

## Welcome to Mr. Matt !



Welcome to Mr. Matt! I hope you will enjoy playing this game as much as I enjoyed writing it.

Although the rules are simple and you can figure out everything by yourself, please take a few minutes and read this help file.

Mr. Matt is distributed as shareware. Please refer to the [Registration and Support](#) page to see what it means, how to register and what benefits does that bring.

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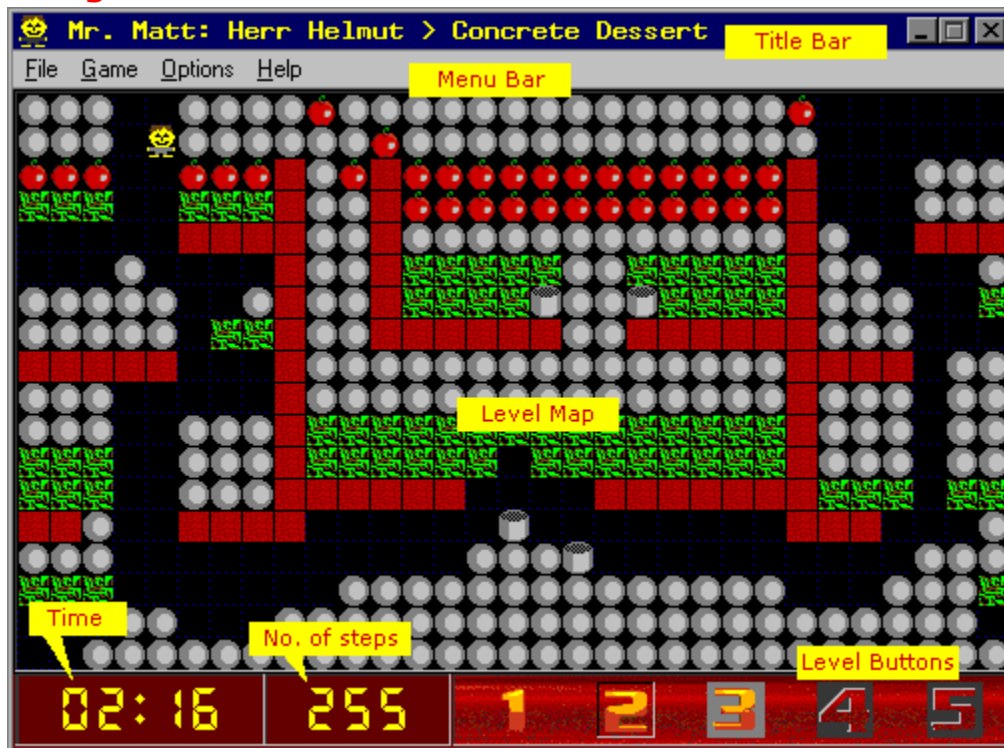
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## The game window



This is the Mr.Matt game window. Click on the yellow stickers to learn about the meaning of its parts.

### See also:

[How to play](#)

[Elements of the level map](#)

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[Color effects](#)

## How to play

To play, run the program and enter your name. Then click on the long button at the bottom of the game window and choose the name of the game from a selector box. For starters, I recommend 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 with a recessed button. Mr. Matt remembers your progress from session to session, provided you are entering the same name every time. The gray background shows the next level you have to complete.

What you do on a given level is to run around, eating apples, digging through the earth, moving boxes and avoiding falling stones. Your goal is to eat all the apples (carrots, hamburgers, pumpkins -- depending on the selected graphics settings).

After you complete a level by eating all apples, the next level will be made accessible (unless you've helped yourself with the playback option). You win a game by completing all its levels.

### See also:

[The game window](#)

[Elements of the level map](#)

[Using the keyboard](#)

[Playing with the mouse](#)

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[Loading games](#)

## Elements of the level map



This is Mr. Matt. You control him with arrow keys on [your keyboard](#): left, right, up and down, or [with the mouse](#). 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. Apples do not fall down (contrary to Newton's work).



This is a stone. It falls down if there is an empty space under it. Landing on another stone with an empty space to the left or right, it may roll to a side and keep falling. When a stone keeps falling, Mr. Matt is not able to move. Mr. Matt may push a single stone horizontally if there is an empty space on the other side of it.



This is a box. A stone falling into a box will disappear. A box, however, will destroy only three stones before it disappears itself. Boxes may fall like stones (and hurt Mr. Matt, too!); they can be also pushed around.



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



This is a block of wall. A wall will stop a falling stone. Mr. Matt cannot dig through walls.



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

### See also:

[How to play](#)

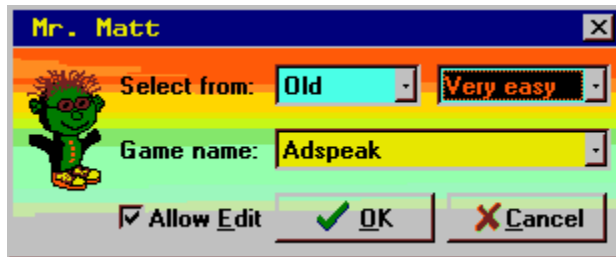
[Using the keyboard](#)

[Changing the graphics](#)

## Loading games

To load a new game (whether in Play or Edit mode), use the [File | Load game] menu option. This will bring up the game selector dialog, from where you choose the game name.

