

## Welcome to Mr. Matt !



Welcome to Mr. Matt! I hope you will enjoy playing this game as much as I enjoyed writing it.

Although the rules are simple and you can figure out everything by yourself, please take a few minutes and read this help file.

Mr. Matt is distributed as shareware. Refer to the [Registration and Support](#) page to see what it means, how to register and what benefits you receive upon registering.

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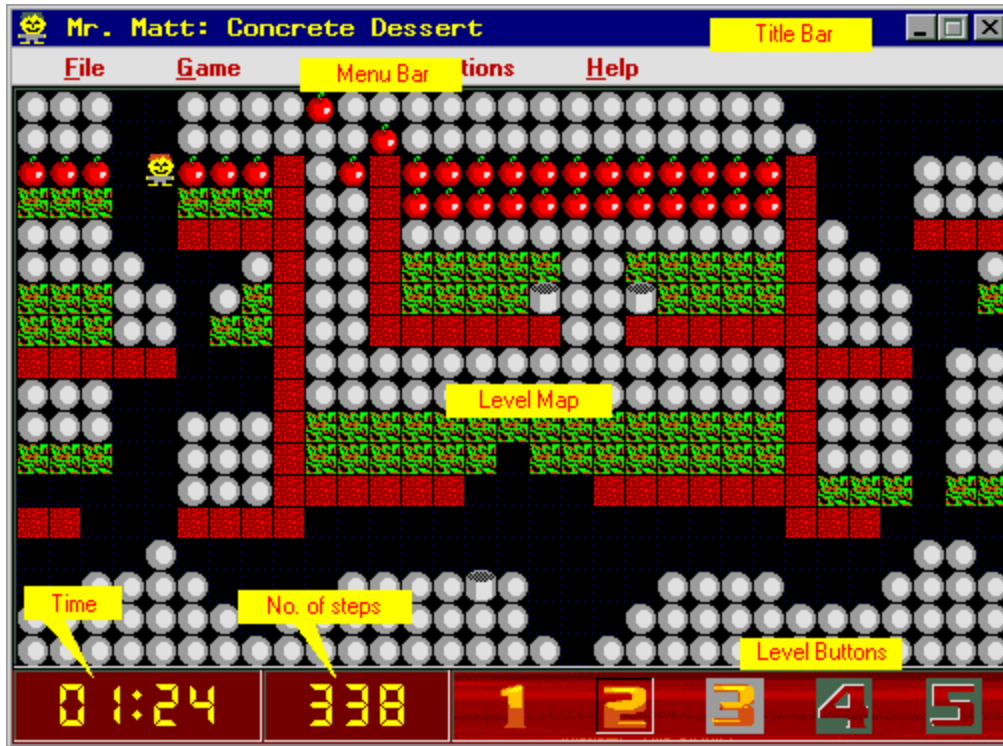
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## The game window



This is the Mr.Matt game window. Click on the yellow stickers to learn about the meaning of its parts.

### See also:

[How to play](#)

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## How to play

To play, run the program and enter your name. Then click on the long button at the bottom of the game window and choose the name of the game from a selector box. For starters, I recommend the game named "Easy One".

A game consists of a number of levels, selected by clicking on numbered buttons at the bottom. Originally, only the first level will be accessible; completing a level opens up the next one.

The currently selected level is denoted with a recessed button. Mr. Matt remembers your progress from session to session, provided you are entering the same name every time. The gray background shows the next level you have to complete.

What you do on a given level is to run around, eating apples, digging through the earth, moving boxes and avoiding falling stones. Your goal is to eat all the apples (carrots, hamburgers, pumpkins -- depending on the selected graphics settings).

After you complete a level by eating all apples, the next level will be made accessible (unless you've helped yourself with the playback option). You win a game by completing all its levels.

### See also:

[The game window](#)

[Elements of the level map](#)

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## Elements of the level map



This is Mr. Matt. You control him with arrow keys on your keyboard: left, right, up and down, or with the mouse. The goal is to have Mr. Matt eat all apples and not get hurt by falling stones.



This is an apple. When Mr. Matt moves into a square occupied by an apple, he eats it and the apple disappears. Apples do not fall down (contrary to Newton's work).



This is a stone. It falls down if an empty space opens under it. Landing on another stone with an empty space to the left or right, it may roll to a side and keep falling. When a stone keeps falling, Mr. Matt is not able to move. Mr. Matt may push a single stone horizontally if there is an empty space on the other side of it.



