

**The game: Overview**

The base of the game is a deck of playing cards that contains 24 pairs (two identical cards), and a joker card. Initially there's dealt on the board face down the entire deck. (In the games 3 x 5, 5 x 5 and 5 x 7 only a part (a random part) of the deck, in the game Duel only the 24 pairs).

E-mail: [kurta@hotmail.com](mailto:kurta@hotmail.com)

Game Web page: <http://members.tripod.com/~kurta/memo95.html>

**Review sites**, reviewers! Please notify me of your reviews of Memory game 95 on the Web.

{button ,KL("Object of the game ",1,"",`proc4')}}     Object of the game

## **Revision History**

Registered or unregistered users do not have to do anything but copy the new program in place of the old one. Statistics and registration codes won't be modified.

### **25 February, 1998**

Unchanged in many ways, version 1.1a was on its way.

- I completely removed crippling and changed the nag-screen to an ASP compliant one.
  - Web pages with customer support were introduced..
  - Thanks to setSystems I can accept Credit cards and many other payment methods, through secure on-line registration.

### **1 September, 1996**

After some domestic releases in Hungary, the English version of Memory game hit the road through WinSite.com (with the version number 1.1).

**The game: Object of the game**

The object of the game is to remove all the cards from the board. How? The player is allowed to turn face up two cards at a time. If they have different pictures they're flipped back taking their places face down again. If their pictures are the same they're removed. If one of the pair is the joker card, then the program also turns face up the pair of the other card, and all three cards are removed. The game ends when the board becomes empty. (Rules of the Duel mode are different!)

{button ,KL("Duel mode",1,"",`proc4')}}     Duel mode

**The game: Status line**

In the mode '1 player' the status line shows the elapsed time and the number of penalty points. The lesser the better they are.

'2 players' and 'Duel' modes are not timed. The player that has the "focus" is next to play. The result of the action he or she takes modifies his or her statistics.

## Duel

The rules of the Duel mode are different to the traditional rules. The differences are the followings:

- There's only one board size.
- Both players have their own side. The playing field is divided into two parts. Player one has the top part, Player two has the bottom part. The players do not have access to the other's cards.
- The joker card does not take part in the game, but all the 2 x 24 cards do.
- The dealing process is unique, both players have the half of the deck, but neither of them has a card pair.

## The game itself

Player one starts, turning a card face up. Then it's the opponent's turn. He or she has to choose a card from his or her own side. After turning down or removing the pair, roles are exchanged. Player two turns a card, and Player one answers. (The status line always shows the next player.)

## Note

- In a game like this it is not possible to immediately remove a pair shown by the opponent. You'll need your memory more than in any other games. It's worth a try. Don't hesitate, challenge your friends!

{button ,KL("Options",1,"",`proc4')}

[How to change options](#)

**How to: Play the game**

- To start a new game: On the Game menu, click New or press the F2 key, or use the New deal button in the right-bottom corner of the window.
- To pause a game: Push the Minimize button, or on the Control menu, click Minimize, or press ESC.
- To resume the game: Click on the taskbar button of Memory game 95, or on the Control menu click Restore.
- To see the best results: On the Game menu click Best results.

**How to: Handle the cards using keyboard**

- To move on the board: Use the keys: LEFT, RIGHT, UP and DOWN ARROW.
- To mark a card: Press SPACE on a card.
- To unmark a card: Press SPACE again on a marked card.
- To acknowledge a card pair or trio: Press the ENTER key.

**Note**

- The program turns the pair face up only when the second card is selected, so the game is a bit more difficult. The first selected card is indicated with a different border. Of course not in Duel mode.

{button ,KL("How to, Handle the cards using a mouse",1,"",`proc4')} [Using a mouse](#)

**How to: Handle the cards using a mouse**

- To move on the board: Point on a card.
- To mark a card: Press the left mouse button on the desired card. The cards behave like Windows controls, you can cancel a selection by moving the mouse pointer off the card with the mouse button down.
- To unmark a card: Press the left mouse button again on a marked card.
- To acknowledge a card pair or trio: Press the right mouse button to remove or turn face down a pair or trio of cards.


**Note**

- The program turns the pair face up only when the second card is selected, so the game is a bit more difficult. The first selected card is indicated with a different border. Of course not in Duel mode.

{button ,KL("How to, Handle the cards using keyboard",1,"",`proc4')}} [Using keyboard](#)



## How to: Change Options


To change options click Options on the Game menu, or click here: 

- To change the card design: Use the Card type combo box.
- To change the board size: Use the Board size combo box. (choose from: 3 x 5, 5 x 5, 5 x 7 and 7 x 7. On the smaller boards luck is a factor, while on the bigger boards your memory is much important.)
- To play by yourself: Click on the 1 player radio button.
- To fight a player using the traditional rules: Click on the 2 players radio button.
- To duel with your opponent: Click on the Duel radio button.