First select between "old" games (i.e. games you have already completed under the current player name) and "new" ones (i.e. those you have yet to solve). Then choose the difficulty level: Easy, Moderate, Hard, or Tough.



Finally, click on the arrow at the right of the "Game name" field to drop down a menu with the list of available games to select from. If the field is empty, it means that there are no games in the group defined by the two choices as above.

The "Allow edit" box, available only in registered copies of Mr. Matt, should be checked if you want to be able to edit the game.

If a game has been loaded with this box checked, all levels will become accessible, but the program will not keep score of the levels you have passed.

The games supplied with the program are read-only, i.e. they cannot be edited. An appropriate message will be displayed if the "Allow edit" box has been checked. This limitation can be bypassed by use of [File | Merge game].

### See also:

[Modifying read-only games](#)

[Menu operations](#)

[Running from a CD-ROM](#)

## Using the keyboard

When the program is in the play mode (i.e. not in the edit mode), you may perform most of the operations from the keyboard:

- ▮ **Arrow keys** (up, down, left, right) -- move Mr. Matt around
- ▮ **Home, End** -- go as far as you can to the left or right, respectively
- ▮ **PgUp, PgDn** -- go as far as you can up or down
- ▮ **Escape** -- give up (losing) the current level
- ▮ **Backspace** -- undo the last step
- ▮ **Enter** (or **Return**) -- load another game (this will not work when a game is under progress)
- ▮ **Space** -- reload the current level (only when level buttons are displayed)
- ▮ **Digits 1..9** -- load the level of that number (only when level buttons are displayed)

There is also a "panic button": hit the **Pause** key to hide Mr. Matt in the taskbar Icon Tray (32-bit version) or to iconize the program (16-bit).

### See also:

[Playing with the mouse](#)

[Menu operations](#)

[How to play](#)

## Playing with the mouse

You can use the mouse instead of arrow keys to move Mr. Matt around. To do this, click the mouse on a square in the same row or column as Mr. Matt. The little fellow will then try to run to where the click occurred, stopping only when going any further is impossible.

### See also:

[Using the keyboard](#)

[How to play](#)

## Game snapshots

At any moment during the gameplay you can take a snapshot of the current situation. To do it, use the [Game | Take snapshot] menu option.

Then, as long as you stay at the same level without restarting it, clicking on [Game | Restore snapshot] will bring you back to the saved position, from where you can continue the game. This will work even after you've lost that level.

The snapshot will be erased once you use the [Game | Playback] or [Game | Show solution] option.

In unregistered copies of Mr. Matt, game snapshots are available only at Level 1 of every game.

### See also:

[Game recording and replaying](#)

[Showing the solution of a level](#)



## Game recording and replaying

Every step made by Mr. Matt is being recorded. The whole sequence can be replayed from the start by clicking on the [Game | Play back] menu option.

When the replay ends (or when it is interrupted by pressing any key), you can use the arrow keys to continue. This may come handy when you realize you've made a mistake some moves ago and would like to correct it without playing the whole level again.

Note, however, that when a level is completed with help of the playback option, it will not open the next one: this would be too easy!

In unregistered copies of Mr. Matt, game recording and replaying is available only at Level 1 of every game.

### See also:

[Showing the solution of a level](#)

[Game snapshots](#)

[Saving a game in progress](#)

## Showing the solution of a level

In registered copies of Mr.Matt clicking on the [Game | Show solution] menu option will replay the best solution of the current level on your computer so far, i.e. the solution involving the smallest number of steps

Every time a level is completed, the current solution is compared against the best one so far, and if it is better, i.e. achieved in fewer steps, it will replace that one. (This will not happen if the game you are playing has been loaded with the "Allow Edit" box checked.)

If you interrupt the replay and complete the level yourself, the solution will not be considered for the "best" spot. It will also not open for you the next higher level.

If a given level has not yet been completed on your computer, the best solution is, obviously, not available, unless you download the appropriate solution file from [my Web page](#) (see there for instructions).

### See also:

[Game recording and replaying](#)

[Game snapshots](#)

[Exporting game solution](#)

## **Saving a game in progress**

If you attempt to leave the program while a game is under way, Mr. Matt will offer you an option to save the game progress. If you choose to do it, the next time you load the same game (using the same player name), the program will allow you to restore the interrupted level to the saved state.

This option is available only in registered copies of Mr. Matt.

Any player can have any number of games saved in this way, but not multiple saves of a particular game.

## Menu operations

Depending on the current mode some of the options (or whole menus) will remain hidden or disabled. These accessible from the [edit mode](#) only are denoted with [E], those useful only in the play mode -- with [P]. These available only in registered copies of Mr. Matt also carry the [R] designation.

