Help Index

Object of the game

Selecting Options

Important Information

Introduction

Memory is a game suitable for all ages from 3 upwards. The game features three different <u>playing modes</u>, two <u>display modes</u> and a variety of <u>grid sizes</u>. The object of the game is to locate matching pairs of "pictures" in the displayed grid.

The game starts initially by displaying a default 4 x 4 grid of blank "frames". When the player clicks the mouse over a blank frame a picture is revealed. The player then clicks over another blank frame to reveal a second picture. When a match is made (a hit) the player then continues to find the next pair and so on. If there was no match (a miss), the two pictures are then covered by the blank frame. The player then tries to memorise the location of these pictures, which have now been covered for use in matching to other pictures later in the game. When a match is made, the matched pair can either remain displayed or be removed depending on the player's <u>preference</u>.

Game Menu

The game menu contains four main user choices: <u>New</u>, <u>Options</u>, <u>Exit</u> and <u>About Memory.</u>   The options menu contains sub menus.

New

This initiates a new game using the currently selected options.

Exit

This exits the game and closes the games window

Options

This menu selection has three choices which include <u>Play Mode</u>, <u>Grid Size</u> and the <u>Display Mode</u> **Hide Pairs** (or **Show Pairs**).

The user may select the preferred options, which will remain in effect until they are changed by the user. This is done by reselecting the options menu and changing the currently selected options. The default options (when the game is first started) are:

Grid Size	4 x 4
Play Mode	Timed Play
Display Mode	Show Pairs

Grid Size

The user can select a grid size from a predefined range. The larger the grid the higher the level of difficulty, as the player(s) needs to remember more picture locations.

Changing the grid size during a game will automatically start a new game.

About Memory

This box displays the version number of the program.

Play Mode

There are three possible play modes. These are: <u>Timed Play</u>, <u>Two Players</u> and <u>Computer Play</u>.

Changing the play mode during a game will automatically start a new game.

Timed Play

In this play mode a single player attempts to match all the pairs in the shortest time possible and with the minimum number of misses. The time, in seconds, starts from the first mouse click of a new game and stops when all pairs have been matched. The time also stops counting after 9999 seconds, if the player has not completed by this time, then the player probably never will!

In this mode the game displays the number of misses and the time in seconds since the start of the current game.

Two Players

In this mode two players can pit their skills against each other.   If a player exposes a matched pair (a hit), his turn continues. If they do not match (a miss), a beep is sounded and the next player has a turn.

The game displays the score for the current player in BLACK. The score for the other player is shown in GRAY.

Computer Play

In this mode the player and the computer pit their skills against each other. The computer plays as the second player in a two player game. If   the player (real or computer) exposes a matched pair (a hit), then the turn continues. If the pictures do not match (a miss), a beep is sounded and the next player (real or computer) has a turn.

The game displays the score for the current player in BLACK. The score for the other player is shown in GRAY.

The computer **DOES NOT CHEAT** but it has an excellent memory. It **NEVER** forgets the position of a picture once it has been uncovered during the current game. The computer can be beaten, but the player must be very careful and learn a strategy for beating the computer.

Display Mode

This Menu item is selected from the options menu. This selection toggles between **Hide Pairs** and **Show Pairs**.

When a match has been made (a hit), the pair can either remain shown or be removed from the game depending on the <u>user selection</u>. This can be changed during a game without affecting the game in progress.

Licence

This product is subject to copyright. The copyright belongs to:

Andrew Smallridge
Muslistrasse 10
CH-8820 Waedenswil
Switzerland

This software is distributed as a shareware product. You are free to try this software for a period of seven days. If you continue to use this product after seven days then you must register this product at the above address.

The registration fee is **fifteen US dollars** or the local currency equivalent. Payment should be made payable to Andrew Smallridge. Payment can be made via international cheque, money order or may be paid directly into the following bank account:

Account: Andrew Smallridge
Number: PO-457,105.0
Bank: Swiss Bank Corporation
                  Paradeplatz 6
                  ZH-8022 Zurich
                  Switzerland

If this program is distributed to others, then it must be distributed intact with the accompanying readme.txt file. No changes may be made either to the program MEMORY.EXE, its help file MEMORY.HLP, its readme files MEMORY.WRI and MEMORY.TXT or the INSTALL.TXT file.

Additional Offerings

A **HWID** (How Was It Done) package containing the source code, resource files and programmers reference manual (on disk) are available for an additional **twenty-five US dollors** for registered users.

With this plus Borland C++, Windows 3.0, DOS and a resource editor, the registered user can:

- Learn how this program works as an introduction to Windows programming
- Customise the game to specific tastes
- Create additional pictures which can be used by this game
- Replace these pictures with completely different ones

There are limitations on the use of this **HWID** package. The package is also subject to copyright. The user cannot distribute the package or incorporate the code in other products which are intended to be used by anyone other than the registered user of this product.

Credits
This program was developed (painfully) using Borland C++, Whitewater Resource Tool Kit (included with Borland C++), Windows 3.0 and MS-DOS 5.0.