### Note

- Every time you close the dialog box pressing the OK button, the game ends, and another starts!


### Tip

- Click  at the top of the dialog, and then click the item you want information about.

Lists card sets you can play with.

Shows a picture that indicates the card type. This image changes as you select different card sets.

Lists different difficulty levels (i.e. the number of cards). **Note** Disabled when Duel mode is selected.

Lists game modes. Help is available for each item in this group. Click  at the top of the dialog box, and then click the specific item you want information about.

Click this to play by yourself. Allows timing and best results.

Click this to fight a player using the traditional rules.

Click this to duel with your opponent. **Note** Disables the Board size combo.



Closes this dialog, saves the changes you have made, and starts a new game.

Closes this dialog without saving any changes you have made.

Provides a space for you to enter the Registration name you specified in your order.

Provides a space for you to enter the 16 digit hexadecimal code you have received.

Closes this dialog and registers the game.

Closes this dialog leaving the game unregistered.

Error: Cannot locate Memory game 95

## Scoring

Both members of the card pair (when they are different) give some penalty points (when turned down). A matching card pair does not penalize the player.

In '2 players' mode the players turn card pairs face up alternating, penalties hit the player that turns the pair down (the same that turns it up).

In Duel mode players are penalized only by their cards.

## Points For

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1 points Turning up a card for the first time.

2 points Turning up a card for the second time.

4 points Turning up a card for the third time.

8 points Turning up a card for the fourth and the following times.

-3 points Leaving the joker card last on the board. (It has to be removed)

## Notes

- Timing and best results list is available only in 1 player mode.
- Timing starts when the first card is marked and stops when the last card is removed



## How to use Memory game together with Memory game 95

Memory game for Windows 3.1 uses a private profile called MEMO.INI and stores it in its own directory. Memory game 95 uses a different method storing data in the system registry of Windows 95. What to do?

### The philosophy

Memory game for Windows 3.1 uses only the profile. If it can't find the MEMO.INI then creates it.

Memory game 95 first searches for the presence of the MEMO.INI file. If it can't find it, thinks that there's no need for a local profile, searches the system registry. Otherwise, if it finds the MEMO.INI tries to get information from that. When it is not possible (for example the file is empty) gets the data from the system registry. If the local profile exists the program writes profile settings into that.

### Note

- Memory game 95 always updates the system registry.

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{button ,KL(`Profiles',1,"",`proc4')} [Related Topics](#)

### **Using the two games together**

- ▶ Place the program files in the same directory (there're no name collisions). Memory game 95 will use the MEMO.INI file that can be modified by the Memory game for Windows 3.1.

### **Note**

- Using the two games the same time is not a healthy idea.

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{button ,KL(`Profiles',1,"",`proc4')} [Related Topics](#)

### **Upgrading to Memory game 95**

1. Place your old MEMO.INI file into the directory of the Memory game 95.
2. Start Memory game 95, then quit it.
3. Delete the MEMO.INI file from the directory. Memory game 95 now will use the system registry.

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{button ,KL(`Profiles',1,"",`proc4')} [Related Topics](#)

### "Degrading" to Memory game for Windows 3.1

1. Place an **empty** file named MEMO.INI into the directory of the Memory game 95.
2. Start Memory game 95, then quit it.
3. Copy the filled MEMO.INI file to the directory of Memory game for Windows 3.1.

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{button ,KL(` Profiles',1,"",`proc4')} [Related Topics](#)

## **Registering: The Shareware concept**

Memory game is shareware. You're free to use it for a 30-day evaluation period. If you decide to keep it, please register!

A program indicated as shareware is a program you may copy or distribute freely without modifications, but you're allowed to use it at no charge only for a trial period. This means you may try these programs before you buy them. If you just do not like a program you can simply forget (and delete!) it. You must pay the registration fee if you continue to use the product after the evaluation period.

Shareware works only with your support. Paying the registration fee let us programmers to work on newer, better products.

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{button ,KL(`Registration',1,"",`proc4')} [Related Topics](#)

### Registering: Benefits of registration

- The registration cost is **only US\$10**. Postage is also **US\$2**. I think that's a fair offer. If you include your E-mail address in your registration there're no postage costs.
- Memory game 95 is not crippled in any way, all functions work properly just like in the registered version. If you register this game, that annoying reminder dialog disappears, you get a code that enables you to use the program as registered copy displaying your name.