### File -- basic, top-level operations

- **Load game** -- select a new [game to load](#) from the disk
- **Create new game** [R] -- start [editing a new game](#) from an empty slate
- **Replace game** [R] -- [replace all levels](#) of the current game with ones read from a game file
- **Merge game** [E,R] -- [append another game](#) to the one already loaded
- **Save game** [E,R] -- save the current game as edited
- **Export game solution** [R] -- write a [file with the solutions](#) (if any) for all levels of the current game
- **Export best solutions** [R] -- write a [file with the solutions](#) of all levels for which the current player is the record-holder
- **Edit mode** [P,R] -- [switch into edit mode](#) (if the current game is not read-only)
- **Play mode** [E,R] -- switch back from the edit to play mode
- **Delete this player** -- remove the current player name from the player list
- **New player name** -- change the current player
- **Quit Mr. Matt** -- exit the program (Alt-F4 does the same)

Note: only registered copies of Mr. Matt allow you to edit or create your own games.

### Game [P] -- the game-playing

- **Step back** -- undo the last step (same as hitting the Backspace key)
- **Give up** -- quit the current game level (same as hitting the Escape key)
- **Take snapshot** [R] -- take a [snapshot](#) of the game (to come back to it later)
- **Restore snapshot** [R] -- restart the game from the last snapshot taken
- **Play back** [R] -- [replay the recording](#) of the current level
- **Show solution** [R] -- [replay the complete solution](#) of the current level (if it has been completed on your computer)
- **Game info** -- show the general information about the current game: author, number of levels, difficulty
- **Level info** -- show the information about the best (shortest) solutions for the current level: the best one on record (possibly brought from outside in the solution file), the best by any player on your computer and your best result

Note: In unregistered copies "Take snapshot", "Restore snapshot" and "Play back" options are active only at Level 1 of each game.

### Edit [E,R] -- creating and modifying games

- **Add new level** -- append a new (empty) level to the game
- **Delete level** -- remove the current level from the game
- **Clear level** -- fill the current level with earth
- **Kill level solution** -- remove the solution of the current level from the solution file

(**mrmatt.sol**); useful after the level has been modified

- ▮ **Move level up** -- swap the current level with the preceding one
- ▮ **Move level down** -- swap the current level with the following one
- ▮ **Move map** -- move the whole level map by one step up, down, left, or right
- ▮ **Copy previous level** -- copy the previous level into the current one
- ▮ **Rename level** -- give the current level a new name (or assign a new difficulty level)
- ▮ **Rename game** -- give the current game a new name

Note: this whole menu becomes visible only in the edit mode, accessible only in registered copies of Mr. Matt

### Options -- access to some program settings

- ▮ **Sound** -- toggle the sound on and off; helpful for playing Mr. Matt during business meetings
- ▮ **Slow playback** -- slow down the [game playback](#)
- ▮ **Color effects** -- enable or disable the [high color effects](#)
- ▮ **Graphics** -- [change the program graphics](#)
- ▮ **No stupid moves** -- prevent moving down from under a stone (an obvious way to lose a game by accident)
- ▮ **Language** -- [select the language](#) of the game interface (this option is shown only in the multilingual copies of the program)

### Help -- access to on-line help, version information and registration

- ▮ **Help** -- calls this help
- ▮ **About Mr. Matt** -- shows the version and copyright note
- ▮ **Registration** -- shows information on [how to register](#)
- ▮ **Registration key** -- allows you to enter your [personal key](#) manually

Once you register, the two last items will, obviously, disappear from the menu.

### See also:

[How to play](#)

[Loading games](#)

## Changing the graphics

You may change the graphics used by the program. To do it, click on the [Options | Graphics] menu item (available only in the play mode).

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

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

### See also:

[Menu operations](#)

## Color effects

Mr. Matt uses some fancy, multicolor graphic effects: rainbow-hued dialog boxes, textured panels etc. These look good if your computer displays more than 256 colors; otherwise the effect may depend on your graphic board and system configuration.

This is why the program by default enables the multicolor effects when run on a system with High Color or True Color (16- or 24-bit color depth) and disables them when run in the 256-color (8-bit) mode.

If you wish to override these default settings, click on the [Options | Color settings] menu choice, just do not complain that the game does not look right!

## Multilingual Mr. Matt

Mr. Matt's user interface can use languages other than English. To switch into a different language, click on [Options | Language] and make a selection from a cascading menu. (This menu is available only if the program is distributed in the "international" version, i.e., with the language adaptation files having the **.mmx** extension.)

At present the following options are available: **Dansk, Deutsch, English, Espanol, Francais, Italiano, Svenska** (for technical reasons the diacritical marks are omitted in the file names; you may rename them yourself on a Windows 95/98/NT system).

### Setting the startup language

The above method is, obviously, available only when the program is already running. If you would rather like to start up in a given language, run Mr. Matt with a single command-line parameter, specifying the name (without extension) of the language **.mmx** file.

