Contents

The Object of the Game

Telepath is a one player card game.   This object is for you to outsmart the computer and collect the most points from your cards.   In Telepath, your job is to find set of groups and runs in your hand.   You turn these sets in for points.   The computer will try to guess which cards you are going to play.   If the computer guesses correctly, your turn ends and the computer takes it's turn while you guess which cards it will play.   The game ends when either you or the computer reach the amount of points specified in the FILE/OPTIONS menu.

The Telepath Screen

Telepath has one main screen that looks like this...
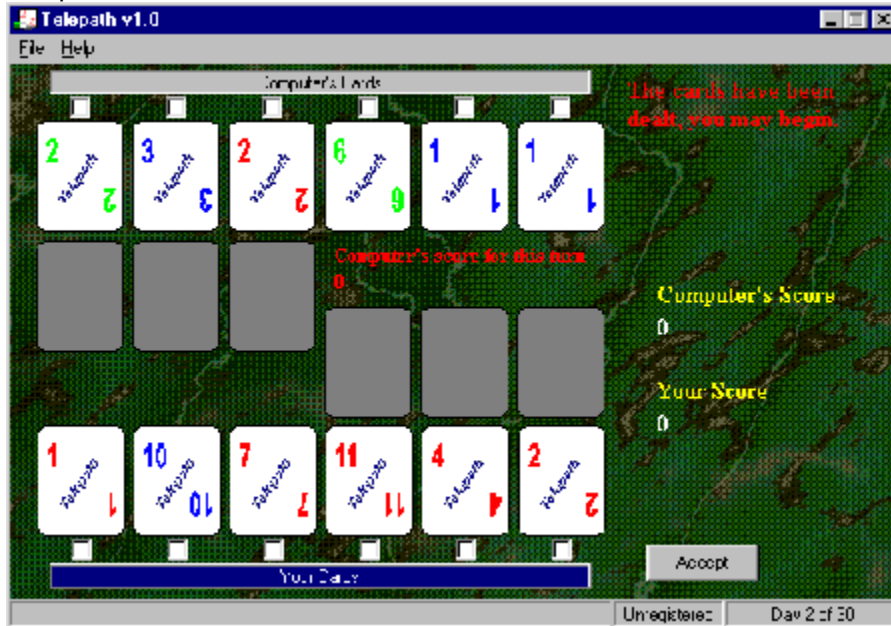
The Telepath screen contains two sets of cards.   The first two rows of cards belong to the computer.   The last two rows of cards belong to you.   The middle rows of cards will contain bonus cards that must be earned during the game.

The computer will keep you informed of what is going on during the game by placing messages in red type in the upper right hand corner of the game screen.

The current score is shown on the right hand side of the screen in yellow lettering.   The points are points that are permanent and cannot be lost.   The points shown in red inbetween the playing cards are temporary.   These points can be earned and lost during the course of your turn.

Scoring in Telepath

In order to score points in Telepath you must complete a turn SUCCESSFULLY.   A successful turn ends by playing three cards that do not compose a group or a run.   All points for a turn are considered to be temporary.   These points are shown above your playing cards when it is your turn.   These points will be made permanent when you successfully end your turn.   If the computer guesses which cards you will play, your turn will end and your temporary points will be lost.   The computer will receive the three bonus cards that you had played and the points that you would have received for those three cards.

Points are awarded for the three cards you select as follows.

1.   A Run is worth 5 Points, A Group is worth 10 Points.
2. You receive points from the face value of each card, this makes a run of 8,9,10 worth more that a run of 1,2,3.
3.   One additional points is for each card in the group or run, this makes a 3 card run worth one more point than a two card run.
4.   A 15 point bonus is given for playing two cards which are identical in color and number.

A group or a run can have a minimum of two cards.   You are allowed two have more than one group in the cards you play.   For example ...

This combination of cards contains two runs and one group!   The 2 and the first 3 make one run, giving you 5 points for a run ,5 points from the face value, and 2 points for having two cards in the run.   The second run comes from the 2 and the second three giving you an additional 12 points.   You also have a group which comes from the two 3's.   The group brings you another 10 points plus the 15 point bonus for having identical cards.   You are given 2 additional points for having two cards in the group.   That makes these three cards worth 49 points!

Taking Turns

A Telepath game begins with a coin toss to see who will go first.   Watch the coin roll around on the screen, if it lands with the smiley face up then you'll go first.   You can tell whose turn it is by watching the bars above and below the cards that say "Computer's Cards" and "Your Cards".   When the "Your Cards" bar is highlighted with blue, it is your turn.

A players turn lasts as long as they make points.   When it is your turn, you must select three of your cards to turn in for points.   Select these cards from the bottom two rows of cards.   After selecting these three cards, press the accept button.   After you press accept, check marks will appear showing you which cards the computer guessed you would choose.   If the computer chose correctly, you turn is ended.   If these three cards cointain a group or a run, and the computer did not guess correct, you will be given points and your turn will continue.

When it is the computer's turn to play.   You must guess which three cards the computer will play.   Select three cards from the first two rows of cards on the screen.   When you press accept,   the computer will show you which cards it had selected.   If you have guessed correctly, the computer will forfeit it's turn.

Bonus Cards

Bonus cards are earned by guessing which cards the other player is going to choose. These bonus cards are placed in the middle two rows of the screen.   Bonus cards give you a couple of benefits.   First, they give you three additional cards to make groups and runs from.   Secondly, your opponent cannot use bonus cards when making a guess.

Each time you guess which cards the computer is going to play, the three cards that are selected will be moved to your bonus row, replacing any cards that were there previously.   Use these cards wisely, they can really help out.   Remember that the computer can only make its guess from your original six cards.   You cannot be guessed   when you play a bonus card!

Cashing In

As described in the Scoring section, and in the Taking Turns section, each player must take turns in Telepath.   All points earned in a turn are temporary.   To make permanent points, you must end your turn by playing three cards which do not contain a group or a run and are therefore not worth any points.   When you select these three cards, your temporary points will be moved to your permanent score and your turn will end.   Turning in three cards that will bring no points is called CASHING IN.   It is a good idea to cash in whenever you build up a good amount of temporary points because this is the only way to make permanent points.   You can only win the game by making permanent points.

How to Register

Telepath is SHAREWARE.   Shareware is try before you buy software, IT IS NOT FREE! You are allow to use the software without paying for 30 days.   If you decide to keep the software after the 30 day, then you must purchase it.   If you decide not to keep the software, you owe nothing.

To Register send $5 US to
Nathan Garner
444 West 200 South
Provo, UT   84601

Please include your e-mail address (if you have one) when sending in your registration.

When you register you will be given a Registration Key (a value to type into the program) that will unlock the registered version and keep Telepath from "Dying" after the 30 day trial period.

By registering Telepath you will be making it possible for new versions to be created.
New versions of Telepath may contain any of the following...
1. Better Graphics
2. Smarter Opponents
3. Wild Cards and Power Cards
4. Sound

A Group is a set of 2 or more cards with the same number.   They may have the same color also, but it is not required.

A Run is a set of 2 or more cards that are in sequence, such as 3,4,5.   These cards may be the same color, but it is not required.