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Introduction

Thank You for choosing **Andover Tiles** as an addition to your suite of Windows entertainment software.

Andover Tiles is a matching game for the entire family to enjoy. It can be customized to hold the interest of a pre-schooler or to challenge the demanding game playing adult. Be sure to experiment with the many options.

If you decide to keep the game on your system, please consider registering your copy with Andover Software. Registration will grant a legal license as well as keep you informed about upgrades to this and other Andover Software products. Applying your registration code will also suppress that annoying message which appears when the game is started up.

We hope you find this game amusing and challenging and we look forward to your comments.



The Game Grid



This is an example of the *game grid*. It is where the game is played. Each of the rectangles is a Tile which holds an image. You play the game by Clicking on tiles to reveal their images.

If the images match, the tiles are removed from the grid and a larger wallpaper bitmap which lurks beneath is partially revealed. Play continues until all the images have been matched.

The *Game Grid* window can be moved or resized at the whim of the player by simply dragging the window or it's corners or borders. It can also be maximized or minimized.

The Game and Help menu options are available for navigation to other panels and to invoke other functions.



The Game Menu

Game
New
Options...
Reveal
Analysis
Registration Form
Exit

This is the menu which appears when you select the *Game* pick from the menu in the game grid window.

The ***New*** pick will start up a new game with the same Parameters as the preceding game. This selection can be made during a game or after the conclusion of one.

The ***Options*** pick will bring up the Game Parameters window, which will allow you to change the settings for the game. In that window you can adjust: the number of rows and columns, the number of tiles which constitute a match, the tile backs, the tile sets, and the wallpaper.

The ***Reveal*** pick will show all the tiles for a brief time. This is a variation of play where you memorize all the tile images after which they are re-covered, and you commence making matches. (It's harder than it sounds.)

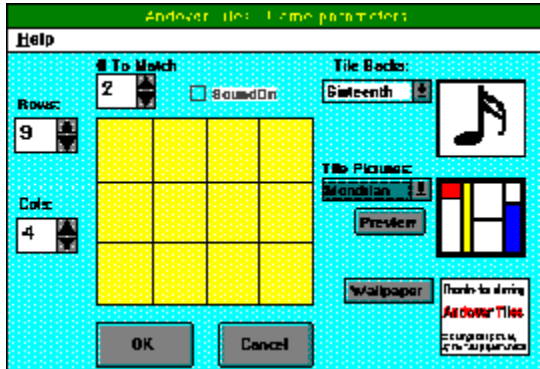
Analysis becomes an active pick after all matches have been made. Picking this option displays a panel identifying how many times each tile was selected during the just-completed game. It also shows a computed Accuracy Factor.

Registration Form displays a form which lets you fill out and print a registration request to mail with your payment to Andover Software. You can invoke this pick any time.

I'll bet you can guess what ***Exit*** does.



Game Parameters



This is the form which lets you adjust the settings, or Parameters, for the game. It is called up when you select *Options...* from the Game Menu pick on the Game Grid window.

You can click in the field where the number of *Rows*, *Columns* and *# to match* fields are displayed and type in a value to replace the existing one. Or, you can use the spinner controls, to move the number up or down. The *Row* and *Column* fields cannot exceed 20. Also, the program will not let you select a grid size which exceeds 100 tiles. The *# to match* field is the number of identical images it takes to make a match. It's value is also constrained by the row and column parameters.

Turn the sound on or off by clicking on the *Sound On* control. When an 'x' appears in the box, the game will produce an audible acknowledgement after match attempt.

Use the list box control to change the tile back. There are twenty to choose from.

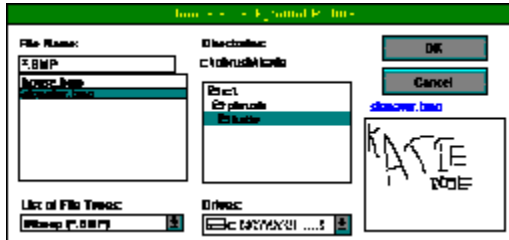
The other list box control is for the tile images (or sets). There are seven sets to choose from. A sample appears to the right of the list box. Click on the Preview button to see all images employed by the set.

To alter the wallpaper, click on the Wallpaper button. A dialogue box will appear which allows you to choose another bitmap.

Click on **OK** to return to the game grid with the new settings. Otherwise, click on **Cancel** to ignore the changes and revert to the prior set of game parameters. Either of these picks return control to the game grid window.