To run Mr. Matt with a command line parameter, edit the program shortcut properties in the Program Manager (Windows 3.1) or in the Start Menu (Windows 95 or NT).

In Windows 95 or NT the procedure is as follows. [1] Right-click on the taskbar Start button and select Open; [2] Find the Mr. Matt shortcut icon; [3] Right-click on that icon and select "Properties"; [4] Click on the "Shortcut" tab; [5] In the "Target" field specify the language after the program file name, separated with a space, e.g. ...\**mrmmatt.exe Deutsch**.

Alternatively, you may use any text editor (e.g., Notepad) to create a file named **mrmmatt.ini** in the Mr. Matt folder. The file should consist of two lines, like

```
[Language]
```

```
Language=Deutsch
```

with the text after "=" being the **.mmx** file name (without extension).

### Adding a new language

This is easiest if your language uses the Western character set, standard on Windows. Just translate the **English.mmx** file (carefully, line by line) and save it as, say, **Suomeksi.mmx** (this would be Finnish); next time you run the program, Suomeksi will be added to the Language submenu.

If you send me that file, I will gladly make it available to all other users of the program by posting it at the Mr. Matt language support page:

<http://www.freeflight.com/wrotniak/mrmlang.html>

(Check that page - maybe the language you need is already there!)

### Languages using non-Western character sets

If your language uses a character set different than the standard Western one, you can still write your **.mmx** file. You have, however take care of two things:

First of all, make sure that Windows is using the character set proper for that language. This is important, as Mr. Matt has no control over what fonts are used in its menus, but most probably your system is already set this way.

Second, set up a **mrmmatt.ini** file as above, adding some extra lines at the end:

- Specify by name the font for Mr. Matt to use in all dialog boxes, for example

```
Font=Polskie Strony
```

- In Windows 95/98/NT (but not 3.1) you may have to specify the character set, if the font includes more than one. For example, the free, internationalized version of Verdana from Microsoft (available from their Web site) supports all European



languages, including those using non-Latin characters, like Greek or Russian. You have to know the number of your character set (the Central European I'm using myself is 238). Thus a complete file for, say, Polish, will be

```
[Language]
```

```
Language=Polski
```

```
Font=Verdana
```

```
Charset=238
```

- Finally, if you are using an 800x600 or larger screen set to "large fonts", you may discover that the text in your language does not fit some of the program buttons. If this is the case, add one more line:

```
Small=1
```

Note that under Windows 3.1 the **Charset** line will have no effect: the system does not support multiple character sets.

Good luck!

## Running Mr. Matt from a CD-ROM

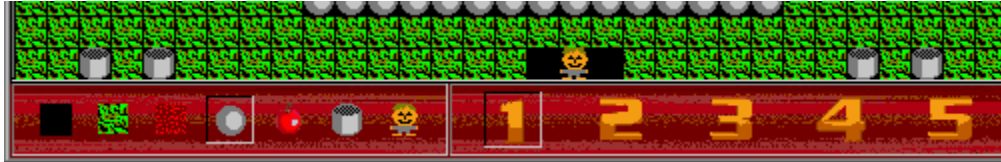
Mr. Matt can be run from a CD-ROM (or any other non-writeable medium). In order to provide some of the functions, however, it will need a working folder on your hard disk. This folder will be used to store data (game) files, solution files and game history files.

The temporary folder will be created by the program as **MrMatt\** in your system's Windows directory. Whenever you decide you will never again run Mr. Matt from a CD-ROM, you may safely delete the temporary folder with all its contents.

## Game editor

Registered copies of Mr. Matt allow you to design and edit your own games. To switch into the edit mode, use the [File|Edit] menu option to edit the currently loaded game, or just [File|Create new game] to start from a blank game.

While in the edit mode, the bottom part of the game screen changes:



In addition to the level-changing buttons at the right, there are edit buttons at the left. These buttons correspond to various items you can put on the current level map. With a given button depressed, any mouse click within the map area will put the corresponding item at the cell where the mouse was clicked.

New levels can be appended to the current game by using the [Edit | Add level] menu option. You can also move the current level up or down in the level sequence, delete the current level, clear it (fill with blank space), shift the level map in any direction, or change game and/or level name. These functions are briefly described in the [Menu Operations](#) page.

In order to be able to edit a game, you have to check the "Allow edit" box when you select the game to load. The games supplied with the program are read-only: you will not be allowed to edit them.

You may, however, create a new (empty) game and [import into it](#) all levels of another one (read-only or not) with use of the [File | Replace game] menu option. You can also [append the levels](#) of another game to the game currently being edited – just click on [File | Merge game].

### See also:

[Elements of the level map](#)

[Game design rules](#)

[Menu operations](#)

[Loading games](#)

[Posting your own games on the Web](#)

## Game design rules

There are a few limitations on the games you design.

- A level has to have Mr. Matt placed somewhere on it. If it does not, you will not be able to save the game or to start editing another level.
- All stones and boxes on a level have to be supported (i.e., there should be no empty space immediately below). If this is not the case while you are trying to exit the editor, save game or start editing another level, you will be alerted to the fact and the program will offer to fill all offending spaces with earth. If you do not accept that, the program will allow you to correct the situation manually.

