

MatchMaker v 3.0

Play Game

New Game

Easy

Hard

Picture Options

Keyboard Use

Register

Play Game

Select ~Play Game~

- 1) On the menu bar select the ~Play Game~ option.
- 2) Select the items you would like to play with (ABC's is the default).
- 3) Now the game begins...
- 4) Select any button and try to match it with any other button. Pictures are hidden below the main screen buttons.
- 5) Using the **Keyboard**
- 6) To Exit, either use CTRL / Q or click the MenuBar | PlayGame | Exit .

Register

To Register MatchMaker v 3.0 © 1995

COMPUSERVE MEMBERS

_____GO SWREG # 4469 to register on-line and your CIS account will be billed \$14.95 + 1.55 service chg and handling. You will receive a registration code via E-Mail upon registration.

OR

SEND \$14.95 + 1.55 to :

**SNS SOFTWARE
2860 Colgate Drive
Oceanside, CA 92056**

- * Allow 2-4 weeks.
- * Registered version includes the use of the **HARD** level which contains the mixed - up pictures.

New Game

Select this option to start a NEW GAME.

MatchMaker v3.0 SNS Software Copyright 1995

Easy

Game is played with half of the total pictures, displayed in the same order in every game. Select Hard to play game with mixed up pictures.

MatchMaker v3.0 SNS Software Copyright 1995

Hard

All pictures are used with this selection. Pictures are mixed up and displayed at random in every game. Select Easy for beginner level.

MatchMaker v3.0 SNS Software Copyright 1995

Picture Options

ABC's A through Z
Number 0 through 25
Colors plus more
Shape various shapes

MatchMaker v3.0 SNS Software Copyright 1995

Keyboard Use

Lower Case ABC's (keyboard)

Upper Case ABC's (keyboard)

First , Select "PlayGame" with your mouse, click once. The menu bar will drop down and then you can select LowerCase or UpperCase. This will determine which picture is displayed on the buttons. If you select LowerCase, then the lowercase alphabet will be displayed on the buttons from which you select to try to make a match. If you select UpperCase, then the uppercase alphabet will be displayed.

** So, select one of the selections, either uppercase or lowercase to use the keyboard. Once you do this a message box will display telling you that you need to use the Alt/P keys to return to the PlayGame menu.

Second... If you want to play with different pictures under the buttons, such as colors, shapes or numbers... select one of these before you go to the keyboard function, like this:

EXAMPLE TO USE KEYBOARD WITH COLORS

- 1) Run MatchMaker
- 2) Click ~PlayGame~
- 3) Click ~Colors~
- 4) Click ~PlayGame~ once again.
- 5) Click ~UpperCase Letters~
- 6) In the messagebox, click OK.

** Now the mouse is disabled and you need to use the keyboard to play the game. Select one of the letter keys and it will turn over that selected corresponding box. Select another one to continue.

- 7) To return to using the mouse, use the ~ALT/P~ combination and the PlayGame menu will drop down. Now, make your selection to change or exit.