This is a box. A stone falling into a box will disappear. A box, however, will destroy only three stones before it disappears itself. Boxes may fall like stones (and hurt Mr. Matt, too!); they can be also pushed around.



This square contains earth. Earth can support a stone. Mr. Matt can dig through it.



This is a block of wall. Mr. Matt cannot dig through walls.



This is how Mr. Matt looks after being hit by a falling stone (or a box). You can then restart the level by pressing the space bar. If you want to restart a level before that happens, hit the Escape key.

### See also:

[How to play](#)

[Using the keyboard](#)

[Changing the graphics](#)

## Using the keyboard

When the program is in the play mode (i.e. not in the edit mode), you may perform most of the operations from the keyboard:

- Arrow keys (up, down, left, right) -- move Mr. Matt around
- Home, End -- go as far as you can to the left or right, respectively
- PgUp, PgDn -- go as far as you can up or down
- Escape -- give up (losing) the current level
- Backspace -- undo the last step
- Enter (or Return) -- load another game (this will not work when a game is under progress)
- Space -- reload the current level (only when level buttons are displayed)
- Digits 1..9 -- load the level of that number (only when level buttons are displayed)

There is also a "panic button": hit the Pause key to hide Mr. Matt in the taskbar Icon Tray (32-bit version) or to iconize the program (16-bit).

### See also:

[Playing with the mouse](#)

[Menu operations](#)

[How to play](#)

## Playing with the mouse

You can use the mouse instead of arrow keys to move Mr. Matt around. To do this, click the mouse on a square in the same row or column as Mr. Matt. The little fellow will then try to run to where the click occurred, stopping only when going any further is impossible.

### See also:

[Using the keyboard](#)

[How to play](#)

## Menu operations

Depending on the current mode some of the options (or whole menus) will remain hidden or disabled. These accessible from the edit mode only are denoted with [E], those useful only in the play mode -- with [P].

### File -- basic, top-level operations

- Load game... -- select a new game to load from the disk
- Create new game... -- start editing a new game from an empty slate
- Merge game [E] -- append another game to the one already loaded
- Save game [E] -- save the current game as edited
- Edit mode [P] -- switch into edit mode (if the current game is not read-only)
- Play mode [E] -- switch back from the edit to play mode
- New player name... -- change the current player
- Quit Mr. Matt -- exit the program (Alt-F4 does the same)

Note: only registered copies of Mr. Matt allow you to edit or create your own games, therefore the "New game" and "Edit" are not accessible unless you register the program.

### Game [P] -- the game-playing

- Step back -- undo the last step (same as hitting the Backspace key)
- Give up -- quit the current game level (same as hitting the Escape key)
- Take snapshot -- take a snapshot of the game (to come back to it later)
- Restore snapshot -- restart the game from the last snapshot taken
- Play back -- replay the recording of the current level
- Show solution -- replay the complete solution of the current level (if it has been completed on your computer)

Note: In unregistered copies "Take snapshot", "Restore snapshot" and "Play back" options are active only at Level 1 of each game. The "Show solution" function is accessible only in registered copies.

### Edit [E] -- creating and modifying games

- Add new level -- append a new (empty) level to the game
- Delete level -- remove the current level from the game
- Clear level -- fill the current level with earth
- Move level up -- swap the current level with the preceding one
- Move level down -- swap the current level with the following one
- Copy previous level -- copy the previous level into the current one
- Rename level -- give the current level a new name
- Rename game -- give the current game a new name

Note: this whole menu becomes active only in the edit mode, accessible only in registered copies of Mr. Matt

### Options -- access to some program settings

- Sound -- toggle the sound on and off; helpful for playing Mr. Matt during business meetings

- Slow playback -- slow down the game playback
- Graphics -- change the program graphics
- No stupid moves -- prevent moving down from under a stone (an obvious way to lose a game by accident)
- Language -- select the language of the game interface (this option is shown only in the multilingual copies of the program)
- Color effects -- enable or disable the high color effects

**Help -- access to on-line help, version information and registration**

- Help -- calls this help
- About Mr. Matt -- shows the version and copyright note
- Registration -- shows information on how to register
- Registration key -- allows you to enter your registration key manually

**See also:**

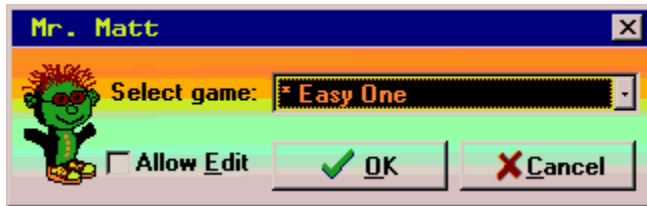
[How to play](#)

[Loading and saving games](#)



## Loading and saving games

To load a new game (whether in Play or Edit mode), use the [File|Load game] menu option. This will bring up the game selector dialog, from where you choose the game name.



