Contents for Con-SOUND-tration Version 1.00

Con-SOUND-tration is a match game that combines sounds, pictures, and animation.

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MIDI File Setup

Con-SOUND-tration uses the MIDI capabilities of your sound card to play the background music for the count down mode. If you don't here any background music when the clock has red digits try the following.

1. Set the sequencer volume to maximum use a master volume controller. This is typically supplied with your sound card.

2. Change the settings in the MIDI Mapper.

Open the MAIN program group in Program Manager. Open Control Panel. Open MIDI Mapper. Click on New. Enter a Name for the New Mapping you are about to create. "Con-SOUND-tration" Click OK The MIDI Setup window appears. Change ports 1-10 and 14-16 to work with your sound card. Leave ports 11,12 marked as none.

For Example: With the PROAudio Spectrum 16 from Media Vision these ports will work with Con-SOUND-tration when set to "Voyetra OPL-3 FM Synth"

Select OK. and exit out of the MIDI Mapper and Control Panel.

The count down background music should now work.

Required Files

Con-SOUND-tration is a sophisticated multimedia computer program, taking advantage of the high technology developments in today's personal computers.

One of these technologies allows several computer applications or programs to share files among themselves. Two advantages of sharing files are reduced file sizes and lower program costs. A disadvantage associated with file sharing is that some files may be inadvertently deleted or moved causing some program not to work as expected.

Con-SOUND-tration requires the following files:

In the Con-SOUND-tration home directory:

This is the directory where Con-SOUND-tration was installed to. Default: C:\ConSound

ConSound.EXE ConSound.HLP Sounds.INI TomsEnd.MID

One or Many Multimedia Sound PAKS each consisting of two files: *.BMP *.WAV

In the Windows home directory:

This is typically C:\Windows VBRun200.DLL MMSystem.DLL MCI.VBX ThreeD.VBX PicClip.VBC Sound_MT.INI

Introduction to Con-SOUND-tration

Con-SOUND-tration is a game in which your memory skills are honed and tested as you try to match sounds and animated pictures. The player must click on the individual squares to view the animation in the hopes of finding its twin. You must remember where the pictures are since a no match situation will again hide the animations from view.

For some extra fun there is a <u>Best Times feature</u>. This will keep track of the top three players with the shortest times to complete a game. And the players with the fewest tries.

For a more challenging game try the <u>Count Down feature</u>. This allows you to play against a clock. The clock can be set to beat one of the three top times, or to any value. If the clock runs down to zero the animation panels are disabled and you must select play again to try and beat that time.

How To... Change the Volume

Version 1.00 of Con-SOUND-tration does not effect the volume settings of your computer in any way.

The volume may be set using a master volume controller. Two separate volumes effect con-SOUND-tration, the master volume and the sequencer volume. For best results set the master volume above the sequencer volume.

The master volume is used to set the volume at which animations are played.

The sequencer volume is used to control the background music played toward the end of a game in <u>count down</u> mode. If you don't here any background music with the volume at the maximum setting then you may need to adjust the way Windows is <u>interpreting MIDI files</u>.

How To... Play the Game

To start the game from the File menu select New Game.

This will start your game with the selected Sound and Picture File. A screen appears with blank squares. Click on any square and an animation is played out. Click on the second square and another animation appears. If you have a match both pictures will remain visible on the screen, a no match situation will hide the pictures. Make your selections and match all of the pictures.

To start a new game you may also click on the Play Again button.

How To... Change the Picture and Sound File

To select a new multimedia animation file from the File menu select Sound Panels.

This will allow you to see and select the available files on your computer.

The Sound Panels selection will appear gray and be disabled if only one multimedia animation file is available on your computer. The shareware version of Con-SOUND-tration only comes with one file.

Additional multimedia animation files may be ordered from Microfirm.

How To... View the Best Times

To view the best times select Best Times from the File menu.

Click on Reset to erase all of the Best Scores. Click on OK to hide the Best Scores window.

How To... Play Against the Clock

Select Count Down from the Options menu to play against the clock.

The three best times will be listed under the Count Down menu. Click on one of these to try and beat that time. If you would prefer to set your own time select set time.

Turn off the count down feature by selecting Turn Count Down Off.

How To... Change the Colors

Select Colors from the Options menu to change colors.

Colors may be set for four parts of the game. The window background color. The blank animation square. The border around the animation square. Unmatched. Matched.

Use the radio buttons in the Set Color For . . . Panel to determine which color is being adjusted.

Simply click on the color palette to change the color. Set the color for all for features.

Select OK to accept the new color scheme, Reset to return to the colors as set by Microfirm, or Cancel to exit without making any changes.

How To... End the Game

To end the game from the File menu select Exit. Press the Exit button on the game board to end from there.

System Requirements

Con-SOUND-tration requires:

A computer running MicroSoft Windows 3.1 or later. 386/SX microprocessor or better 4 Meg of ram. Compatible Sound Card. 16 Bit for 16 bit multimedia animation files or 8 bit for the 8 bit files. Media Vision PROAudio Spectrum 16 works great.

Shareware Version 1.0 includes only one 16 bit file.

To Register Your Game...

By registering your copy of Con-SOUND-tration you will: Receive the latest version of the game. Receive notification of future enhancements and products. () check here not to be notified. Receive two additional animation files as a bonus.

Simply print this topic and mail the completed form to Microfirm along with your payment.

Mailing Name : Address: Address line 1 : Address line 2 : City, State : Zip Code : Phone : Where did you find out about Con-SOUND-tration: Type of Computer you own: Type of Sound Card you are using: Multimedia Animation Files: Bonus File 1: Bonus File 2: Number of Copies at \$34.95 each: _____ X 34.95 = Shipping and Handling: \$5.00 6.00% Florida Sales Tax: (Florida residents only): Total: _____

Send Check or money order to:

Microfirm Dept. R-001 P.O. Box 160507 Altamonte Springs, FL 32716-0507

Do Not Send Cash Through the Mail

Thank you for ordering Con-SOUND-tration.

Prices and conditions may change with out notice:

To Order Additional Multimedia Animation Files...

Additional multimedia animation files will greatly increase the enjoyment you have when playing Con-SOUND-tration.

Each file will have separate best times and scores associated with it.

Simply print this topic and mail the completed form to Microfirm along with your payment.

Mailing Name Address: Address line 1 : Address line 2 : City, State : Zip Code : Phone : Check the files you would like to order: () Dinosaurs
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