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Overview

AMNESIA is a challenging game, which requires excellent memory and a bit of luck.

Initially, it has a board completely filled with pairs of flag pieces upside down. Your objective is to locate the matching pairs, turning face up two pieces at a time.

The game may be played by 1 or 2 persons. In the shareware version, only the 1 player option is available.

Playing the game

In the beginning, the game is ready to be played. Whenever you want to start a new game, choose New from the Game menu.



The board will appear with all the flag pieces upside down.

Click one piece  and then another one



to turn them face up. Try to keep in mind their locations. Click again, anywhere, to close the pieces. Repeat this operation until the end of the game.



Whenever you get to open two matching flags, they become check marked, and cannot be opened again. When this happens, you win the corresponding score.



Each piece may be opened a limited number of times. When this limit is reached without matching the pair, the pieces become void and cannot be opened anymore.

At the end of the game, all pieces are opened to show their locations.

2 players' game (not in the shareware version)

If the game is configured for 2 players, before a game start, the players are asked to type their names. During the game, a box in the lower right corner will indicate which player is due to play at each moment.

Both players share the mouse. Time elapsed between each player's turn is unimportant and has no influence on the score.

Scoring

As you open two matching flags, you get points inversely proportional to the number of times you have opened both pieces before.

Note that as soon as you click the first piece, a time bar appears in the Time Bonus Box, indicating the time spent up to the second mouse click. Whenever you get to open the second matching piece before the time bar reaches its end, you are awarded a time bonus, whose value is also displayed in the Time Bonus Box, after you click to close the pieces.

The only time that matters to the score is the one you take between opening the first and the second flags. The time you take to click again to close the flags, and then the time to start a new opening are unimportant and have no influence on the score.

At any time during the game, total score is displayed in the Score box, in the top right corner of the screen. If the game is being played by two players, the Score box presents the total scores of both players.

When the game is over, if the score is high enough to enter the gallery, the player's name is asked and then the gallery is shown. In the case of a 2 players' game, as the names have been asked at the beginning of the game, the gallery is shown directly.

Statistics (1 of 2)

The Statistics box displays the following information:

Total flags:

The total number of flags on the board, either closed, opened, check marked or void. Therefore, there are half this number of pairs.

Matched:



The number of flag pieces that have already been matched and that are check marked.

Void:



The number of flag pieces that have been void.

Openings:

The total number of times the pieces have already been opened.

Statistics (2 of 2)

Avg Bonus:

The average percentage time bonus player 1 (or the only player) has got.

Avg Match/Open:

In the case of a one player game, the percentage of matching openings in relation to the total number of openings.

Avg Bonus #2:

In the case of a two players game, the average percentage time bonus player 2 has got.

Game menu

New:

Starts a new game, according to the options presently set.

Quit:

Ends the game and returns control to Windows.

Options... menu

The Options menu displays a dialog box where the following options can be set:

Board size:

Mini -	24 pieces (shareware version)
Mini -	42 pieces
Small -	60 pieces
Normal -	80 pieces
Big -	96 pieces
Jumbo -	120 pieces

Flag name:

If set, the name of the flag that has been opened, is shown in the Flag Name box; in this case, points awarded are lower.

Show # openings:

If set, the game displays on each piece the number of times it has been already opened; in this case, points awarded are lower.

Beep:

If set, a beep sounds every time a flag is opened.

of players:

May be set to 1 or 2 players (not in the shareware version).

Records menu (1 of 3)

AMNESIA has one records gallery for each board size and for games of 1 or 2 players (therefore, 10 different galleries). With the Records menu, you can display these galleries.

1 player:

Displays a sub-menu with the 5 board sizes to choose from. Choosing the size, it appears the gallery with the 15 highest scores for the combination chosen. The gallery presents the following information:

(Position)

Name

Score

Date

ShOp: indicates whether the option 'Show # openings' was set or not;

Flag: indicates whether the option 'Flag name' was set or not;

#Opn: indicates the total number of piece openings during the game;

Records menu (2 of 3)

2 players:

Displays a sub-menu with the 5 board sizes to choose from. Choosing the size, it appears the gallery with the 15 most remarkable victories for the combination chosen. The gallery presents the following information:

#(Position)

Winner

Score (of the winner)

Loser

Score (of the loser)

Ratio: relation between winner's score and loser's score;
 this number determines the position within the
 gallery.

! *Note that every gallery presents two buttons: the OK button, to close the gallery window, and the Reset... button, which resets the results for the combination been shown (a confirmation is asked).*

Records menu (3 of 3)

Reset all...:

Resets the results for all ten different galleries. It asks for a confirmation before completing the operation.

New file...:

Allows the creation of a new record file or the loading of another existing record file; it presents a dialog box where an existing file can be chosen or a new file be named. This option allows each player to maintain his or her own record files. Normal extension for the Records files is '.REC'.

Background menu

This menu presents several options of backgrounds for the game, which the user can choose from:

- Blue
- Diagonal
- Dots
- Green
- Horizontal
- Magenta
- Plain
- Squares
- Vertical
- Yellow

Viewer menu

When you choose this topic, AMNESIA displays a window that shows all the flags and flag names that it has in its database.

Flags are presented in alphabetical order.

Registration menu

The Registration menu gives you information on how to register your copy.

In case you decide to keep AMNESIA, you are requested to send an equivalent of US\$ 25.00, as registration fee, to:

Oscar Daudt Neto
Rua Sebastião de Lacerda, 30/905-I
22240 - Laranjeiras
Rio de Janeiro - RJ
BRAZIL

You will receive a registered copy of AMNESIA, with 5 different board sizes and the option for a 2 players' game.

Please inform the disk format you want to receive.

Help menu

The Help menu accesses this information.

Contents:

Show the contents of the help file

Using Help:

Teaches how to use Help itself

About...:

Information about AMNESIA.

Limit of openings



Each flag may be opened a limited number of times. Whenever you get to reach this limit without matching the pair, the flag pair become void and you are not allowed to open them anymore.

This limit depends on the board size, according to the following values:

Mini board: 4 times (shareware version)

Mini board: 5 times

Small board: 6 times

Normal board: 7 times

Big board: 8 times

Jumbo board: 9 times

Keyboard

Although the menus and dialog boxes may be accessed via keyboard, a mouse is required to play the game itself.

Strategy and Hints

When you begin playing AMNESIA, it is recommended that you set the options 'Flag name' and 'Show # openings' on. They help you locate more easily the matching pairs of flags. As you grow used with the game and start identifying the flags by heart, you may want to set these options off, in order to be awarded higher scores.

When the game is over, you may easily restart a new one by simply clicking the mouse anywhere on the board.

You are not allowed to change the options during a game. Whenever you do so, a new game automatically starts.