The program does not check whether the level you have designed is passable: this is up to the game author.

### See also:

[Elements of the level map](#)

## Modifying read-only games

Even if a game is read-only, you can use it as a starting point to a new one or merge it with the game you are editing.

### Replacing game levels

The [File | Replace game] function (available only in the [Edit Mode](#)) will erase all levels of the current game (leaving only the game name) and replace them with those of a game you select. This way you create a clone of an existing game which you can now edit to your heart's desire.

### Merging games

You can also merge another game with the one being edited, i.e. combine their levels into a single game. To do it, click on the [File | Merge game] menu option.

The levels of the second game will be appended after the those of the first one, up to the maximum number of nine levels. Any levels beyond this limit will be ignored.

## Posting your own games on the Web

If you have written your own Mr. Matt game (i.e. a set of levels) using the game editor and you would like to share with other registered users, I will gladly post your game on [my Web page](#).

Just send a brief message to [my email address](#) and enclose the saved .MAT file as a text attachment. You may also open the .MAT file with a text editor (for example, Notepad), copy the game to the Windows clipboard and insert it into your message -- I will figure it out and rebuild the game file.

Please make sure that all levels are passable. If you wish to include any hints for the more difficult levels, feel free to do so. Please state what author name (or nickname) would you like to have the game credited to.

Obviously, I reserve the right to decline posting of any games I find inappropriate, although I do not expect this to happen.

Thanks in advance -- we are going to have some fun together!

## Exporting game solution

### Solutions of the current game

In some situations you may want to save the solutions of the current game to a separate disk file. This may happen when you have written a new game and want to pass it on to someone else, for example, to be posted on the Mr. Matt extra games page on the Web.

The solutions to all solved levels (if any) of the current game can be written to a disk file by clicking on [File | Export game solution]. The resulting file name will be the same as the name of the game file, except that instead of **.mat** the extension will be **.sol**.

Such a file can be then easily incorporated into the local solution file on the recipient's computer by manually renaming it to the **.sox** extension, copying to the Mr. Matt folder, and running the Mr. Matt program.

### Best solutions by the current player

You may also export all your best solutions (i.e., the solutions to levels for which the current player has the best result). This is done by clicking on [File | Export best solutions]. The resulting file will have the player's name (truncated to eight characters, if necessary) with the **.sox** extension.

## Registration and support

Mr. Matt is distributed as shareware: you are granted a trial license for a reasonable period of time to see whether you will find the program entertaining and worth the price I'm asking.

After that you have the options of either registering program, or removing it from your system. Not doing so puts you in violation of U.S. and international copyright laws, but, first of all, it is just unethical.

If you wish just to play the game for a month and then remove it from your computer, do so without feeling guilty. If you like Mr. Matt, do me a favor: give a copy to a friend, to all your friends.

After the month expires the game will not stop working – it will just remind you about registration at every startup.

### Registering Mr. Matt will bring you additional benefits:

- unlocking of the [enhanced features](#) (game editor, snapshots, solution playback)
- [unlimited free upgrades](#) for the lifetime of the program
- technical support -- just drop a note at [my email address](#)
- additional Mr. Matt games (more than a hundred of them) as they are posted on [my Web page](#)

### See also:

[How to register](#)

[The registration key](#)

[How to reach the author](#)



## 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**                         **pan\_andrzej@compuserve.com**

If you do not have email access, or to send in your registration, 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 site, from where the latest version of the program can be downloaded:

**<http://www.freeflight.com/wrotniak/>**

You will find there a number of extra games (playable with registered copies), a hint page, and, if you search really well, also a hidden page for Mr. Matt, with some very handy information.

### **See also:**

[Other programs...](#)

[Vendor information](#)

## Updates and upgrades

A program is like a living organism: it grows, evolves, matures. This is also the case with Mr. Matt. I am planning to work on it in the time to come: cleaning up the bugs (if any), polishing the user interface, improving the graphics, adding new game features, and, last but not least, providing data files with new games.

New versions of Mr. Matt can be downloaded, first of all, from [my Web page](#). This is the best source, as updates can be posted here earlier than anywhere else. You will also find extra game files at my page, playable with registered copies of the program.

CompuServe subscribers can download updated versions of Mr. Matt from the Windows Games forum (GO WINGAMES, Library 10) or from the Windows Shareware forum (GO WINSHARE, Library 13 or 16).

When you register, your [registration key](#) will be valid for all future versions of Mr. Matt. This means that you can get all updates and upgrades at no extra cost, as long as you can download them yourself. Just remember to keep your key file.

### See also:

[How to register](#)

## Extra features in registered copies

When Mr. Matt recognizes a valid key file in the program directory, it activates a number of extra features.

