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to see the full text.*

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o Jon Persky Games Presents o
o NUMBER CRUNCH v.2.0 o
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PACKING LIST

NOCRUNCH.EXE - the executable program file.
NOCRUNCH.TXT - this text file.

If any of these files are altered or missing, please let me know!

REQUIREMENTS

Windows 3.x, mouse, VGA. I'm not sure if you can get by without at least a 386, you're free to try.

IMPORTANT: This program needs the file VBRUN100.DLL to work. Please refer to the Technical Notes section further in this file for more details.

INSTALLATION

First, copy the files that came with Number Crunch to your C:\WINDOWS directory by using File Manager. Close File Manager and open your Games group in Program Manager. Select File...New and click on Program Item. In the Description box, type "Number Crunch". In the Command Line box, type "\windows\nocrunch.exe". You don't need to worry about the rest; just click OK. The icon will be there and you're ready to go!

OVERVIEW

Number Crunch is based on the popular board game Number's Up. At the top of the window are twenty squares numbered 1 to 20. At the bottom are twenty blue squares. These are numbered in random order from 1 to 20, but you don't see the numbers until you "turn over" the squares by clicking on them. Play begins when you start the timer.

There are two different games you can play in Number Crunch. In the normal game, you must find the square with number 1 and drag it to Square 1 at the top. Then you must find number 2 and drag it to Square 2 at the top, and so on. You must fill in the numbers in order. If you drag all the numbers from the bottom into their respective squares at the top before time runs out, you win!

The kids' game is an easier version of the normal game, and teaches small children about sequences of numbers. In this game, the group of 20 squares at the top has no numbers printed on them. However, the player need not put the numbers on the squares in order.

Not only is this a fun game, but the quick clicking and dragging techniques used in Number Crunch will help a novice mouse/Windows user to

learn to use the mouse effectively.

HOW TO PLAY

You will have 120 seconds, or two minutes, to complete the game. If you wish to adjust this, choose Options...Set Time Limit. You can set the figure to anything between 1 and 9999 seconds. Then click the Start Timer button to begin. Then click any one of the blue squares below to turn it over.

If you are playing the normal game, keep turning over the blue squares until you find number 1. Click again on the square and drag it to square #1 at the top. The target square will turn red and the blue square will disappear. Continue in this manner with number 2 and so on. You must fill in the numbers in order. The game is over when you either run out of time or put square #20 in its proper place.

If you are playing the kids' game, the numbers in the boxes at the top will disappear. However, the boxes will still be in order and are not random. The boxes at the bottom are random and function as in the normal game. The object of the kids' game, as in the normal game, is to uncover the numbers as fast as you can and place them in their appropriate box in the top group. However, in the kids' game the numbers need not be in order. When all the squares in the top have a red background, you win!

COMMANDS

Game Menu

New (F2): Starts a new game.

Exit (^X): Quits Number Crunch.

About Number Crunch: Shareware info and other stuff.

Options Menu

Game Type ->

Kids' Game: An easier version of Number Crunch that helps kids learn about numbers.

Normal Game: The more challenging game that requires fast mouse action and exceptional memory!

Set Time Limit: Set amount of time you would like to try to complete the puzzle in (default is 120 seconds.)

Background Color: Customize your Number Crunch window.

NOTE: Choosing an option from the Game Type or Set Time Limit commands will restart the game.

Help Menu - a dialog box that tells you to open this file.

STRATEGY & HINTS

Number Crunch is more of a physically-oriented game than of a logic game, so there is not much to say in terms of strategy, except work quickly and when you flip over a wrong number, remember the location of that number so you can get to it quickly when it is time for that number.

TECHNICAL NOTES

Number Crunch was made on Microsoft Visual Basic v. 1.0. To work effectively, the program MUST be accompanied by the file VBRUN100.DLL. You should either receive the file with this program or separately from the person or board you received this from. If not, please contact me via CompuServe [70661,700] or by mail (see below for address) and I will upload or or mail a disk (to minimize costs, I will send a low-density 5.25" disk, please tell me if this is a problem) to you at no charge. Note: VBRUN100.DLL is a large (270+ KB) file. You only need one copy of this file. So if you have previously downloaded a Visual Basic application or have the Visual Basic program, you can delete this file. However, you should have a copy of this file in the same directory as the Number Crunch program.

