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Adding Icon Sets

Registered Feature - *You must register **Iconcentration** to utilize additional icon sets. The registered version of **Iconcentration** comes with four new icon sets!*

Adding personalized icon sets to **Iconcentration** is a relatively easy process. Simply follow the steps listed below:

1. Under the main **Iconcentration** directory, create a sub directory called ICON*X*, where *X* is the next sub directory name would be **ICON5**.

2. Copy 25 icons of your choosing into the new sub directory. (Using a third-party icon tool will probably be useful during this step.)

3. Rename each of the 25 icons. The icons should be named **ICON0.ICO, ICON1.ICO, ICON2.ICO,** and so on until you reach **ICON24.ICO.**

4. Using an ASCII-capable text editor, create a file named **DESC.TXT** in the new sub directory. Use the editor to add a *brief* (8-10 characters) description of the newly installed icon set. Save the file and exit the text editor.

5. Repeat steps 1-4 until all desired new icon sets are installed.

If you need an example of how the finished sub directory should appear, examine the **ICON0** sub directory.

Game Play

Information:

> **Iconcentration** is a 1 or 2 player game.   It features a *computer opponent* for 1 player games.

Objective:

> To be the first player to match **13** or more icons.

Summary:

> During a turn, a player clicks on two question mark icons which reveals a pair of hidden icons.   If the two icons are the same, the player scores a match and his turn continues.   If the two icons do not match, play passes to the next player.

A Round:

> The active player is indicated by the pointing hand.   The active player should select a question mark icon, revealing the hidden icon underneath.   Once he has done this, he will have **10 seconds** to choose the second icon.
>
> If the second icon matches the first, the player's round will continue.   If it does not match, play is passed to the second player.

Scrambling the Play Grid:

> At any time during his own or the other player's turn, a player may elect to use his **SCRAMBLE** button. This will randomly move all hidden icons.   Because this option may be exercised at any time, the active player should honor the non-active player's request to scramble the play grid.   Wrestling for control of the mouse or keyboard is not recommended.....

<u>Hints:</u> Strategy and Tactics

Playing the Computer:

The Computer Opponent can be difficult to beat, particularly when the artificial intelligence level is set to *Genius* or better.   Enabling the Beep when AI 'remembers' icon option will be useful in learning how the Computer Opponent operates.

You may find it effective to continually reveal the same icons when playing the computer.   This limits what the computer can learn and gives you a chance to play an opportunistic game.

Using the scramble button against the Computer Opponent is especially effective.   Using the scramble button after 10 to 15 rounds is generally a better idea than waiting until the final few rounds.

Playing Human Opponents:

If you are losing by three or more icons, you may want to use your scramble button when your opponent is about to make a match.   If you have revealed two icons that your opponent will be able to match, scrambling is a very good idea.

If the game is nearly even or you are leading, you will want to hold your scramble button until only 10 to 6 icons remain.   The possibility of matching every remaining icon is high at this stage and a scramble will prevent your opponent from rallying to defeat you.

Registration Form   ($15 Shareware)

Simply print this page, fill out the form, and send it to the address listed below.   Please allow 2 to 4 weeks   for delivery of   your order.

Mailing Information:

Name:_____

Address:_____

_____

City:_____   State:_____   Zip:_____

(This information is PERSONAL and will not be distributed in any form.)

Media Preferences:

Circle one -   I want   **3.5**   **5.25** diskettes mailed to me at the address above.

Send check or personal money order to:

Tim Kilgore
2601 S Providence
Lot #40
Columbia, MO   65203

Thanks for supporting Shareware!!!

The Options Menu

Click on the portion of the Options Menu that you want to know about.

Options

Player 1 Name: `Player One`

Player 2 Name: `Player Two`

Icon Set Used:
(Cartoons)

Cartoons
Football
Games

Artificial Intelligence Level

○ Bonehead   ○ Genius
○ Dweeb   ○ Supra-genius
◉ Below Avg. ○ Idiot savant
○ Average AI ○ God-like
○ Above Avg.

☐ Player 2 is computer opponent
☐ Beep when AI 'remembers' icon
☐ Show Grid

Ok

Player 1 Name
Enter the name of the player that will go first.   There is no advantage in going first!

Player 2 Name

Enter the name of the player that will go second.   It is better to go second. If the computer is activated, he will assume this position and the name used will change to reflect an active computer opponent.

Icon Set Selection

Select the icon set that you will use.   Note that the unregistered version of **Iconcentration** comes with only the *Cartoons* icon set.

Computer AI Level

Select the level of computer AI that you wish to play against.   When you change this value, the computer opponent is automatically activated.

Computer Opponent Enable

Clicking this check box enables the computer opponent.

Beep on AI remembrance

Enabling this option will make your PC's bell ring whenever the computer opponent 'remembers' an icon. Knowing what your opponent has remembered is a huge advantage and is useful for learning how to beat a computer opponent.

Showing the Grid

Enabling this option will place an alpha-numeric grid around the play grid.   This option is useful when two people are playing and only one is in control of the mouse.

A-Ok
Clicking this button will cause the selected options to become active and will exit the Options Menu.

<u>Shareware</u>

What is Shareware?

Shareware is a relatively new approach for marketing Shareware.   The goal of Shareware is to allow the end-user to try a product.   If he likes and uses the product on a regular basis, the user should register the product.   If the product is not deemed worthy of purchase, the product should be erased at the end of the trial period.

Iconcentration is Shareware -

You have 30 days to evaluate **Iconcentration.**   After the 30 day period has passed, you are expected to register the product or discontinue its use.   If you want to register, please use the <u>Registration Form</u> included in this help file.

Support Shareware -

Quality Shareware authors provide high-performance software at a fraction of the price you would pay for a similar commercial product.   If a Shareware program is helping you or is providing you with entertainment, please reward the author by registering.   It is the right thing to do!