Click on the arrow at the right to drop down a menu with the list of available games to select from.

The "Allow edit" box, available only in registered copies of Mr. Matt, should be checked if you want to be able to edit the game.

If a game has been loaded with this box checked, all levels will become accessible, but the program will not keep score of the levels you have passed.

The games supplied with the program are read-only, i.e. they cannot be edited. An appropriate message will be displayed if the "Allow edit" box has been checked. This limitation can be bypassed by use of [File|Merge game].

The stars preceding the game name correspond to the game difficulty level, from one to five (a highly subjective issue, of course).

When in the edit mode, you can save the current game with use of the [File|Save] menu option.

### See also:

[Merging games](#)

[Menu operations](#)

[Running from a CD-ROM](#)

## Merging games

While in the Edit mode, you can merge another game with the one being edited, i.e. combine their levels into a single game. To do it, click on the [File|Merge game] menu option.

The levels of the second game will be appended after the those of the first one, up to the maximum number of nine levels. Any levels beyond this limit will be ignored.

Even if the second game is read-only, its levels will now become editable, as a part of the game you are editing. This allows for easy modification of the read-only games included with the program: first create a new game without designing any levels, then merge it with any game of your choice. The new game will then have to be saved under a new name, so that the original read-only game will still remain unmodified.

## **Running Mr. Matt from a CD-ROM**

Mr. Matt can be run from a CD-ROM (or any other non-writeable medium). In order to provide some of the functions, however, it will need a working folder on your hard disk. This folder will be used to store data (game) files, solution files and game history files.

The temporary folder will be created by the program as MrMatt\ in your system's Windows directory. Whenever you decide you will never again run Mr. Matt from a CD-ROM, you may safely delete the temporary folder with all its contents.

## Changing the graphics

You may change the graphics used by the program. To do it, click on the "Options" menu, then on "Graphics" (available only while in the play mode).

Apples will be replaced by other objects you can eat (carrots, hamburgers, pumpkins); the stones, earth, walls and boxes will also look differently.

The game itself remains unaffected by these changes: its roles and objectives remain the same.

### See also:

[Menu operations](#)

## Color effects

Mr. Matt uses some fancy, multicolor graphic effects: rainbow-hued menus and dialog boxes, textured panels etc. These look good if your computer displays more than 256 colors; otherwise the effect may depend on your graphic board and system configuration.

This is why the program by default enables the multicolor effects when run on a system with High Color or True Color (16- or 24-bit color depth) and disables them when run in the 256-color (8-bit) mode.

If you wish to override these default settings, click on the [Options | Color settings] menu choice, just do not complain that the game does not look right!

## Game recording and replaying

Every step made by Mr. Matt is being recorded. The whole sequence can be replayed from the start by clicking on the [Game | Play back] menu option.

When the replay ends (or when it is interrupted by pressing any key), you can use the arrow keys to continue. This may come handy when you realize you've made a mistake some moves ago and would like to correct it without playing the whole level again.

Note, however, that when a level is completed with help of the playback option, it will not open the next one: this would be too easy!

In unregistered copies of Mr. Matt, game recording and replaying is available only at Level 1 of every game.

### See also:

[Showing the solution of a level](#)

[Saving a game in progress](#)

## Showing the solution of a level

In registered copies of Mr.Matt clicking on the [Game | Show solution] menu option will replay the best solution of the current level on your computer so far, i.e. the solution involving the smallest number of steps

Every time a level is completed, the current solution is compared against the best one so far, and if it is better, i.e. achieved in fewer steps, it will replace that one. (This will not happen if the game you are playing has been loaded with the "Allow Edit" box checked.)

If you interrupt the replay and complete the level yourself, the solution will not be considered for the "best" spot. It will also not open for you the next higher level.

If a given level has not yet been completed on your computer, the best solution is, obviously, not available, unless you download the appropriate hint file from [my Web page](#) (see there for instructions).

### See also:

[Game recording and replaying](#)

## **Saving a game in progress**

If you attempt to leave the program while a game is under way, Mr. Matt will offer you an option to save the game progress. If you choose to do it, the next time you load the same game (using the same player name), the program will allow you to restore the interrupted level to the saved state.