- ₙ First of all, you will gain access to the [game editor](#) so that you can create and edit your own Mr. Matt games. These games can then be played by any registered user of the program.
- ₙ You can take a snapshot of the current game at a given moment. If, at some time later, you decide you have made an error, you can restore the game the way it was at the moment the snapshot was taken.
- ₙ The [best solution](#) of every level passed is stored on the disk and can be replayed any time.
- ₙ The [game replay](#) works on all levels (not just Level 1 of each game)
- ₙ A [game in progress](#) can be interrupted at any time, saved, and then restored to the saved state the next time you play it.

Registered copies of Mr. Matt are also capable of playing additional games which are from time to time posted on Mr. Matt's home page on the Web (currently: almost one hundred games with more than 500 levels!). These games are not playable without registration.

### See also:

[How to register](#)

## The registration key

Upon registration, you will receive easy-to-follow instructions how to enter your personal registration code into the program. This process will create a small file named **mrmatt.key** in the Mr. Matt program folder.

Do not attempt to modify this file in any way; it will simply stop working. Keep a backup copy of **mrmatt.key** in a safe place (for example, on a clearly labeled floppy disk).

Once Mr. Matt recognizes the key file, the enhanced features of the program will become activated.

Every time you get a new version of Mr. Matt from the CompuServe, from my Web page or from any other source, unpack the program archive into the same directory. This is the simplest way to assure that Mr. Matt will find the key file.

Needless to say, the key file is not distributable; it is for your use only. The file is also personalized with your name and a serial number. Things do happen; please let me know if your name has been misspelled (do not try to correct the mistake by yourself!).

Your registration is valid for all future versions of Mr. Matt (I am planning to enhance the program from time to time, also to add new games).

## How to register

There are a number of ways to register. Pick the one which is most convenient for you. In any case, include your email address if you have one -- I will use it to send you a [registration key](#) which will register your copy of Mr. Matt.

Only if you do not have access to email, I will ship you a 3.5" floppy with the current version of the program and with your registration key. This, however, takes somewhat longer and carries a small additional charge.

Your registration covers all future versions of Mr. Matt, both 16- and 32-bit (i.e., Windows 3.1 and Windows 95 and its successors).

### Different ways to register:

[Registering by mail](#)

[Registering on the CompuServe](#)

[Credit card orders via the Public Software Library](#)

### See also:

[Special offer: the Mr.Matt / Midget bundle](#)

[Extra features in registered copies of Mr.Matt](#)

[Updates and upgrades](#)

[How to reach the author](#)

## Registering by mail

Simple. Send a check or money order for **\$12** to my address:

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

Include a small note stating Mr. Matt, your name and address. If you have an email address, be sure to include it as well (instead of a note you may just write "Mr. Matt" and your email address on your check).

If you don't have Web access or for any other reasons would like to have a program diskette mailed to you, state it clearly and include an extra **\$2.00**; also let me know whether you need the 16- or 32-bit version mailed to you.

Usually I process your registration the same day I receive it. From time to time, however, I'm out of town with nobody to fill in and your letter may have to wait a week or two until I get it. Please check "What's New" on [my Web page](#) if you want to avoid such a situation. This does not affect electronic registrations, as I always travel with my notebook computer and check my email twice a day.

### Orders from outside the United States:

Make sure that the check is in U.S. dollars, drawn on a U.S. bank and has the so-called "bank routing number" printed at the bottom. Otherwise my bank would charge me \$20 for cashing it -- I would just have to send it back to you.

If you are using a money order, the "International Postal Money Order" is fine. Strangely, for some reasons the Canadian Postal Money Orders do not work.

### Available discounts

When paying with a check, you can get 50% off the price of all programs in your order except for the most expensive one, as long as all are registered at the same time. For example, instead of \$40+30+12+10 for Kalkulator, Spheric, Mr. Matt and Midget, the total will be \$40+15+6+5. When registering just Mr. Matt and Midget, the registration fee, instead of \$12+10, will be \$12+5.

### See also:

[Other ways to register](#)

## Registering on the CompuServe

The CompuServe subscribers may register online: GO SWREG and register product #13249 (Mr. Matt/16 for Windows) or #13248 (Mr. Matt/32 for Windows 95). The registration fee of **\$14.12** will be added to your next CompuServe bill, and you should receive the [registration key](#) within 48 hours via the CompuServe email.

Remember that whether you register the 16- or 32-bit version, your registration still covers both, and the key file will work with whichever version you may choose to use.

### See also:

[Other ways to register](#)

## Credit card orders via PsL

The Public Software Library (PsL) is a respectable shareware distributor, providing registration services for more than 2000 shareware programs. They will also handle credit card orders (Visa, MC, AE) for Mr. Matt.

To cover the extra cost attached to such a service, I had to attach a surcharge to credit card orders. The total cost of Mr. Matt when ordered through PsL is **\$15.63**.

