally, only the first level will be accessible; completing a level opens up the next one.

The currently selected level is denoted by a depressed button. A level marked in red is the one you have yet to complete. Mr. Matt remembers your progress from session to session, provided you are entering your name the same way each time.

Basic game rules and objectives:

This is Mr. Matt. You controll him with the arrow keys on your keyboard: left, right, up and down. The goal is to have Mr. Matt eat all apples and not get hurt by falling stones.

This is an apple. When Mr.Matt moves into a square occupied by an apple, he eats it and the apple disappears.

This is a stone. If there is an empty space underneath a stone, it falls down. When it lands on another stone with an empty space to the left or right, it may roll to a side and keep falling.

Mr. Matt may push a single stone horizontally if there is an empty space on the other side of it.

This square contains earth. Earth can support a stone. Mr. Matt can dig through it.

This is a block of wall. Mr. Matt cannot dig through walls.

This is how Mr. Matt looks after being hit by a falling stone. You can then restart the level by pressing any key. If you want to restart a level before that happens, hit the Escape key.

After you complete a level by eating all apples, the next level will be made accessible. You win a game by completing all its levels.

See also:
[Menu operations](#)
[Changing the graphics](#)

Menu operations

The main program menu offers the following functions.

Game   --   loading, restarting and quitting the game:

- Load new game   --   selects a new game from a sub-menu
- Give up level   --   quits the current game level   (same as hitting the Escape key)
- Quit Mr. Matt   --   exits the program (Alt-F4 does the same)

Options   --   access to some program settings:

- No stupid moves   --   when checked, will prevent you from moving down from under a stone (an obvious way to lose a game by accident)
- Sound on/off   -- helpful for playing Mr. Matt during business meetings
- Graphics   --   allows to <u>change the program graphics</u>

Help   --   access to on-line help and version information:

- Help   --   calls this help
- About Mr. Matt   --   shows the version and copyright note

See also:

<u>How to play</u>

Changing the graphics

You may change the graphics used by the program. To do it, click on the "Options" menu, then on "Graphics".

Apples will be replaced by other objects you can eat (carrots, hamburgers), the stones, earth and walls will also look differently.

The game itself remains unaffected by these changes: its roles and objectives remain the same.

See also:
   [Menu operations](#)

Credits and copyrights

Mr. Matt is copyright © 1996 by J. Andrzej Wrotniak. This version is freeware; you are free to use it for your personal entertainment as much as you wish.

The game started out as a clone of a number of older ones, called "Digger", "Skuldiggery" or "Cave Age" on various platforms (Amiga, Atari ST and Mac). The author of the original remains unknown; all traces indicate a German programmer.

This software has been developed using Borland's Delphi and contains parts of code copyright © 1995-96 by Borland International.

The sound files supplied with Mr. Matt have been created by Ted Tatman (thanks!) and are in public domain.

See also:

How to reach the author
Other programs...
Vendor information
Important: read the enclosed disclaimer before using the program!

How to reach the author

Your comments, questions, suggestions and possible bug reports are welcome. The best way to reach me is via email:

CompuServe   70611,2552
Internet   70611.2552@compuserve.com

If you do not have email access, use my snail mail address:

J. Andrzej Wrotniak
2057 Happy Lane
Crofton, MD 21114-1917
U.S.A.

You may also want to visit my   Web page (from where the latest version of the program can be downloaded):

http://www.freeflight.com/wrotniak/

See also:
Other programs...
Vendor information

Other programs...

There are two other programs I wrote for Windows (separate versions for Win 3.1 and Win95):

- <u>Kalkulator</u> -- the Mother of All Calculators, a numerical utility and Swiss army knife for scientists, engineers and students
- <u>Midget</u>   -- a simple to use yet capable replacement for the crummy calculator applett supplied with Windows 3.1 or Windows 95

Both programs are shareware; evaluation copies can be downloaded from the Compuserve (the Science Forum, Math Library) or from <u>my Web page</u>.

Vendor information

Freeware copies of Mr. Matt can be distributed by BBS operators, on-line services, disk and CD-ROM vendors after obtaining my explicit permission.

This permission is not required for vendors and BBS operators approved by the Association of Shareware Professionals. In these cases contacting me, although not required, is still recommended, as I may be able to provide the most recent version of the program.

In any case it is required that all files in the original distribution archive are included without alteration, as listed in the PACKING LIST section of the accompanying README.1ST file.

See also:
  How to reach the author

Disclaimer

This is what my lawyer told me to put here.

Although the author has extensively tested the software and reviewed the documentation, he makes no warrant or representation, explicit or implied, with respect to this package, its quality, performance, merchantability or fitness for a particular purpose, in any hardware or software environment.

In no event shall the author be liable for direct, indirect, special, incidental or consequential damages arising from use, misuse or inability to use the software or documentation.

In addition, playing this game can become addictive, leading to lack of sleep, loss of weight, increase in the IQ and withdrawal from social life.