NEW IN VERSION 2.0

Version 2.0 includes the Kids' Game option, which was not available before.

SHAREWARE INFO

Number Crunch is Shareware. If you enjoy it, you should register by sending \$5 to:

Jonathan D. Persky
5 Oak Lane
Weston, CT 06883

Please include your name, address, and where you got your copy of Number Crunch. If you register, you will receive a disk (please specify 3.5" or 5.25") of the latest versions of all completed Jon Persky Games so far. The disk will only contain one copy of the file VBRUN100.DLL.

You can also register electronically if you subscribe to CompuServe. Simply type GO SWREG and search for registration #257. The registration fee will appear on your CompuServe bill. If you register by this method, the fee will be \$6 instead of \$5. This additional charge covers CompuServe's 15% processing fee. However, you may find this method more convenient, as you can include the fee on your CompuServe account and you don't have to bother with sending cash or checks.

Please remember that the only way I receive compensation for my time and effort is by your registration payment. Remember that you'll receive a disk with the complete set of Jon Persky Games in exchange for your registration. At the current time, the disk will include 6 games (see the "Won't You Please Check Out" section below.) With shareware, disk, and postage costs, this is a \$32 value for your \$5 registration! The good thing about shareware is that the author and the user both benefit from it a great deal. And, if you don't like the game, simply remove it from your hard disk and your only cost is any charges associated with downloading the program. Also, you are not required to pay registration for the games you receive upon registering this game.

You may upload Number Crunch to bulletin boards in condensed or uncondensed format or pass it to your friends provided you do so at no cost and you keep

the files NOCRUNCH.EXE and NOCRUNCH.TXT intact and unaltered. (Please check with your bulletin board to make sure it has a copy of VBRUN100.DLL, and if it doesn't, please upload it separately.)

AND WON'T YOU PLEASE CHECK OUT...

As of September 1, 1992, these are all completed Jon Persky Games, with the latest version number in parentheses and the program name in brackets.

1. What's My Number? (3.0) [WHATSMY#.EXE] Can you guess the computer's secret number in as few turns as possible?
2. Switch (2.0) [SWITCH.EXE] 100's of combinations, only 2 solutions to this challenging logic puzzle!
3. 23 Pickup (2.1) [23PICKUP.EXE] The game where you get to prove the mechanical brain is not always smarter than the natural variety.
4. Target (2.1) [TARGET.EXE] Shoot for the bullseye in this fun dart-shooting game. Which type of throw is best for you?
5. Number Crunch (2.0) [NOCRUNCH.EXE] Can your trigger finger beat the clock and uncover the numbers in order? Based on the board game Numbers Up.
6. Jeopardy Scorekeeper (1.1) [JEOPKEEP.EXE] An accessory program that lets you play along with the contestants on TV!

FEEDBACK

I'd love to chat. If you subscribe to CompuServe, E-Mail me at ID# [70661,700]. Questions, comments, ideas, suggestions, criticism, or ideas for new games would be appreciated. If you don't use CompuServe, you can use the traditional mailbox method and send it to the address above. I'll be sure to get back to you personally. I am 14 years old, a novice computer programmer, and would like to learn all I can!

NOTE: I can also be reached at The Fine Blue Line BBS at (203) 226-3565.

P.S. PLEASE SPREAD THIS AROUND!!! Public domain and shareware software is the most popular kind out there, and its essential purpose is to provide you with quality entertainment for a low cost. Please do your best to upload this game to all the bulletin boards you subscribe to, and pass it around to your friends. It will make us all very happy <grin>! If enough people let me know what they think, I'll feel motivated so I just might decide to put that little world peace plan I've been conjuring up into action. :-)

Number Crunch is #5 in the Jon Persky Games series.
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