MATCH WITS™

Game Play Manual

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SETTING UP YOUR COMPUTER

1. Following manufacturer's instructions, hook up your computer and disk drive to a monitor or TV.
2. Insert the program disk into the disk drive and close the drive door.
3. Turn your computer and monitor on.
4. Turn down the volume on your monitor.
5. If your disk drive does not automatically boot disks, follow manufacturer's instructions for booting the disk.
6. Once the Main Game Menu appears you may choose to play the game, review the game instructions or run the MATCH-WITS Secretary program.

Program ©1983 Dave Cooper
Program written by Dave Cooper
Puzzle pictures by Barbara Greenberg

MATCH WITS WITH MATCH-WITS!

Entertainment and education await you in this exciting game of concentration and memory. Match related pairs in a variety of knowledge categories including subject areas that you can program onto the disk yourself! As you begin to make successful matches, the program reveals parts to a hidden picture puzzle. The first player or team to correctly solve the puzzle scores bonus points for that round. After three rounds, high score wins the game!

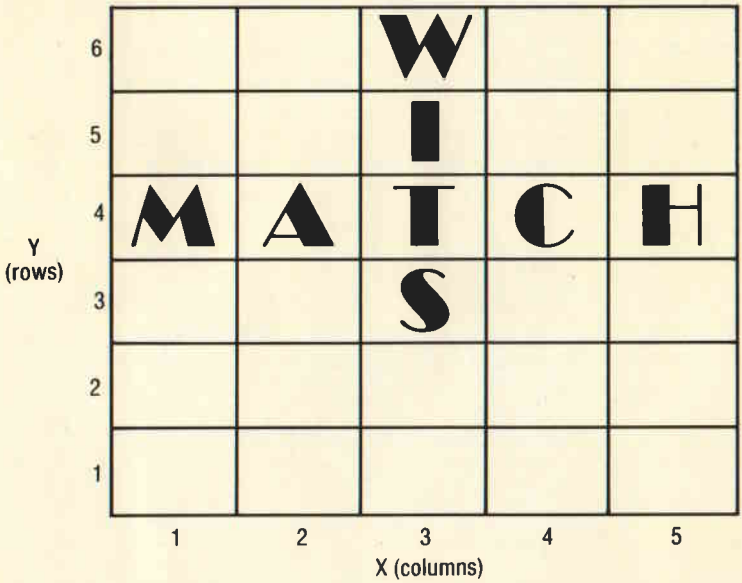
Since MATCH-WITS enables you to create your own game files and update existing ones, it is the perfect entertainment for a wide range of educational and recreational settings and is suitable for virtually any age level or subject matter.

While all instructions and procedures are contained within the program itself, the following information has been prepared to familiarize you with all the features of MATCH-WITS.

PLAYING MATCH-WITS

Once the Play option has been selected, players enter their names*. Another Game Menu will then appear on the screen listing the six game categories pre-programmed onto the disk: Sports, Words, Cities, Famous People, Multiplication and Animals. Players select a game and the titles of the three rounds making up that game category will then be listed. Select the round you want to play or you may choose to play all three. Type in 0,0 as your coordinates to quit any round (See Selecting Coordinates). One player is designated to go first after which the game board for the first round will appear.

*One player may play solitaire MATCH-WITS by entering a false name for player two or by repeating the name used for player one. In this version the objective of the game is no longer to score points (since one player is taking all the turns), but to just match related pairs and decipher the puzzle; the most challenging elements of the game!



Selecting Coordinates

The game board is made up of 30 covered boxes on a 5 x 6 grid. To select a box to uncover, you must use X, Y coordinates, where X is the column number and Y is the row number. In the example above, these numbers have been indicated for your convenience. They do not appear in the actual game.

In our example, the letter "A" is at coordinates 2, 4 and the letter "I" is at 3, 5.

Remember to always put a comma between X and Y. If coordinates are entered incorrectly, the computer will identify the error and you'll be able to try again.

Making Matches

As each set of coordinates is entered, the box at each location is uncovered. If the boxes you select do not match each other, they will be recovered and play will pass to your opponent. Be sure to make a mental note of the information at each location. After all, that's what MATCH-WITS is all about!

If the boxes you select do match each other, you will be awarded 150 points and the computer will reveal the two parts of the puzzle at those locations. You will then have 20 seconds to type in the solution to the puzzle or you may pass by pressing RETURN. If you pass, your turn continues.