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{button ,KL(`Registration',1,"",`proc4')} [Related Topics](#)

## Registering Memory game 95

### 1. Getting the codes:

**Method 1** (Preferred registering through setSystems):

This method is easier and faster. See the details.

You can still e-mail directly to me if you'd like to tell me something, for example if you'd like to be notified of new releases.

**Method 2** (Less preferred. Send payment directly to me):

Print the form that comes with the package ([ORDER.TXT](#)) or the Order form topic of this help file, then fill it out and send it to me with the required payment. I prefer cash, but I can now handle checks drawn in US funds. Make them payable to me (see the address below). (If you do not have a printer you can copy the form to a sheet by hand.)


### 2. On the Game menu, click Register, or click here:

3. Type the name you wrote in the order form into the Name edit field (case sensitive), then copy the 16-digit hex code into the Code edit field. Click the OK button.

#### Notes

- Your registration code is valid for only that name you specified in your order.
- If you send cash, please cover it.

#### Tip

- Click  at the top of the dialog, and then click the item you want information about.
- With any problem contact me at the following addresses:

**Kertes Gábor**

**Kölcsey ltp. 1/711**

**Szekszárd**

**H-7100**

**Hungary**

For more information visit <http://members.tripod.com/~kurta/MemoReg.html>.

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{button ,KL(`Registration',1,"",`proc4')} [Related Topics](#)

## Order through setSystems

setSystems accepts several different payment methods. All payments made to setSystems must be made in U.S. Dollars drawn from U.S. banks. Payments made to setSystems with a credit card will appear on your statement based on your bank's payment cycle and will appear on your statement as originating from setSystems.

## Order methods

1. On the Internet: <https://www.setsystems.com/cgi-bin/buy-memo>

You can order with a Visa, MasterCard, American Express, or Discover card over the World Wide Web using a secured form. All information sent this way is encrypted using SSL technology for your protection. This is the fastest way to order. You will know within two minutes whether the order was approved.

2. Telephone

U.S. (toll-free): **+1-888-201-7131**

International: **+1-801-943-7848**

The toll-free phone line is open from 11:00 a.m. to 9:00 p.m. (Eastern time), Monday through Saturday. Outside of those hours, you may leave a message and a customer service representative will contact you the next business day. If you are calling from North America, leave your name and a phone number, and your call will be returned. If you are calling from outside of North America, leave your name and E-Mail address, and someone will respond by e-mail to your message.

Please have all information requested by the registration form available so that we may expedite your order. See the registration form below. Orders placed by phone may take up to one business day to be processed.

3. FAX: **+1-801-942-3396**

When ordering by FAX, please provide the information requested on the order form. Orders placed by FAX may take up to one business day to be processed.

4. E-mail: [sales@setsystems.com](mailto:sales@setsystems.com)

When ordering by e-mail, please provide the information requested on the order form. Orders placed by e-mail may take up to one business day to be processed.

If you are familiar with PGP, you may encrypt and send your credit card order to us using our PGP Public Key. We will then decrypt the order and process it manually. If you prefer to order via e-mail, this is the method that we recommend. Our PGP Public Key is shown below.

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6.2

```
mQCNAzP7oK0AAEEEMptpLWI7AhaZXI80SihnLkSnboaFlB/a2gyfAgIrCI6w5qr
AftV4Om5/2TJYGKUXEiYzjyhSf6VcPbrqc+F+FWQpyqBxpZXdETIUmxM3HBGpD3W
YnJwjE6Z5jQAKWZp3DKLglPM/fhPGGPVZzerRL28pTeiHKw396Mzx62ZjzR5AAUR
tCVzZXRTeXN0ZW1zIDxrZXltYXN0ZXJAc2V0c3lzdGvtcy5jb20+
=aG44
```

-----END PGP PUBLIC KEY BLOCK-----

5. Postal Ordering

Orders sent via postal delivery should be sent to the P.O. Box of setSystems. Please include the complete payment in the form of a personal check, money order, or cashier's check. Do not send cash. Payments made by personal check will be held until the check clears. Payments made with money orders or cashier's checks will be immediately fulfilled. When ordering by mail, please provide the information requested on the order form.



**setSystems**  
**P.O. Box 386**  
**Sandy, UT 84091-0386**

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{button ,KL(`Registration',1,"",`proc4')} [Related Topics](#)

**Order form for phone, fax, e-mail and mail orders**

This form is for registration method 1 only!

If your printer cannot print this form, please use the file [PURCHASE.TXT](#).

