

Visual Recall (TM) Help Contents

The Contents lists Help topics available for Visual Recall.

To learn how to use Help, press F1 or choose How to Use Help from the **Help** menu.

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Introduction to Visual Recall

Welcome to Visual Recall! Visual Recall is a classical memory game for kids of all ages. There are four different memory levels that can test your memory. This game is marketed under the concept of Shareware. This means that this piece of software can be legally distributed to your friends and family as long as no file needed by this program is changed or deleted. This is the first version of this software and there will be upgrades in the future, so register your copy. I hope you enjoy this program and I thank you for playing Visual Recall!

Thank You

Gregory T. McVay

Note:

Gregory T. McVay is the author of Visual Recall and owner of GMAN Graphics. If you have any questions or technical problems with the Visual Recall, contact Gregory T. McVay at (713)-554-2331. Calls are taken Monday through Friday 8:00 PM to 10:00 PM. All comments are welcomed by phone or mail.

Rules of the Game

1. To complete the game, you must match all pictures on the game board.
2. A match consist of picking two alike pictures.
3. If you match two alike pictures, they disappear off the screen!
4. A match is worth 5 points.
5. If the two pictures do not match, 1 point is deducted from your score.
6. Each play consist of two picks only!
7. Each picture has one and only one matching picture.
8. To get a best score, you must score a higher point total than the current best score for the level you are playing.

Starting the Game

1. Make sure the program was installed properly through the installation program; **Setup.exe**.
2. Make the Visual Recall program group active by double-clicking it with the mouse.
3. Double click the Visual Recall icon:

Playing the Game

After you double-click the icon to start the game, the playing board is displayed. The game is defaulted to a 10 piece game.

The object of the game is to match all the alike pictures on the playing board. Each match is worth 5 points and each non-match is worth -1 point. Try to get the best score for each level!

To pick a square, move your mouse cursor over a square. The cursor will turn to the aim symbol. Then, just click and the square will turn into a picture.

After your first pick, find the other square that matches the square you picked first.

Once the game board is cleared, your total score is checked to see if you beat the current best score. If your score is higher, your score becomes the new best score and you are prompted to enter your name, which will be recorded in the best score listing!

File Menu

To access the File menu click **F** in the menu or press **alt.-F**. Once you access the File menu, a pull-down menu pulls down with the following options:

New Game:

The New Game option clears the playing board and starts a new game. Click on **New Game** or press **N** to start a new game.

Best Scores:

The Best Scores option shows who has the best score for each level. By clicking the reset command button and then the OK button, you can return the best scores to the default scores! Click cancel to leave scores as shown! The default scores are:

10 pieces = 0
20 pieces = 0
30 pieces = 0
40 pieces = 0

Click on **Best Scores** or press **B** to view best score listing.

Exit:

The Exit option ends the game and exits to the windows environment. Click on **Exit** or press **E** to end the program and exit to the windows environment.

Options Menu

To access the Options menu click **Options** in the menu or press **alt.-O**. Once you access the Options menu, click which option you want to play.

To tell which option is current under the Options Menu, a check mark is in front of the option.

There are four memory test levels:

1. 10 pieces
2. 20 pieces
3. 30 pieces
4. 40 pieces

Note: When you change an option, a new game board is created!

Other Menu Options

Help

This option accesses the Help menu. Click **H** or press **alt. H** to access the Help options.

Shareware Concept

Visual Recall - Version 1.0 is distributed through the means of Shareware. The concept behind Shareware is you can test the software before actually buying it. For a small distribution fee or for free, you obtain a copy of the software to try out. If you like it and continue to use the software, you are requested to pay the appropriate registration fee. For this version of Visual Recall, the registration fee is \$7.00. By registering your copy of the software, you gain certain rights and benefits. For example by registering Visual Recall, you get rights to continue using this software, the latest and greatest version of Visual Recall, and a free listing of GMAN Graphics software. So if you use this software, please register your copy, and remember we all benefit from Shareware.

Note:

You are allowed to pass this copy of Visual Recall around to friends and family as long as you copy all files that come along with this software package and do not change any of these files.

Benefits of Registering Your Copy

1. Rights to continue to use Visual Recall.
2. Receive an updated registered copy of Visual Recall (latest version).
3. Complimentary listing of GMAN Graphics software.

How to Register Your Copy (Registration Form)
(Visual Recall - Version 1.0)

Access the **F**ile Menu in this help screen; Click **P**rint Topic to print out this page! Take printed registration form, and fill out completely. Send \$7.00 check, money order, or cash along with registration form to the below address:

GMAN GRAPHICS
P.O. BOX 1134
LEAGUE CITY, TEXAS 77574
(Please Print)

Name: _____

Mailing Address: _____

State: _____

Zip Code: _____

Phone Number: _____

Please check which size disk:

() 3 1/2 () 5 1/4

Make all checks and money orders out to GMAN Graphics.
All checks and money orders must be drawn from U.S. banks.
All cash must be in U.S. currency.

If you do not have a printer, write your Name, Mailing Address, State, Zip Code and Phone Number on a 3 X 5 index card and send to the above address along with \$7.00 check, money order, or cash.

I will process your order immediately!

Distributors Only

All Shareware distributors are allowed to put Visual Recall in their mailing list as long as GMAN Graphics is notified by mail. When GMAN Graphics is notified, we will send a free copy of the latest version to you and you will be placed on our mailing list to receive updates of this program. Disk distributors may charge no more than \$5 per disk for copies of the software. The end price to the user may not exceed \$10. No sale (besides shareware sale) of this program is allowed unless given written permission by Gregory T. McVay.

Send notification to:

**GMAN GRAPHICS
P.O. BOX 1134
LEAGUE CITY, TEXAS 77574**

Special Thanks

1. To the Almighty Father for giving me the courage, wisdom, and patience in writing this program.
2. To my wife and two sons, thanks for putting up with me and all the encouragement.
3. To my father, thanks for putting me in the position to learn and write software.
4. To David, thanks for all the help, the sound files, and the books.
5. To all those who let me test my program on their computers.
6. To all those who play the Visual Recall and especially those who register their copy.

Thank You Very Much

Gregory T. McVay

