

MEMORY MAGIC

INSTRUCTIONS

1) To load "Memory Magic" - double click left mouse button on the red Icon **!MemMagic**. You will then see a green title screen which remains present for around 23 seconds whilst the rest of the programme loads. There then follows a blue screen containing details of Cambridge International Software, which after a few seconds becomes partially overlaid with two boxes, one full of credits and the other for you to enter your name. From this point the game should prompt you sufficiently itself.

2) Input of all answers is on a white rectangle which moves down the list of numbers in each level. On pressing RTN, if you have a correct answer the text will remain black, if you have a wrong answer it will turn red. If all answers in a current level are correct, the last press of RTN will take you to the next level. Even if one answer is wrong, pressing RTN will show the missing object(s) before going to the score table with the press of a key. Should you make a mistake early in any level, although you cannot then go onto the next level without first starting again, **it is worth typing in your remaining answers as each correct one adds to a stored roll of honour.**

There is only one attempt allowed for each answer and you cannot go back for retries. Through years of programming Acorn computers I have come to realise that a problem with people who are not computer buffs' is that they commonly hold keys down for too long. Within this software I have therefore implemented two features which should assist this. Because switching off the key facility may inhibit or frustrate some users, I have included a measure which is implemented by default as repeating once released. Obviously best though, is to switch off the key repeat completely with key 'O' whilst one of the two selection menus is displayed.

3) You are strongly advised to a) read the list of objects that appear in the programme b) start with 'L' for large size as this gives you the name and correct spelling. When you have mastered the programme at this level you can go on to the harder 'S' level. You have been warned.

4) If you are successful in completing with no mistakes, the top level either in 'Small' or 'Large' mode there is a small reward by the way of your name being set within an ever-changing pattern design. (This could be a lie because no-one has ever got that far yet. *Ed.*)

FOOTNOTE TO INSTRUCTIONS

Whenever the scoreboard displays there is also a red framed panel at the bottom giving options. To play again without the need to enter your name just press 'S' or 'L'. You still however, begin at level 1 and with a score of zero.

This software uses 510 K Sprite memory. Therefore it is essential on a 1 Mb to completely reset your machine before other software can be used. CTRL/BRK obviously does this but from within this software pressing 'Q' has an identical effect. e.g. if your machine is configured to start up from desktop, pressing 'Q' will leave the programme and return you to that as well as resetting the memory.

[In certain situations if you do not quit the game properly you may be left at a star () prompt. Simply type DESKTOP and then hit >RETURN and you will be in the desktop.]*

SPELLING DETAIL SHEET

Computers are notorious for being fairly inflexible with type-in answers (and this programme is no exception). To help you here is a list of the words used in the answers. Keep it handy when playing the programme.

IF YOU BECOME FAMILIAR WITH THESE
BEFORE YOU START TO PLAY YOU WILL
FIND THE GAME JUST AS HARD!

YOU WILL SEE AND HAVE TO TYPE IN

ARROW

CRICKET BAT

SCISSORS

ROAD SIGN

SPANNER

BED

CUBE

LIGHT BULB

FLAG

MUG

BIBLE

CROSS

CRICKET BALL

DOOR

SPOON

BUTTERFLY

GLASSES

BUTTON

FLOWER

DRINK

HEART

EGG

TELEVISION

BOOK

FEATHER

BALLOONS

FISH

SAUCEPAN

GATE

WINDOW

BOOT

DICE

UMBRELLA

TRAFFIC LIGHTS

BELL

TOOTHBRUSH

STEERING WHEEL

KITE

YACHT

PLUG

HAND

MICROPHONE

DUSTBIN

MILK BOTTLE

MALLET

NECKLACE

BLACKBOARD

CLOCK

PAINT ROLLER

CARD

PENCIL

DISK

SUITCASE

CHEST OF DRAWERS

SOCKET

SHOWER JET

CASSETTE

CHAIR

BEACON

RUGBY BALL