Your Name:

Registration Name (will appear on the About dialog):

Billing Address (the address your credit card bill is sent to)

Street:

City:

State:

Zipcode:

Country:

Mailing Address (if different than billing address)

Street:

City:

State:

Zipcode:

Country:

Home Phone Number:

Work Phone Number:

E-mail Address:

Credit Card Information

Type (Visa, Mastercard, American Express, Discover)

Account Number:

Expiration Date:

Software to Order

Title: Memory game (for US\$10)

Quantity:

Additional US\$2 for postage if no E-mail Address given

Total Dollar Amount:

If FAXed or e-mailed, please include the following language (and sign if FAXed):

I authorize setSystems(TM) to bill my credit card and agree to pay the total amount according to card issuer agreement.

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

## Unregistering Memory game 95

Please don't distribute the registered version. If you make copies of this game to your friends, please first unregister the program.

- ▶ On the Game menu click Unregister.

### **Note**

- After the process you can re-register Memory game.

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{button ,KL(`Registration',1,"",`proc4')} [Related Topics](#)

### Other products: Solitaire Package One

Solitaire Package One is one of the most colorful solitaire collections known (by me). It has the following features:

- Six one deck solitaires (Agnes, Canfield, Fourteens, Penguin, Pyramid Building, Sir Tommy).
- Four two deck solitaires (Engagements, Gargantua, Golgotha, Hemispheres).
- Customizable background.
- Quick info, with basic rules.
- Personal statistics storing.
- Automatic play extension.
- Illegal move messages.

#### Note

- You can surely find the latest version of Solitaire Package One on my shareware site. The URL:

<http://members.tripod.com/~kurta/1solpack.html>

Please try it, and then register. The registration fee is only **US\$15** + US\$2 for postage for all ten games. Now you can register on-line at:

<http://members.tripod.com/~kurta/SolpackReg.html>

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{button ,KL("Other products",1,"",`proc4')} [Related Topics](#)

### **Other products: Memory game for Windows 3.1**

Memory game for Windows 3.1 is the little sister of Memory game 95. It has the following features:

- The same card sets and play modes.
- Windows 3.1 style dialogs and user interface.

#### **Note**

- You can surely find the latest version of Memory game 95 on my shareware site. The URL:  
<http://members.tripod.com/~kurta/memo.html>

If you have registered Memory game 95, you have registered Memory game for Windows 3.1 as well. Quite simple isn't it. Just use your code. Now you can register on-line at:

<http://members.tripod.com/~kurta/MemoReg.html>

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{button ,KL("Other products",1,"",`proc4')} [Related Topics](#)

**Para el mundo hispanohablante: ¡Hola!**

No, no recomiendo la versión española del Memory game 95. Porque no hay tal cosa. No habrá tampoco.

- Si Usted vive en un país hispanohablante y ordena el programa mío, me agradecería si me enviara una tarjeta de su ciudad o pueblo junto al formulario. Este no es un orden pero me alegraría si yo pudiera leer unas palabras de origen nativo.

## **Magyar változat**

Ha a Memória játék 95 angol nyelvű változatát kívánja megrendelni, akkor a regisztrációt leíró részben foglaltak vonatkoznak Önre is.

A következők **csak Magyarország területén** érvényesek.

- **Ne küldjön készpénzt!** Belföldi postautalványon küldje el részemre a **500 Ft**-ot. A postaköltség további **150 Ft**. Az utalvány közlemény részében tüntesse fel a "Memória játék." feliratot és egy csillagot (\*).

**Kertes Gábor**

**Szekszárd**

**Kölcsey Itp. 1/711**

**7100**

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{button ,KL("Registration",1,"",`proc4')}} [Kapcsolódó témák](#)

**Memory game Registration Form**

This form is for registration method 2 only!

If your printer cannot print this form, please use the file ORDER.TXT.

Name:

Registration name: \_\_\_\_\_

(This will be used to create the code, and this will appear on the About dialog after registration (Can be the same as Name))

Mailing address:

E-Mail Address:

Where did you get Memory game 95:

Suggestions:

\_\_\_\_\_
Check if you'd like to be notified of new releases by e-mail: "

**ORDERING INFO**

Yes I would like to register (check the boxes):

**Memory game for Windows 3.1** and
**Memory game 95** " for US\$10

If you do not have an E-Mail address: + US\$2 postage
\_\_\_\_\_

Total: US\$\_\_\_\_\_

Payment method: Cash "
Money order "
Check "

\_\_\_\_\_
**Send this order form with the required cash, money order or check (and make the money order or check payable) to:**

Kertes Gábor
Kölcsey ltp. 1/711
Szekszárd
H-7100
Hungary