This option is available only in registered copies of Mr. Matt.

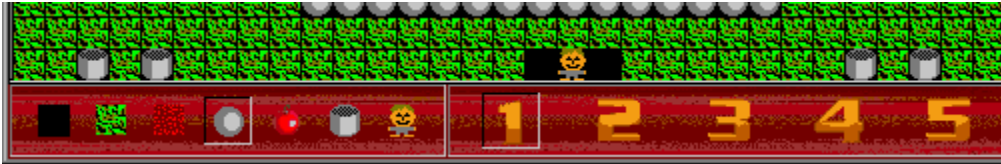
Any player can have any number of games saved in this way, but not multiple saves of a particular game.



## Game editor

Registered copies of Mr. Matt allow you to design and edit your own games. To switch into the edit mode, use the [File|Edit] menu option to edit the currently loaded game, or just [File|Create new game] to start from a blank game.

While in the edit mode, the bottom part of the game screen changes:



In addition to the level-changing buttons at the right, there are edit buttons at the left. These buttons correspond to various items you can put on the current level map. With a given button depressed, any mouse click within the map area will put the corresponding item at the cell where the mouse was clicked.

New levels can be appended to the current game by using the [Edit | Add level] menu option. You can also move the current level up or down in the level sequence, delete the current level, clear it (fill with blank space), or change game and/or level name. These functions are briefly described in the Menu Operations page.

You can also append the levels of another game to the game currently being edited with use of the [File|Merge game] menu option.

In order to be able to edit a game, you have to check the "Allow edit" box when you select the game to load. The games supplied with the program are read-only: you will not be allowed to edit them -- this means that in order to edit a game you have first to create it.

### See also:

[Elements of the level map](#)

[Menu operations](#)

[Loading and saving games](#)

[Posting your own games on the Web](#)

## Posting your own games on the Web

If you have written your own Mr. Matt game (i.e. a set of levels) using the game editor and you would like to share with other registered users, I will gladly post your game on my Web page.

Just send a brief message to my email address and enclose the saved .MAT file as a text attachment. You may also open the .MAT file with a text editor (for example, Notepad), copy the game to the Windows clipboard and insert it into your message -- I will figure it out and rebuild the game file.

Please make sure that all levels are passable. If you wish to include any hints for the more difficult levels, feel free to do so. Please state what author name (or nickname) would you like to have the game credited to.

Obviously, I reserve the right to decline posting of any games I find inappropriate, although I do not expect this to happen.

Thanks in advance -- we are going to have some fun together!

## Multilingual Mr. Matt

Mr. Matt's user interface can use languages other than English (as long as they stay within the Latin-1 character set, standard on Windows). To switch into a different language, click on [Options | Language] and make a selection from a cascading menu.

This, however, can be done only when the program is already running. If you would rather like to start up in a given language, run Mr. Matt with a single command-line parameter, specifying that language. At present the following options are available: Deutsch, Español, François, Italiano, Svenska.

To run Mr. Matt with a command line parameter, edit the program shortcut properties in the Program Manager (Windows 3.1) or in the Start Menu (Windows 95 or NT; right-click on the taskbar Start button and select Open to get there).

If you would like to add another language, translate the English.mtx file into it (carefully, line by line) and save the file as, say, Suomeksi.mtx (this would be Finnish); next time you run the program, Suomeksi will be added to the Language submenu.

## Credits and copyrights

Mr. Matt is copyright © 1996-97 by J. [Andrzej Wrotniak](#). The program is distributed as shareware; see [Registration and Support](#) for how and why to register.

The game started out as a clone of a number of older ones, called "Digger", "Skuldiggery", "Boulderdash" or "Cave Age" on various platforms (Amiga, Atari ST, Mac, or PC-DOS); some enhancements have been added to the game rules and logic. The author of the original remains unknown; all traces indicate a German programmer.

This software has been developed using Borland's Delphi and contains parts of code copyright © 1983-97 by Borland International.

A number of third-party Delphi components have been used in the program: the Cool Menus by Artem Berman from the Ukraine, Applicata by Gintaras Pikelis from Lithuania, tray icon and transparent buttons by F.Koshevnikov, I.Pavluk and S.Korolev from Russia. All these authors deserve a credit for their work.

Most of the sound files used in Mr. Matt have been created by Ted Tatman (thanks!) and are in public domain.

