

MEMORY! for Windows

SHAREWARE: Memory! is shareware. It may be freely uploaded to BBSes, provided it includes:

Memory.EXE	247808	7/31/91	10:43p
Readme.WRI	2176	8/01/91	12:30a.

Memory! may not be sold by anybody, but the author of the program.
The author's address is:

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Instructions for Memory!, information about ordering source code and registering Memory! for future upgrades, keyboard commands, and other helpful tips are included in the help file and dialog boxes within the program.

Memory! requires an EGA, VGA, or above with at least sixteen colors available on screen at once. I have personally tested Memory! in EGA 640x350, VGA 640x480, 800x600, and 1024x768 modes. The VGA modes worked wonderfully! The EGA mode had a little quirk with the palette when you change the names of the players on the scoreboard, but other than that it ran perfect.

Tip: if you don't read the instructions first and you wonder why the card faces are remaining on the screen for a too long or too short amount of time, read about the Flash Interval. This game can be adjusted for machines of different speeds, slow or fast.

COMMENTS: Please send any suggestions/questions/comments to Craig Norland at the above address.

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