Kalkulator
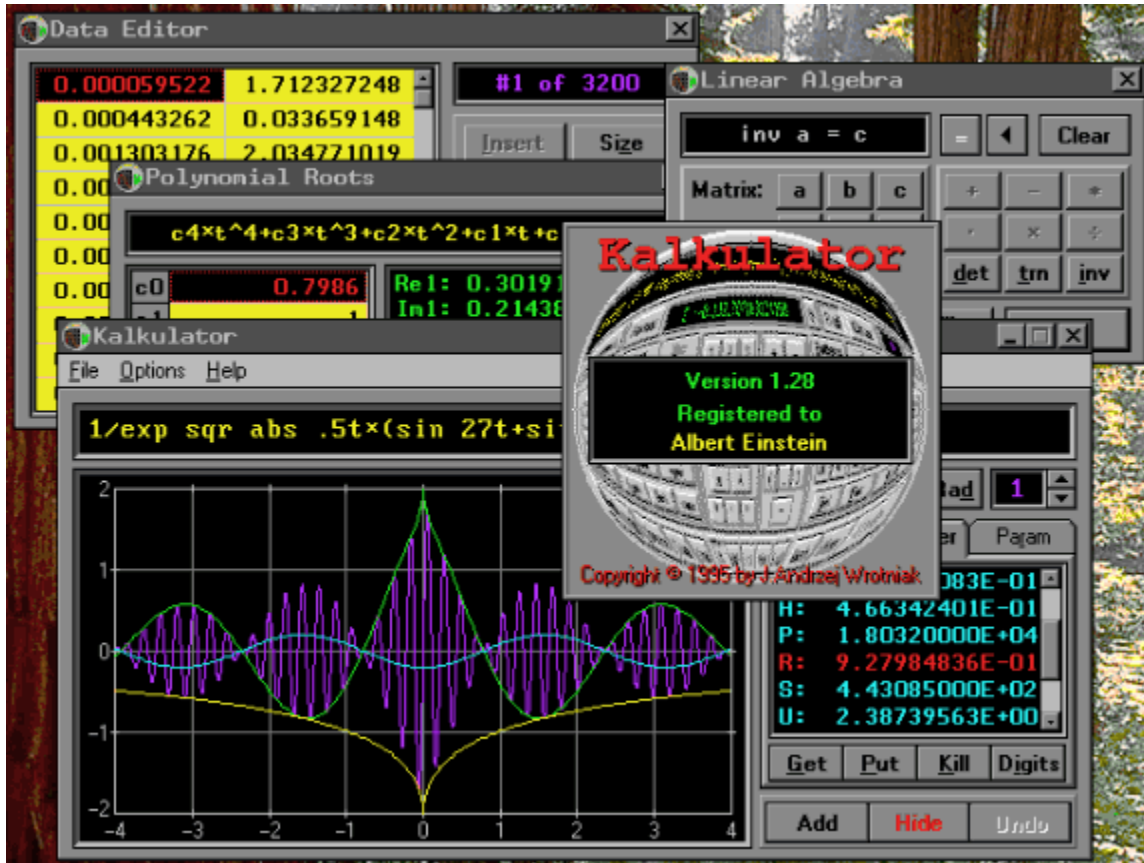
Kalkulator is probably the most powerful program of its kind on the market. It may be used as just a calculator (but a very powerful one, capable of evaluating expressions), but it also sports a number of unique features distinguishing it from the me-too crowd:

- More than 100 functions: log and exponential, trigonometric and inverse, hyperbolic, Euler, statistical distributions (including integral and inverse-integral), user-defined
- Unit conversion, pre-defined physical constants
- Numerical operations on expressions: integration, computing derivatives, finding zeros of functions, indexed sums
- Function plotting (with smart handling of discontinuities and changes in curvature)
- Statistical operations on points in a data buffer: sample parameters, histograms, polynomial regression (up to the ninth degree, with plotting), column-wise arithmetics on data
- Finding roots of polynomial equations up to the fourth degree
- Linear algebra: vector and matrix arithmetics, matrix inversion, systems of linear equations

The September'96 release will include a binary, octal and hex calculator; function optimization and differential equations are expected in December (no promises!).

Midget

Midget is a scaled-down subset of Kalkulator. It offers most of the everyday capabilities of its more advanced sibling in a smaller, simpler (and cheaper!) package.

```
2.55/2π-sin 20°33'+(1-exp X)²|
```

```
Conv | Form |        12.17697923890352        | F | V | Rad | 1 | ? |
```
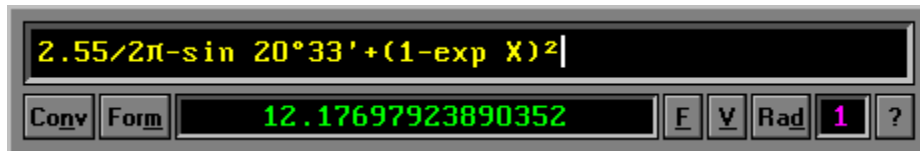
Using Midget is very simple: just type in your expression, like "2/7-1/9" or "3 log 12-sqr 33" and hit the Enter key.

The result can be also converted between different units of measurement, for example from ft/sec to km/h. All this is hidden behind an elegant and inobtrusive user interface.

The program remembers previously entered expressions, so that they can be recalled, modified or corrected and recomputed. It also allows to store calculation results in memory locations (variables) and to use them in other calculations.

Andrzej

Pronounced "un-jay".

Wrotniak

Ex-physicist, specializing in Monte Carlo simulations of cosmic
ray showers. In the States since 1984, currently the Chief Scientist
and a software engineer at Aerospace Engineering and Research,
Inc. in Maryland, developing Air Traffic Control applications. Writing math programs for fun
in his free time.