### See also:

[How to reach the author](#)

[Registration and support](#)

[Vendor information](#)

[Other programs...](#)

[Important: read the enclosed disclaimer before using the program!](#)

## How to reach the author

Your comments, questions, suggestions and possible bug reports are welcome. The best way to reach me is via email:

**CompuServe 70611,2552**  
**Internet 70611.2552@compuserve.com**

If you do not have email access, or to send in your registration, use my snail mail address:

**J. Andrzej Wrotniak**  
**2057 Happy Lane**  
**Crofton, MD 21114-1917**  
**U.S.A.**

You may also want to visit my Web site, from where the latest version of the program can be downloaded:

**<http://www.freeflight.com/wrotniak/>**

You will find there a number of extra games (playable with registered copies), a hint page, and, if you search really well, also a hidden page for Mr. Matt, with some very handy information.

### **See also:**

[Other programs...](#)

[Vendor information](#)

## Other programs...

There are two other programs I wrote for Windows (separate versions for Win 3.1 and Win95):

- Kalkulator -- the Mother of All Calculators, a numerical utility and Swiss army knife for scientists, engineers and students
- Midget -- a simple to use yet capable replacement for the crummy calculator applet supplied with Windows 3.1 or Windows 95

Both programs are shareware; evaluation copies can be downloaded from the CompuServe (the Science Forum, Math Library) or from [my Web page](#).

## Vendor information

Evaluation copies of Mr. Matt can be distributed by BBS operators, on-line services, disk and CD-ROM vendors after obtaining my explicit permission.

This permission is not required for vendors and BBS operators approved by the Association of Shareware Professionals. In these cases contacting me, although not required, is still recommended, as I may be able to provide the most recent version of the program.

In any case it is required that all files in the original distribution archive are included without alteration, as listed in the PACKING LIST section of the accompanying README.1ST file.

## Technical note

Mr. Matt will also run directly from a CD-ROM as long as all the necessary files are there, unpacked into a single directory.

## See also:

[How to reach the author](#)

[Running from a CD-ROM](#)

## Registration and support

Mr. Matt is distributed as shareware: you are granted a trial license for a reasonable period of time to see whether you will find the program entertaining and worth the price I'm asking.

After that you have the options of either registering program, or removing it from your system. Not doing so puts you in violation of U.S. and international copyright laws, but, first of all, it is just unethical.

Evaluation copies of Mr. Matt do not have a time limit or any "nag screens". If you wish to play the game for a couple of weeks and then remove it from your system, do so without feeling guilty. If you like the game, do me a favor: give a copy to a friend, to all your friends.

Registering Mr. Matt will, however, bring you additional benefits:

- unlocking of the enhanced features (game editor, snapshots)
- unlimited free upgrades for the lifetime of the program
- new version notifications by email
- technical support -- just drop a note at my email address
- additional Mr. Matt games as they are posted on my Web page

### See also:

[How to register](#)

[The registration key](#)

[How to reach the author](#)



## How to register

There are a number of ways to register. Pick the one which is most convenient for you. In any case, include your email address if you have one -- I will use it to send you a registration key which will register your copy of Mr. Matt.

Only if you do not have access to email, I will ship you a 3.5" floppy with the current version of the program and with your registration key. This, however, takes somewhat longer and I would appreciate if you used this option only as the last resort.

In such case be sure to state which Windows are you using; otherwise I will send you the Windows 3.1 version of the game (which, by the way, also runs under Windows 95).

Your registration covers all future versions of Mr. Matt, both 16- and 32-bit (i.e., Windows 3.1 and Windows 95 and its successors).

### Different ways to register:

[Registering by mail](#)

[Registering on the CompuServe](#)

[Credit card orders via the Public Software Library](#)

### See also:

[Special offer: the Mr.Matt / Midget bundle](#)

[Extra features in registered copies of Mr.Matt](#)

[Updates and upgrades](#)

[How to reach the author](#)

## Registering by mail

Send a check or money order for \$12 to my address:

**J. Andrzej Wrotniak**  
**2057 Happy Lane**  
**Crofton, MD 21114-1917**  
**U.S.A.**

Include a note stating Mr. Matt, your name and address. If you have an email address, be sure to include it as well; otherwise state clearly whether you prefer the 16- or 32-bit version mailed to you. (To make it even easier, instead of writing a note you may just write "Mr. Matt" or "Mr. Matt" and your email address at the bottom-left of your check.)

### **Orders from outside the United States:**

It is important that the check is in U.S. dollars, drawn on a U.S. bank and has the so-called "bank routing number" printed at the bottom. Without these three conditions met, my bank would charge me \$20 for cashing it -- I would just have to send it back to you.