Changing the Wallpaper



This form appears when the *Wallpaper* button is clicked on the Game Parameters form.

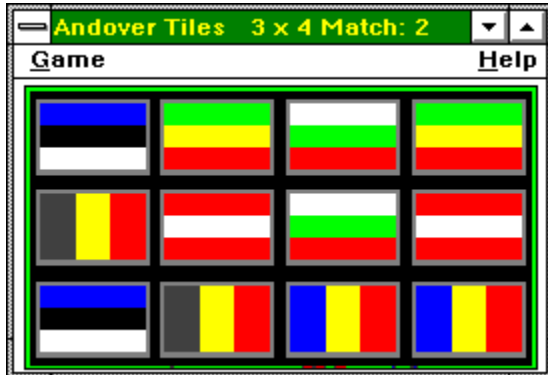
It is like most other file dialogue boxes you may have seen in other Windows applications. Click on the various controls to navigate around your drives and directories to choose a new bitmap for the game's wallpaper.

Currently, only bitmaps (*.BMP files) are supported. But, if you're in doubt about a particular picture file, give it a try. If the program is unable to support it, an error message will erupt.

Click on the **OK** button when you have found that perfect wallpaper. Otherwise, click on **Cancel** to maintain the Status Quo.



Reveal



This is an example of the *game grid* in *Reveal* mode. It comes into this state when the **Reveal** pick is selected from the game grid menu.

Here all the tile images have been exposed. You will have a brief period of time (which is computed based on the game grid size and the number to match) to memorize the images associated with each tile position. A count down showing your remaining time is displayed on the right side of the title bar.

The option can be selected any number of times during the course of a game. Be aware, however, that it will credit an exposure for each tile to be used in the Accuracy calculation.



Suggestions For Playing

Have fun with it. That is the most important thing!

Since it can be customized to suit the needs of many levels of players, this game can provide many hours of varied play. Be sure to try all the options. Andover Tiles can take on many different personalities. Unlike other matching games, Andover Tiles lets you make it **your** game.

Just a few suggestions:

Rather than a conventional square grid, try arranging the game as a rectangle with many rows and few columns. It makes for quite a different game.

Try matching on more than two tiles - matches consisting of more than two identical images.

Or, use the Reveal mode. It will expose all the tile images on the grid for a brief time before you start making matches.

Vary the Tile Sets and Tile Backs as well as the grid properties (position, dimensions, etc.). It will keep things interesting and force your memorization circuits to kick into some different non-verbal processing routines.

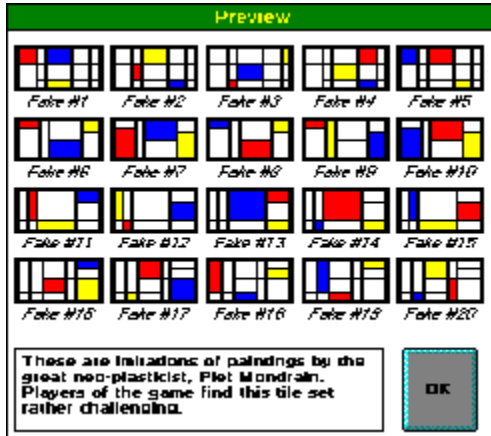
Surprise other users of the computer with your Wallpaper selections.

Watch your kids play. It's a hoot!

Use your imagination for alternatives and options. Let us know what you come up with.



Preview Tile Sets



This is an example of the *Preview Form*. It displays all of the images in the tile set which was selected on the [parameters form](#).

There are seven [tile sets](#) in all, each one having twenty images.

When you're done looking at the tile set, click on the **OK** button to return to the Game parameters form.



Analysis



This is an example of the the *Analysis form*. It can be called up after a game has been completed, when all the tile images have been matched. It is invoked from the The Game Menu pick on the The Game Grid.

It shows graphically how many times each of the tiles was selected during the course of the most recent game. A key is provided to the right of the grid. It also displays the game attributes and elapsed time.

The Accuracy factor is a measure of the game player's memory power. A rating of 100% indicates that no tile was selected more than twice.

Click on the **OK** button to return to the Game Grid.



Registration Request

Andover Tiles Registration

Fill in the requested information, print, and mail with payment to:

Andover Software
10 Riverside Road
Andover, CT 06232

Date: 02-20-1994 (See Help for pricing information.)

