PREFERENCE WINDOW:

Row and Column Size:

These selections allow you to choose how many cells will be used, row (top to bottom) and column (left to right).

The number below the size selections indicates the number of matches needed to complete a game.

The minimum number of grid cells is 2. The largest number of grid cells is determined by the number of cells that can fit into the Concentration window. The resolution of your monitor determines the size of the Concentration window.

Players:

One or two players may play at one time.

Player 1 Starts?:

If this box is checked, then player 1 will always play first. Otherwise, the last player to pick in the previous game will go first. In a one player game, player one always goes first regardless of this setting.

The small box to the right of this check box, indicates who the last player was.

Negative Scores:

If this feature is selected, then two points are given for a match and one point is taken away for an incorrect match. Otherwise, one point is given for a match with no loss in points for an incorrect match.

No timer:

This feature allows a player to take as much time as they like, to choose a pair of objects.

Time Limit:

This feature requires a player to choose a pair of boxes before their timer counts down to zero.

Timed Scores:

This feature awards points to a player for a match based on the remaining time on their timer. The sooner they choose a match the more points they are awarded.

Play Over Delay:

This sets the length of time between the end of the present play (present player's turn) to the beginning of the next play (next player's turn) when the two selections do not match (there is no delay when they do match). The time selections are from .5 seconds to 3 seconds in increments of .25 seconds.

Timer Limit:

This sets the length of time a player has to make a match when one of the timer functions is selected. The time is in seconds. The more time selected, the easier to score and the higher a score can become.

Game Type:

The game type selection determines what type of objects are placed in the cells.

Big Pictures

This fills the cells with colored pictures (64 by 64).

Colors

This fills the cells with colored rectangles.

Equations

Objects are setup in pairs. One object in the pair shows a mathmatical equation and the other shows the answer.

Hidden Words

This fills the cells with the letters from a list of words. You must find all the hidden words. As you select the letters of a suspect word, the letters will be hidden. Once you think you have found all the letters to the word, you must click the confirm button. If you have found a word you will recieve points. The letters will then be revealed for the next play. Game ends when all words have been found.

Letters

This fills the cells with the letters A to Z. The cells are filled linearly. That is, if the number of matches is four, then letters A, B, C, and D will be used. If the number of matches is six, then letters A, B, C, D, E and F will be used.

Numbers

This fills the cells with the numbers 0 to the number of matches selected. The cells are filled linearly. That is, if the number of matches is four, then numbers 1, 2, 3, and 4 will be used. If the number of matches is six, then numbers 1, 2, 3, 4, 5 and 6 will be used.

Pictures

This fills the cells with colored pictures (32 by 32).

Puzzels

This creates a puzzel like grid. The content of each piece contains a unique object. It's this object that must be found in another puzzel piece to make a match.

Shapes

This fills the cells with pictures of shapes.

Word Pairs

This fills the cells with word pairs. Each word pair has a common relationship (i.e. opposits light - dark).

Words

This fills the cells with words.

Player's Names:

Each player may enter their name. If a blank name is entered, then their name defaults to their player number.