If you are using a money order, the "International Postal Money Order" is fine. The Canadian Postal Money orders do not work.

### **See also:**

[Other ways to register](#)

[The Mr. Matt / Midget bundle](#)

## The Mr. Matt / Midget bundle

So you may feel guilty spending money for just a game? Well, hear this: you may order a combination of Mr. Matt and Midget , saving 50% off the price of the latter.

- When registering by mail by check or money order, the combined discount price is \$17 (instead of \$22)
- When ordering via the PSL using your credit card, the total price is \$23 (instead of \$30). Just mention Item #14888 plus the Midget bonus.

Sorry, for the technical reasons the bundle is not available when you register on the Compuserve using the SWREG forum.

### See also:

[How to register](#)

## Registering on the CompuServe

The CompuServe subscribers may register online: GO SWREG and register product #13248 (Mr. Matt/16 for Windows) or #13249 (Mr. Matt/32 for Windows 95). The registration fee of \$12 will be added to your next CompuServe bill, and you should receive the registration key usually within less than 24 hours via the CompuServe email.

Remember that whether you register the 16- or 32-bit version, your registration still covers both versions and the key file will work with whichever version you may choose to use.

### See also:

[Other ways to register](#)

## Credit card orders via PsL

The Public Software Library (PsL) is a respectable shareware distributor, providing registration services for more than 1000 shareware authors. They will also handle credit card orders (Visa, MC, AE) for Mr. Matt.

Unfortunately, there is an extra cost attached to such a service. To cover it, at least partially, I had to attach a surcharge of \$4 to credit card orders. The total cost of Mr. Matt when ordered through PsL is \$16.

There are four ways to order via PsL with your credit card:

- On the World Wide Web: click on the PsL button in the Mr. Matt home page to get to the PsL Registration Services form, then follow the prompts. The Mr. Matt home page is

<http://www.freeflight.com/wrotniak/mrmatt.html>

- By phone: call PsL (Mo-Thu 7:00 to 6:00, Fri 7:00 to 12:30, Central Time) and order Mr. Matt, item #14888, at

**800-2424-775 ext. 14888 or 713-524-6394 ext. 14888**

**Note: these numbers are for credit card orders only!**

- By fax: send your order with all relevant data: your name, address, email address, credit card number and expiration date. Order Mr. Matt, item #14888. The PsL fax number is

**713-524-6398**

- Finally, if you live outside of the United States, you may prefer to mail the information as listed above to

**Public Software Library Registration Service  
P.O.Box 35705  
Houston, TX 77235-5705  
USA**

Do not send your credit card order to my address: PsL has to receive your order directly from you. When you register with PsL, the key file should be in your mailbox within 24 hours or less.

**Let me stress again: do not use the PsL lines trying to get technical support, hints, or to inquire about the status of your order etc. The PsL people just arrange the monetary aspect of the registration and inform me promptly about it. They may not even know what the program does -- they do not need to. For anything else, I'm your sole point of contact.**

**See also:**

[Other ways to register](#)

[The Mr. Matt / Midget bundle](#)

[How to reach the author](#)

## Extra features in registered copies

When Mr. Matt recognizes a valid key file in the program directory, it activates a number of extra features.

- First of all, you will gain access to the game editor so that you can create and edit your own Mr. Matt games. These games can then be played by any registered user of the program.
- You can take a snapshot of the current game at a given moment. If, at some time later, you decide you have made an error, you can restore the game the way it was at the moment the snapshot was taken.
- The best solution of every level passed is stored on the disk and can be replayed any time.
- The game replay works on all levels (not just Level 1 of each game)
- A game in progress can be interrupted at any time, and then restored the next time you play it.

Registered copies of Mr. Matt are also capable of playing additional games which are from time to time posted on Mr. Matt's home page on the Web (currently: about forty games with 200 levels!). These games are not playable without registration.

### See also:

[How to register](#)

[Game editor](#)

[Showing the solution of a level](#)

[Saving a game in progress](#)

## Updates and upgrades

A program is like a living organism: it grows, evolves, matures. This is also the case with Mr. Matt. I am planning to work on it in the time to come: cleaning up the bugs (if any), polishing the user interface, improving the graphics, adding new game features, and, last but not least, providing data files with new games.

New versions of Mr. Matt can be downloaded, first of all, from [my Web page](#). This is the best source, as updates can be posted here earlier than anywhere else. You will also find extra game files at my page, playable with registered copies of the program.