Name: _____
(Enter your Name or organization's Name, as it should appear on the software license.)

Address: _____
(Please include Street Address, City, State, and/or International postal codes as appropriate.)

Number of Copies: 1

Price: \$10.00

CT Resident (6% sales tax)

Sales Tax: \$0.60

Total: \$10.60

Print Cancel

When you select *Registration Request* from the Game menu, you will be presented with this form. Presumably, you have decided to register your copy(ies) with Andover Software.

Click in or Tab to the text boxes and fill in the requested information. You can override the date text if it is incorrect. Enter your name EXACTLY as you wish it to appear on the registration form.

Then select the number of copies you need to license. Either type it in or use the spinner control. A graduated discount will be applied starting with the second copy and goes as high as 50%. The price will be computed and displayed as you fill in the information. Connecticut residents are required to kick in another 6% for the governor. The sales tax is automatically computed by clicking on the **CT Resident** control.

When you've completed the form, click on the **Print** button to print the form. Then mail it with your payment to the address shown on the form. Andover Software will promptly respond by mail with your registration number and license verification.

Be sure to include any comments about the game. We're always interested in what you think.

Thank you for supporting ShareWare.



The Help Menu



This is the pull down menu which is available from both the [game grid](#) and [game parameters](#) forms. You probably got here by clicking on that very item.

The **Contents** pick brings you into this help facility where you can find out everything you need to know about Andover Tiles.

Click on the **About** pick to see the copyright notice, registration status, and some system resource information.



The About Pick



This is the form which appears when you select **About** from the Help menu.

It displays the copyright notice and the registration status with Andover Software.

It also displays some system resource information including: Windows version level, CPU type, Mode, and Memory status.

Click on **OK** to return to the prior form.

How 'bout that animated icon?!



Entering a Registration Code

A screenshot of a software registration dialog box. The title bar reads "Andover Tiles - Registration". The main text says "Enter the Name and Code EXACTLY as it appears on your Andover Software Registration form." Below this are two input fields: "Name:" and "Code:". At the bottom, there are two buttons: "OK" and "Cancel", and a larger button labeled "Fill Out Registration Request Form".

When you have received your registration code from Andover Software, you can enter it on this form. Call this form up by selecting **YES** to the warning message dialogue which appears when an unregistered copy of the software is loaded.

Tab to or Click on each of the fields and enter the information provided with your license. Then click on **OK**. Your .INI file will be updated, you will be legal, and that message will be history.

To get your code, fill out the Registration Request form, which can be called up from the Game Menu, this form, or the *Why Not?* message box.



The .INI file

```
[Options]
Rows=3
Cols=4
Number To Match=2
Show Seconds=1
Sound On=0
Tile Set=3
Tile Back=18
Wallpaper=(default)
```

```
[Position]
Width=7065
Height=5440
Left=1035
Top=660
Window State=0
```

```
[Registration]
Name=
Code=
```

Andover Tiles produces an .INI file when the software is first run on your computer. It contains information about the parameters used by the game, the game grid size and position, and registration information. It is updated whenever any of these parameters are affected. That way, the same settings will be in effect on subsequent invocations of the software.

You really need never touch this file. This help topic is provided primarily for your information.

The only field which you cannot change from the game is the **Show Seconds** setting. It refers to the length of time (in seconds) that a non-match will stay displayed in the game grid before being turned back over. It is also the interval used to trigger the animated icons. If you hate the default setting, use an editor (like Notepad) to change it.

The file resides in the \WINDOWS\ sub-directory. No other files are affected by the installation of this program. If this file is accidentally zapped, it will be created with default settings the next time the program is started up.



Limited Warranty

Andover Software warrants that the program will perform in substantial compliance with the documentation supplied for a period of 60 days from the date of original delivery. If the software does not perform as warranted during that period, the user's exclusive remedy shall be to send all copies of the software and documentation to Andover Software, whose sole option is to either refund the license fee or repair/replace the software.

This product is supplied on an "AS IS BASIS". Andover Software disclaims all warranties, either express or implied, including, but not limited to implied warranties of merchantability and fitness for a particular purpose, with respect to the product. If the program should prove defective, the user assumes the risk of paying the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages. In no event will Andover Software be liable for any special or consequential, indirect or incidental damages or lost profits (including, without limitation, damages for business interruption or loss of business information) arising out of the use or the inability to use this product, even if Andover Software has been advised of the possibility of such damages. Andover Software's liability to the user hereunder, if any, shall in no event exceed the price paid for the license to use the program, regardless of the form of the claim.