Solving The Puzzle

If you type in an incorrect solution to the puzzle or go over the time limit, your opponent will automatically get a shot at solving the puzzle. Play then continues with your opponent's turn.

If you type in the correct solution to the puzzle, you will have won that round and will be awarded 1,000 points. All matching pairs not yet uncovered will be revealed and the entire puzzle displayed. The puzzle may be a picture puzzle (rebus) of a common phrase or expression, or it may be an actual picture of a person, place or thing. Each puzzle will accept up to three correct solutions based on valid variations or common typing errors not related to content.

End Of Game

The game ends after all three rounds have been played. The player with the highest score at that point is declared the winner. The computer will then offer the winner the option of playing the same opponent again, taking on a new challenger, bringing in two brand new players or exiting the Play portion of the program.

Note: Complete game instructions may be reviewed by selecting the Game Instructions option from the Main Game Menu.

THE MATCH-WITS SECRETARY

The MATCH-WITS Secretary program is activated by selecting the Secretary option from the Main Game Menu. The Secretary program takes you step-by-step through the processes of creating new game files, modifying games already on file and constructing a new Game Menu. The instructions themselves are easy to follow and there are endless opportunities to make corrections or stop altogether.

Creating New Games

Each game consists of three rounds, also called sets. While it is not necessary that each of these sets cover subject matter in one overall category, it certainly makes playing and understanding the game easier for new players. Each set must contain at least 15 matching pairs, but will hold up to 30. The 15 pairs used to construct the game board for each round are selected at random by the computer from all the pairs in the file for that set. However, you may still create a set file using only 10 pairs; the computer will add a maximum of 5 "Free" pairs automatically. These "Free" pairs consist of matching keyboard symbols ($, #, %, &, etc.).

Each game file must have an identifying name for inclusion on the Game Menu. Each set file may also have a name.

After you have completed your new game file by programming matching pairs into all three set files, you must then write the file to the disk in order to save it. The computer will let you know when this procedure is to be carried out (all you have to do is press a button).

We strongly suggest you write out and organize your files of matching pairs before you actually go about creating the new game file. Each member of a pair may contain up to 24 characters.

Changing Or Viewing Files

You may always add or remove pairs from a game file after it is created by selecting this option. This holds true for all game files, including the six that come pre-programmed onto the disk.

You may also decide to delete an entire game file, but once you do so, the file is gone!

This option also gives you the opportunity of changing a file name without changing its content.

Creating A Game Menu

The Game Menu is the listing of game files available for use during the Play portion of the program. The original MATCH-WITS Game Menu lists the six game files that come pre-programmed onto the disk. As you create and save new game files, however, a new Game Menu must be created and saved in order to utilize those files during play.

Once you select to create a new Game Menu, you will have to choose which game files you want to be listed on it. The Game Menu must contain at least two game files and will accept up to eight. The disk itself has capacity for 16 completed game files. All unused game files will remain stored on the disk until you decide to create another Game Menu.

SUGGESTED CATEGORIES

The following subject areas have been listed to help start you off creating and programming your own game files. Each one may be used as the title of one out of the three set files (rounds) required to make up a completed game file. Or you may be able to broaden some of these areas into game files themselves. Sample matching pairs have been included for the last three categories. Feel free to add your own pairs and make up your own categories!

FICTIONAL CHARACTERS

MYTHOLOGY

HISTORICAL EVENTS

TOYS & GAMES

TELEVISION STARS

CHILDREN'S LITERATURE

ADDITION

U.S. PRESIDENTS

Thomas Jefferson/Third
John F. Kennedy/Thirty-Fifth
Martin Van Buren/Eighth
Ronald Reagan/Fortieth
William Taft/Twenty-Seventh

LANGUAGES: SPANISH

House/Casa
Library/Biblioteca
Cat/Gato
Pen/Pluma
Friend/Amigo

FAMOUS TEAMS

Humphrey Bogart/Lauren Bacall
Bud Abbott/Lou Costello
Steve Lawrence/Eydie Gorme
Cheech Marin/Tommy Chong
Batman/Robin
Jerry Lewis/Dean Martin
Bob Hope/Bing Crosby
Spencer Tracy/Katherine Hepburn
Johnny Carson/Ed McMahon
George Burns/Gracie Allen
Lone Ranger/Tonto
Clark Gable/Carole Lombard
Sherlock Holmes/Dr. Watson
Fred Astaire/Ginger Rogers
Adam/Eve

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