CompuServe subscribers can download updated versions of Mr. Matt from the Windows Games forum (GO WINGAMES, Library 10) or from the Windows Shareware forum (GO WINSHARE, Library 13 or 16).

When you register, your [registration key](#) will be valid for all future versions of Mr. Matt. This means that you can get all updates and upgrades at no extra cost, as long as you can download them yourself. Just remember to keep your key file.

### See also:

[How to register](#)

## The registration key

MRMATT.KEY is a small, plain text (ASCII) file which you receive upon registration of Mr. Matt. It should be copied to the Mr. Matt directory, i.e. the same directory where the program, MRMATT.EXE, is located.

Do not attempt to modify this file in any way; it will simply stop working. Keep a backup copy of MRMATT.KEY in a safe place (for example, on a clearly labelled floppy disk).

If you feel uneasy about file operations or if your email program has problems handling file attachments, you may use the [Help | Registration Key] menu option to enter your key manually from the confirmation message I'm sending you; Mr. Matt will then create the key file in the right place.

Once Mr. Matt recognizes the key file, the enhanced features of the program will become activated.

Every time you get a new version of Mr. Matt from the CompuServe, from my Web page or from any other source, unpack the program archive into the same directory. This is the simplest way to assure that Mr. Matt will find the key file.

Needless to say, the key file is not distributable; it is for your use only. The file is also personalized with your name and a serial number. Things do happen; please let me know if your name has been misspelled (do not try to correct the mistake by yourself!).

Your registration is valid for all future versions of Mr. Matt (I am planning to enhance the program from time to time, also to add new games).



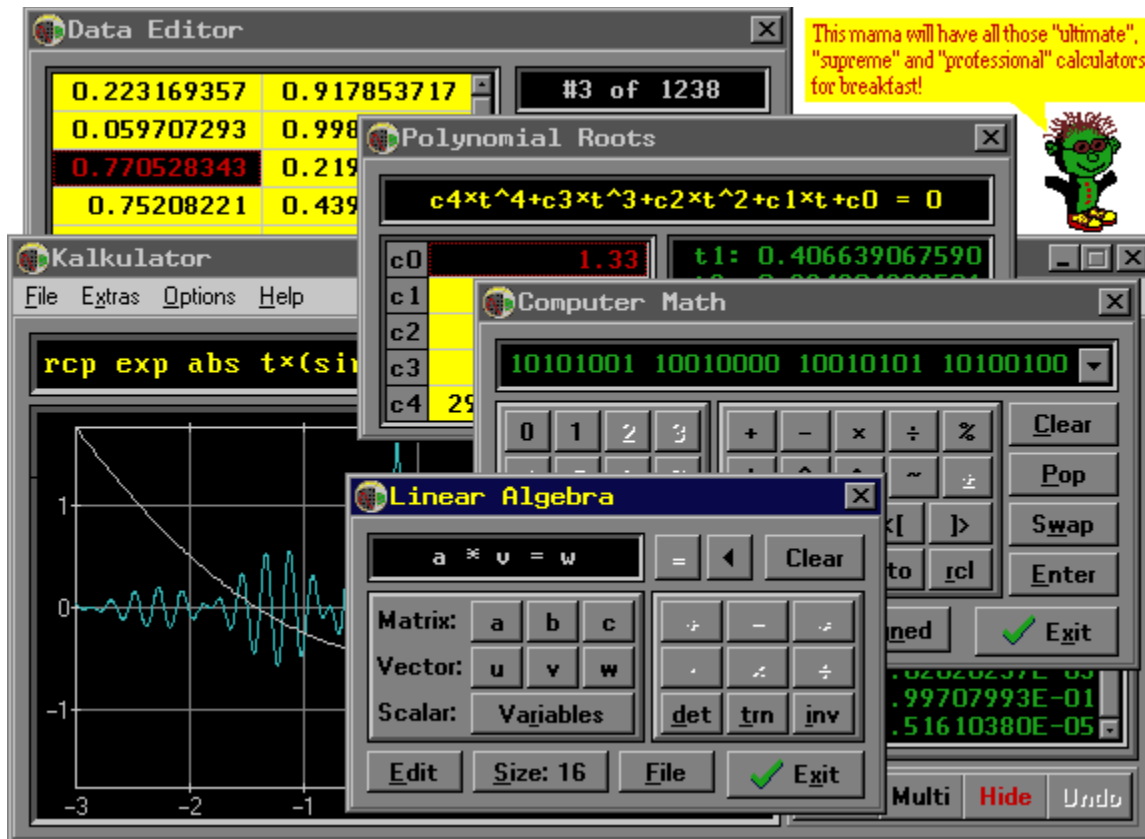
## **Disclaimer**

This is what my lawyer told me to put here.