There are two ways to order via PsL with your credit card:

- On the World Wide Web: click on the PsL button in the Mr. Matt home page to get to the PsL Registration Services secure order form, then follow the prompts. The Mr. Matt home page is

<http://www.freeflight.com/wrotniak/mrmatt.html>

- By fax: send your order with all relevant data: your name, address, email address, credit card number and expiration date. For security reasons, include also the bank name and phone number from the back of the card (except for AMEX which does not have this information). Order Mr. Matt, item #14888. The PsL fax number is **713-524-6398**.

(Sorry, the voice phone orders are no longer available.)

If you wish to have a diskette with the program shipped, make it clear in your order (and specify which Windows you are using). In this case you will be charged an extra **\$2.50**. Otherwise I'll just email you the registration key.

*Do not send your credit card order to my address: PsL has to receive your order directly from you. When you register with PsL, the key should be in your mailbox within 48 hours.*

Do not use PsL to get technical support, hints, or to inquire about the status of your order etc. The PsL people just arrange the monetary aspect of the registration and inform me promptly about it. They may not even know what the program does -- they do not need to. For anything else, I'm your sole point of contact.

### See also:

[Other ways to register](#)

[The Mr. Matt / Midget bundle](#)

[How to reach the author](#)



## The Mr. Matt / Midget bundle

So you may feel guilty spending money for just a game? Well, hear this: you may order a combination of Mr. Matt [and Midget](#) , saving more than 50% off the price of the latter. Well, I'm practically giving the second program away!

- When [registering by mail](#) by check or money order, Midget is just an extra **\$5.00** (not \$10 as when ordered separately), bringing the combined discount price to **\$17.00**
- When [ordering via the Psl](#) using your credit card, Midget will cost you an extra **\$5.21** (instead of \$13.54). Just specify Item #14888 plus the Midget bonus.

Sorry, for technical reasons the bundle is not available when you register on the CompuServe.

### See also:

[How to register](#)

## Vendor information

Evaluation 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.

## Technical note

Mr. Matt will also run directly from a CD-ROM as long as all the necessary files are there, unpacked into a single directory.

## See also:

[How to reach the author](#)

[Running from a CD-ROM](#)

## Credits and copyrights

Mr. Matt is copyright © 1996-98 by J. [Andrzej Wrotniak](#). The program is distributed as shareware; see [Registration and Support](#) for how and why to register.

The game started out as a clone of a number of older ones, called "Digger", "Skuldiggery", "Boulderdash" or "Cave Age" on various platforms (Amiga, Atari ST, Mac, or PC-DOS); some enhancements have been added to the game rules and logic. 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 © 1983-97 by Borland International. The program Help is maintained with use of *RoboHelp* from Blue Sky Software.

A number of third-party Delphi components have been used in the program: *Applicata* by Gintaras Pikelis from Lithuania, tray icon and transparent buttons by F.Koshevnikov, I.Pavluk and S.Korolev from Russia. All these authors deserve a credit for their work.

Most of the sound files used in Mr. Matt have been created by Ted Tatman (thanks!) and are in public domain.

**Important:** read the enclosed **disclaimer** before using the program!

### See also:

[How to reach the author](#)

[Registration and support](#)

[Vendor information](#)

[Other programs](#)

## Other programs

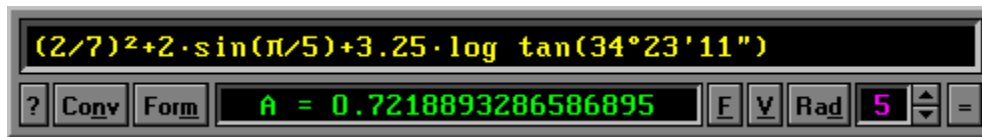
There are two other programs I wrote for Windows (separate versions for Win 3.1 and Win95):

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

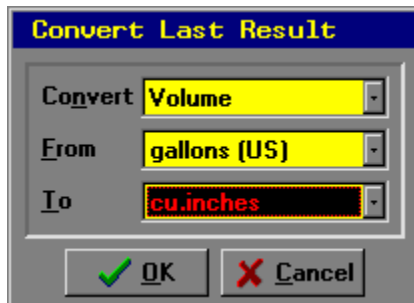
Both programs are shareware; evaluation copies can be downloaded from the CompuServe (the Science Forum, Math Library) or from [my Web page](#).

## Midget

Midget is the kid brother of Kalkulator. It offers most of the everyday capabilities of its [more advanced sibling](#) in a smaller, simpler (and cheaper!) package.



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. It can be also displayed as a fraction, e.g., "2 11/21" or as deg/min/sec. All this is hidden behind an elegant and unobtrusive 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) with an accuracy of 18 decimal digits and to use them in other calculations.

You can ask Midget to stay on top of other open windows; you may also copy the calculation results to paste them in documents you are working on.