Using this product for any period of time constitutes your acceptance of this agreement and subjects you to its contents.



Distribution

No one is authorized to modify the Andover Tiles software files in any way, including but not limited to decompiling, disassembling, or otherwise reverse engineering the program.

You are encouraged to copy and distribute Andover Tiles for the trial use of others, but you are subject to the limitations as stated in the Limited Warranty, and also the following:

1) Andover Tiles must be copied in unmodified form, complete with all accompanying files, documentation, order forms and this license information.

2) Andover Tiles may not be distributed in conjunction with any other product without the express written permission to do so from Andover Software.

3) No fee, charge, or other compensation may be requested or accepted, except as authorized below:

A) Electronic bulletin board systems operators (BBS Sysops) may make Andover Tiles available for downloading as long as the above conditions are met. A specific charge for the download of Andover Tiles is prohibited, but an overall or time-dependent charge for the use of the bulletin board system is permitted.

B) Vendors of user-supported or shareware software may distribute only the most current shareware version of Andover Tiles without specific permission, subject to the above conditions. Such vendors assume the responsibility to obtain the most recently released shareware version. Vendors may charge a disk duplication and handling fee, which may not exceed six dollars(US).



Copyright

Copyright 1994, Andover Software.
All rights reserved.

Clicking

The act of depressing the left button on the mouse.

images (aka *tile sets*)

The pictures which are revealed when a tile is clicked upon. Andover Tiles has seven tile sets of images: Katie, Flags, Mondrian, Bar Codes, Eyechart, AlphaNum, and Baffle.

Tile

Each of the rectangles in the game grid is referred to as a "tile".

Wallpaper

a large bit map which fills the game grid behind the game tiles. It is revealed incrementally as matches are made.

Parameters

Variable elements which define the function or status of an event or a process. In the case of Andover Tiles it refers to: Rows, Columns, Number To Match, Sound On/Off, Tile Backs, Tile Sets, and Wallpaper.

Annoying Message



Spinner Control



This is a control used for incrementing or decrementing the value of a number. Click on the up or down arrows of the control to cause the value to go up or down. You can alternatively highlight and type the value into the text box.

Accuracy Factor Calculation

$$\frac{t}{\sum_{i=1}^t \max(S(i) - 1, 1)}$$

where: t is the number of tiles used in the game. (this is not necessarily *(number of rows) x (number of columns)*, because of *# to match* constraints.)
and, $S(i)$ is the number of times tile i was selected during the course of the game.

You can select each tile up to twice during a game and retain a accuracy rating of 100%. This indicates that you are either lucky or you had recall of the image and position after a single exposure. Exceeding two clicks for any single tile indicates that you forgot what was there, so the calculation figures in a demerit.

Send all Comments and Inquiries to:

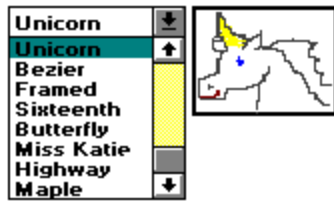
**Andover Software
10 Bausola Road
Andover, CT 06232**

(preferably with your Registration form and license fee)

Tile Backs

These are the pictures or solid colors which appear on the tiles in the game grid before they are clicked upon. (Katie calls them *covers* .) There are twenty to choose from including: Bezier, Jackson, Sixteenth, and Stargazer. They can be selected from the game parameters form's list box.

List Box



A control used to select an item from a list. Click on the down arrow to the right of the Control. The list will drop down. Click on the selection you would like. **Andover Tiles** also shows a graphic next to the *list box* when you select a tile set or tile back.

Dragging

You can move an item on the screen by selecting the item by pressing the mouse button, then moving the mouse while the button is still depressed. This is also useful for resizing a window.

Maximize and Minimize



Maximize - Click on the up arrow in the upper right corner of the *Game Grid* window to render the window to it's largest possible size, the full screen.

Minimize - Click on the down arrow to turn the window into an itty-bitty icon which is sent to the bottom of the screen. The game is merely suspended and can be re-activated simply by clicking on that icon.

Bitmap

A picture which is stored in a computer file. Several come with Windows, look in the sub-directory. Otherwise, you can pick them up from several sources, or draw and save your own using *Paintbrush* or a similar product.

