

## **Memory Tiles:**

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### **Playing Memory Tiles:**

The Memory Tiles window consists of an informational area with SCORE, POINTS, TIME, and PAUSE displays, and the playing grid. The PAUSE button stops the timer until the GO button is selected. The grid is made up of blank tiles. Under each tile is a drawing. The drawings can either be shapes, pictures, or both. The drawings occur on the game board in pairs. The object of the game is to match all the pairs of tiles. The mouse is used to "turn over" each tile. If two tiles that are turned over are a matching pair, the score is incremented, and the game continues. If the tiles do not match, the drawings are shown for a short period of time, then the tiles are turned back over. The game continues until all matches are found.

### **Scoring Memory Tiles:**

The total game score is shown in the SCORE display. Each pair of tiles is potentially worth 50 points. The points for the next matching pair are shown in the POINTS informational display. There are two things that take away from those 50 points: time and mistakes. For each second of the timer, 1 point is taken away from the POINTS value. Each time two tiles are turned over and they are not a matching pair, 5 points is taken away from the POINTS value. Once two tiles are found that match, whatever remains in the POINTS number is added to the SCORE.

If the POINTS value gets to 0, no points are awarded for the next matching pair of tiles. You can not get negative points for a matching pair of tiles.

## Menu Options for Memory Tiles:

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**New** (Game Menu)

The "New" menu option resets the game. All tiles are turned over and reshuffled.

## **Give Up**(Game Menu)

The "Give Up" menu option ends the game. All tile faces are displayed.

## **View Tiles** (Game Menu)

The "View Tiles" menu option allows viewing of the tile faces. Under the "View Tiles" submenu there are two additional options: Shapes and Pictures. These correspond to the two types of tile faces.

After choosing one of the tile types, a dialog box will display the 20 tiles. A button on the dialog box allows toggling between tile types while in the dialog box. Choosing DONE exits the dialog box.

## **High Scores** (Game Menu)

The "High Scores" menu option allows viewing of the most excellent scores in the game. A dialog box is displayed listing the *name*, *score*, and *excellent quote* of the top ten players.



**About** (Game Menu)

The "About" menu option displays information about the program.

## **Sizes** (Setup Menu)

The size of the game grid can be set with one of the "Size" menu options. These include several predefined NxN choices and a "Custom Size" option. The "Custom Size" option displays a dialog box where the game dimensions (in tiles) can be entered.

## **Display Time** (Setup Menu)

The "Display Time" option is for changing the time that unmatched tiles are displayed. The number of seconds (in tenths of seconds) can be entered. Or, the checkbox labeled "Speed (click away)" can be checked. This disables the time and causes the unmatched tiles to be displayed until the mouse button is clicked. This can speed up a game considerably.

## **Tiles** (Setup Menu)

The "Tiles" menu option is for choosing the type of tile face to be used in the game. The "Tiles" submenu has the items SHAPES, PICTURES, and BOTH. A checkmark shows which one is currently selected. If BOTH is selected, the tile faces from both sets are mixed.