Guess'n Find 1.1 Help

This help file is divided into sections which are listed below:

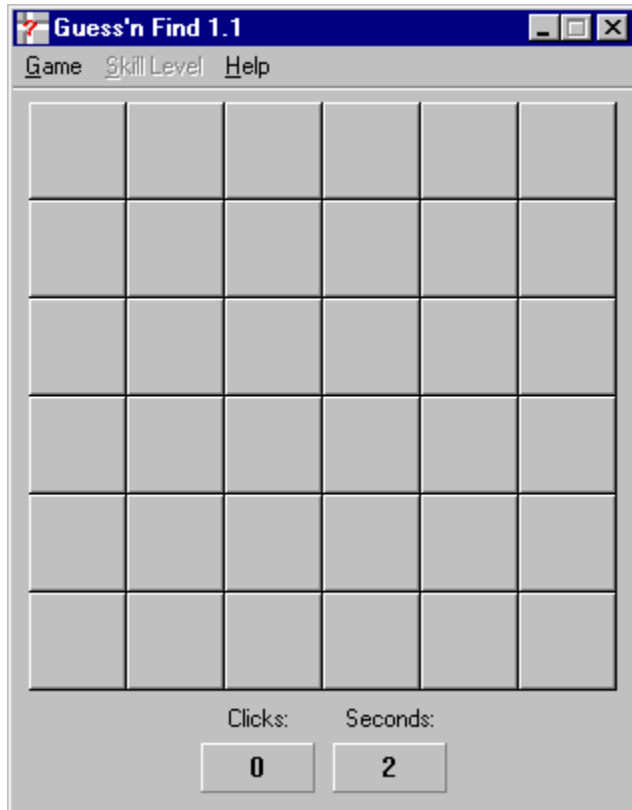***How To Play***
Guess'n Find version history
About McMahon Software

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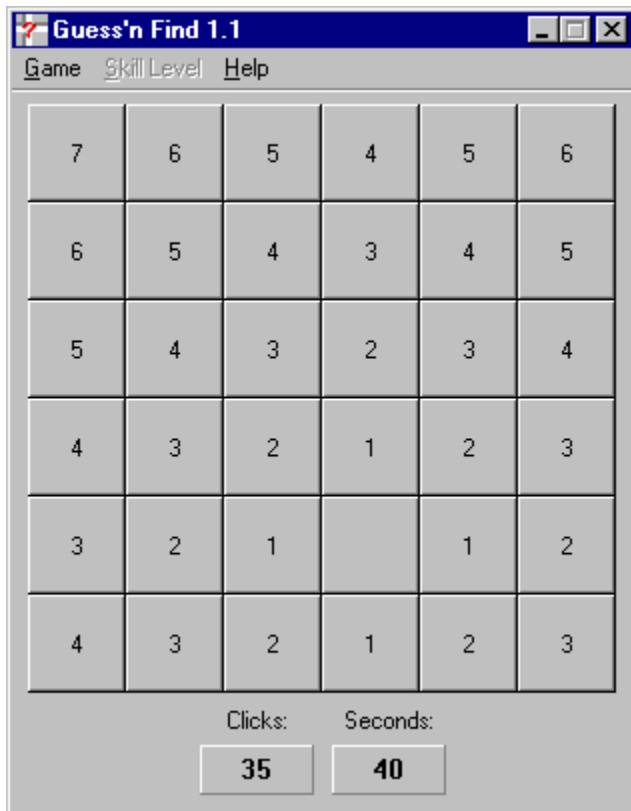
How To Play

To start a game of Guess'n Find, you must select <u>Start Game</u> from the <u>Game</u> menu.   You are now presented with 36 blank buttons as shown below:

You can now click on these buttons.   If you are using the easy skill level (the default), then you will see numbers appear on the buttons when you click them.   With the hard skill level, the same numbers will appear, but in a pop-up window you must close before you can continue the game.

The object of Guess'n Find is to find the one of the 36 buttons (which is chosen randomly at the beginning of each game) which allows you to win.   When you click on the winning button, you do not get a number; you get a "You Win" screen with your score.   Of course, you want to finish the game with the least amount of clicks and as quickly as possible so you get a higher score!

The buttons which give numbers offer clues to where the winning button is.   They give the number of buttons away the winning button is.   They give the shortest distance, but you must keep a few things in mind.   First, it does not include diagonals.   Second, the number does not count the button it appears on, but it does count the winning button.   Therefore, a button right next to the winning button would read "1", not "0".   You must remember that it is the shortest distance using diagonals and verticals and will not twist to make the number higher or lower. Here is an example of what Guess'n Find would look like with every button clicked except the winning one:

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Version History of Guess'n Find

This version history is actually not complete becuase Guess'n Find didn't really originate with version 1.0.   The original Guess'n Find was actually named version 0.9, but it was never released to the public and wasn't an official McMahon Software product as it was just trown together when there was some spare time.   But after having lots of fun with Guess'n Find breaks while developing SuperView 3.0, it was decided to make Guess'n Find available to the public.

Version 1.0

This was the first publically available shareware release of Guess'n Find.   For a first release, it worked remarkably well and was never found to have any bugs.   However it arrived after its time as it was a 16-bit program released in 1997.   Its interface, though effective, could also use a few improvements.   And another problem was that a few users, experienced ones, thought that it was too easy to get a high score on a game.

Version 1.1

This is the version that you are currently playing.   One of its most important improvements is that it has been upgraded and rewritten as a 32-bit program for Windows 95, 98, and NT.   Its user interface has also been polished with, among other things, a new winning and scoring system.   Lastly, in order to make the game a little more difficult for experienced users, the timer system has been added and factored into a player's final score.

About McMahon Software

McMahon Software develops excellent shareware software. Some of McMahon Software's other products besides Guess'n Find are listed below:

Balance for Windows
SuperView
StickUp
The System File Bathtub
Windows GAMEPACK
BackSplit

To get information on these programs or to download shareware versions visit McMahon Software's web site at:

http://www.mcmahonweb.tulsa.net/mcmahon/

For technical support on Guess'n Find, you can first try looking at McMahon's Guess'n Find page on the web site listed above, or go directly to this URL:

http://www.mcmahonweb.tulsa.net/mcmahon/products/guessfnd.htm

Also, try e-mailing McMahon Software at the following address:

mcmahon@galstar.com
or on the web at:
http://www.galstar.com/cgi-bin/mail?mcmahon@galstar.com

Just in case you are wondering, McMahon Software's street address is as follows:

McMahon Software
11622 E. 36th St.
Tulsa, OK   74146-2805

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