Although the author has extensively tested the software and reviewed the documentation, he makes no warrant or representation, explicit or implied, with respect to this package, its quality, performance, merchantability or fitness for a particular purpose, in any hardware or software environment.

In no event shall the author be liable for direct, indirect, special, incidental or consequential damages arising from use, misuse or inability to use the software or documentation.

In addition, playing this game can become addictive, leading to lack of sleep, loss of weight, increase in the IQ and withdrawal from social life.



Kalkulator is probably the most powerful program of its kind on the market. It may be used as just a calculator (and a very powerful one, capable of evaluating expressions), but it also sports a number of unique features distinguishing it from the me-too crowd:

- More than 100 functions: log and exponential, trigonometric and inverse, hyperbolic, Euler, statistical distributions (including integral and inverse-integral), user-defined and conditional
- Unit conversion, pre-defined physical constants
- Numerical operations on expressions: integration, computing derivatives, finding zeros of functions, indexed sums
- Function plotting (with smart handling of discontinuities and changes in curvature)
- Statistical operations on points in a data buffer: sample parameters, histograms, polynomial regression (up to the ninth degree, with plotting), column-wise arithmetics on data
- Finding roots of polynomial equations up to the fourth degree
- Linear algebra: vector and matrix arithmetics, matrix inversion, systems of linear equations
- A computer math calculator for computer arithmetics and conversions between binary, octal, hex and decimal systems.

The more powerful, less accessed features are designed so that they do not stand in the way of someone performing simpler tasks. The program is aimed at a wide group of users, ranging from high school to graduate students and science/engineering professionals.



### **Level buttons**

These are buttons used to move between game levels.

The levels at the far right (4,5) are not yet accessible: only after completing a level the next one will open up.

The current level (2) is marked with a recessed button, and the next unsolved level (3) has a silver background.

Next time you play Mr. Matt, it will remember the levels you have completed as long as you enter the same name at the program startup.

### **The level map**

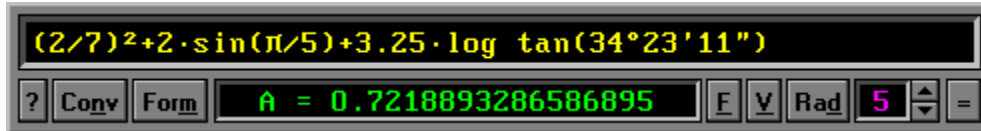
This is where Mr.Matt is running around, eating apples (or other stuff) and trying to avoid the falling stones. See [How to Play](#) for more about what happens here, and check the page explaining all [elements of the map](#).

## **The menu bar**

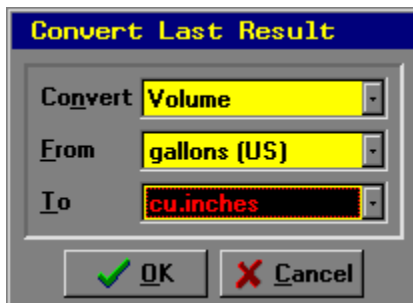
From here you can access various menu operations.

## Midget

Midget is the kid brother of Kalkulator. It offers most of the everyday capabilities of its more advanced sibling in a smaller, simpler (and cheaper!) package.



Using Midget is very simple: just type in your expression, like "2/7-1/9" or "3 log 12-sqr 33" and hit the Enter key.



The result can be also converted between different units of measurement, for example from ft/sec to km/h. It can be also displayed as a fraction, e.g., "2 11/21" or as deg/min/sec. All this is hidden behind an elegant and inobtrusive user interface.

The program remembers previously entered expressions, so that they can be recalled, modified or corrected and recomputed. It also allows to store calculation results in memory locations (variables) with an accuracy of 18 decimal digits and to use them in other calculations.

You can ask Midget to stay on top of other open windows; you may also copy the calculation results to paste them in documents you are working on.

To learn more about Midget, or to download an evaluation copy, visit [my Web page](#).

### See also:

[Special offer: the Mr. Matt / Midget bundle](#)

**No. of steps**

This field shows the number of steps you have made in the current game level.



**Time display**

The time you have spent in the current game level is displayed here.

**The title bar**

The title bar can be used to drag the game window around the screen. It also shows the title of the current game.

**Andrzej**

Pronounced "un-jay".

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**Wrotniak**

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