



## Match Maker Help Contents



[Overview](#)

What is Match Maker?



[Match Maker](#)

How to play the game



[Game Settings](#)

Change Match Maker to add to the fun!



[Registration](#)

There's no such thing as a free lunch

## Overview

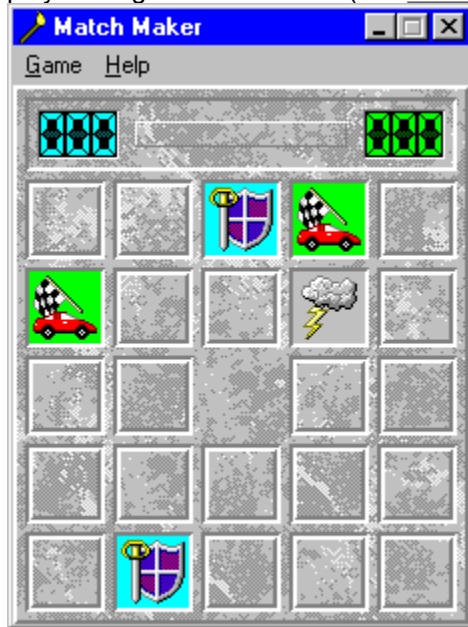
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Match Maker is a fun memory game for one or two players. Players take turns uncovering pairs of tiles to reveal hidden pictures. If the pictures match, the player is awarded 25 points. But, watch out! If the pictures revealed aren't the same, they are covered again and five points is deducted from the player's score. Try to remember what pictures were behind the those tiles, 'cause they'll be there waiting for you later!

# Match Maker

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After starting Match Maker, the game is ready to play. However, you may want to change the number of players or game dimensions (see [Game Settings](#)).



The diagram to the left shows a Match Maker game in progress. Click on an item of interest to learn more about that item.

## **Object**

The object of Match Maker is to uncover all pairs of matching pictures in as few tries as possible.

## **How To Play**

For a two player game, players take turns selecting pairs of tiles. To select a tile, point to it with the cursor and click the left mouse button. A hidden picture will be revealed. Select another tile and another picture will be uncovered. If the two pictures match, the player is awarded 25 points; otherwise, five points is deducted from the player's score. If a match is made, the player gets another turn (note that the score flashes to indicate the current player).

# Game Settings

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This diagram shows a representation of the Match Maker Game menu. Click on an item of interest to learn more about that item.

## Registration

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If you find Match Maker enjoyable, you are encouraged to register your copy. The registration fee is **only \$5.00** (US funds) which you can mail to the authors at the address below:

**GadgetWare**  
**Attn: Match Maker**  
**PO Box 2536**  
**Pueblo, CO 81005-0536**  
**USA**

When you register, you will receive the following:

- ⊠ The legal right to continue using the software
- ⊠ A registration number that will stop that annoying "nag" message from appearing every time you start the program
- ⊠ The ability to sleep at night knowing that you have "done the right thing"
- ⊠ The sincere appreciation of the starving authors

If you have any comments or suggestions about Match Maker, you may e-mail the authors at [gadgetware@aol.com](mailto:gadgetware@aol.com).

## **Game Menu**

This menu allows adjustment of Match Maker's settings.

## **Help Menu**

This menu provides help and other information about Match Maker.

## **Score Display [Blue]**

This display shows the score for player one.



**Score Display [Green]**

This display shows the score for player two.

**Blue Picture**

This picture has been uncovered and matched by player one.

**Green Picture**

This picture has been uncovered and matched by player two.

**Gray Picture**

This picture has been uncovered by one of the players, but has not yet been matched.

**Tile**

Tiles have pictures hidden behind them.

**New**

Starts a new game using the current settings.

## **One Player Game**

Changes to single player mode.

## **Two Player Game**

Changes to two player mode.



## **Dimensions**

This menu sets the size of the game.

**3 x 3**

Sets the game size to three cells high and three cells wide.

**4 x 4**

Sets the game size to four cells high and four cells wide.

**5 x 5**

Sets the game size to five cells high and five cells wide.

**6 x 6**

Sets the game size to six cells high and six cells wide.

**7 x 7**

Sets the game size to seven cells high and seven cells wide.

**8 x 8**

Sets the game size to eight cells high and eight cells wide.

**Sound Effects**

Turns the Match Maker sound effects on or off.



**Exit**

Exits Match Maker.

Ouch! That's hot!