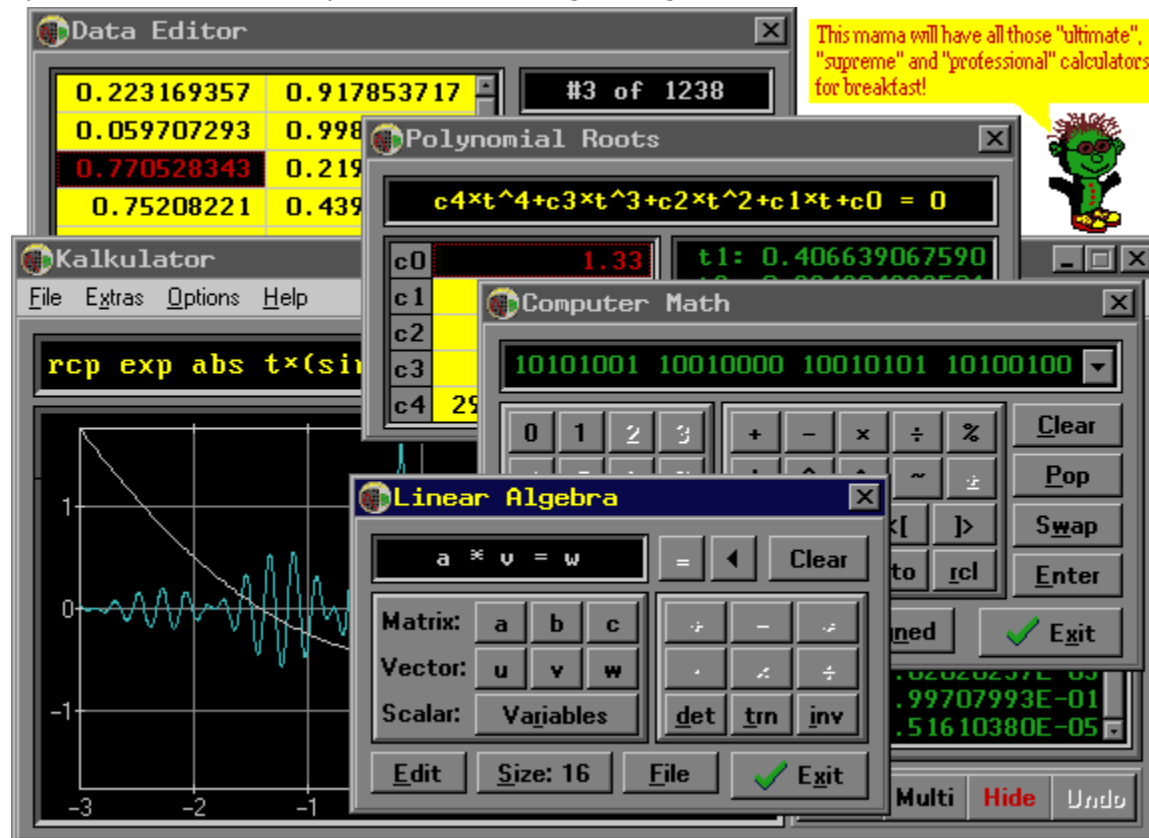
To learn more about Midget, or to download an evaluation copy, visit [my Web page](#).

### See also:

[Special offer: the Mr. Matt / Midget bundle](#)

## Kalkulator

Kalkulator is probably the most powerful program of its kind on the market. It may be used as just a calculator (and 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 and conditional
- 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 arithmetic on data
- Finding roots of polynomial equations up to the fourth degree
- Linear algebra: vector and matrix arithmetic, matrix inversion, systems of linear equations
- Solving systems of non-linear equations (Newton method)
- A computer math calculator for computer arithmetic and conversions between binary, octal, hex and decimal systems.

The more powerful, less accessed features are designed so that they do not stand in the

way of someone performing simpler tasks. The program is aimed at a wide group of users, ranging from high school to graduate students and science/engineering professionals.

## **Disclaimer**

This is what my lawyer told me to put here in a very fine print.

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.



### **Level buttons**

These are buttons used to move between game levels.

The levels at the far right (4,5) are not yet accessible: only after completing a level the next one will open up.

The current level (2) is marked with a recessed button, and the next unsolved level (3) has a silver background.

Next time you play Mr. Matt, it will remember the levels you have completed as long as you enter the same name at the program startup.

### **The level map**

This is where Mr.Matt is running around, eating apples (or other stuff) and trying to avoid the falling stones. See [How to Play](#) for more about what happens here, and check the page explaining all [elements of the map](#).

### **The menu bar**

From here you can access various [menu operations](#).

**No. of steps**

This field shows the number of steps you have made in the current game level.

### **Time display**

The time you have spent in the current game level is displayed here.

### **The title bar**

The title bar can be used to drag the game window around the screen. It also shows the player name and the title of the current game.

**Andrzej**

Pronounced "An-jay".

**Email message**

pan\_andrzej@compuserve.com



**My address**

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

**My email address**

pan\_andrzej@compuserve.com

## **My Web page**

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

## Wrotniak



Ex-physicist, specializing in Monte Carlo simulations of cosmic ray showers. Originally from Poland, in the States since 1984.

Chief Scientist and a software engineer at Aerospace Engineering and Research, Inc. in Maryland, developing Air Traffic Control applications.

Writing Windows math programs for fun in his free time.

