

Memory Master Help File

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Introduction

Welcome to Memory Master, the only software that allows users to train their ability to memorize a deck of playing cards. Thank you for purchasing this software. This short guide will demonstrate the main features of this application.

Starting Memory Master



Fig.1 Memory Master Splash Screen

After starting Memory Master you will see the Memory Master splash screen - Fig 1. To unload the splash screen, either click the splash screen, press any key, or wait 10 seconds.

Menus

Memory Master has a number of menus. The File menu has two sub options, "Restart" allows the user to restart memorizing a deck of cards, whilst "Exit" allows the user to quit the program.

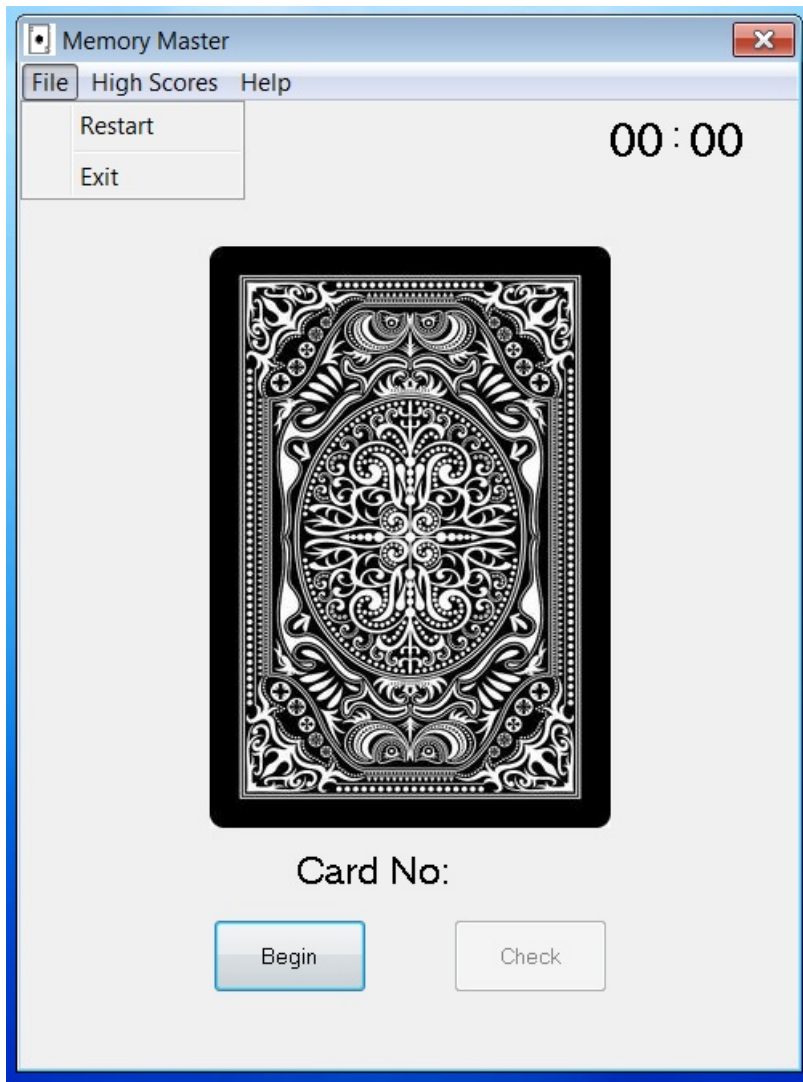


Fig.2 - File Menu

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By selecting "Show High Scores" (Fig.3) the user is able to see the High Score Table (Fig.4).

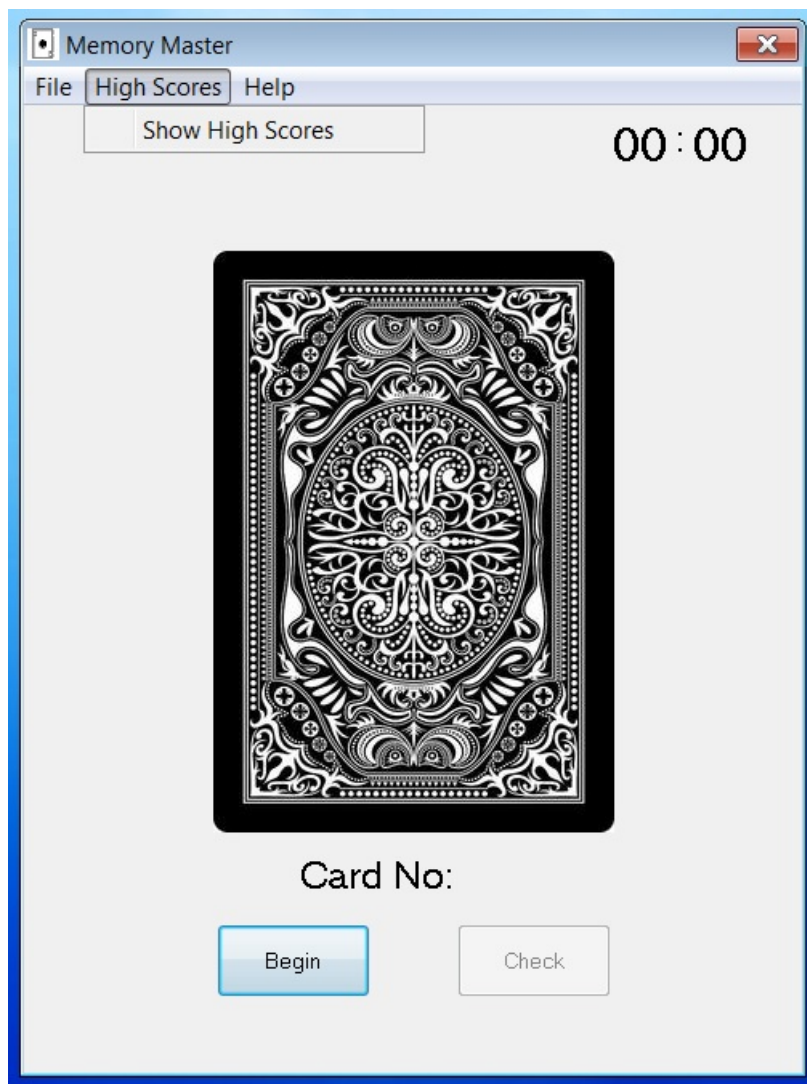
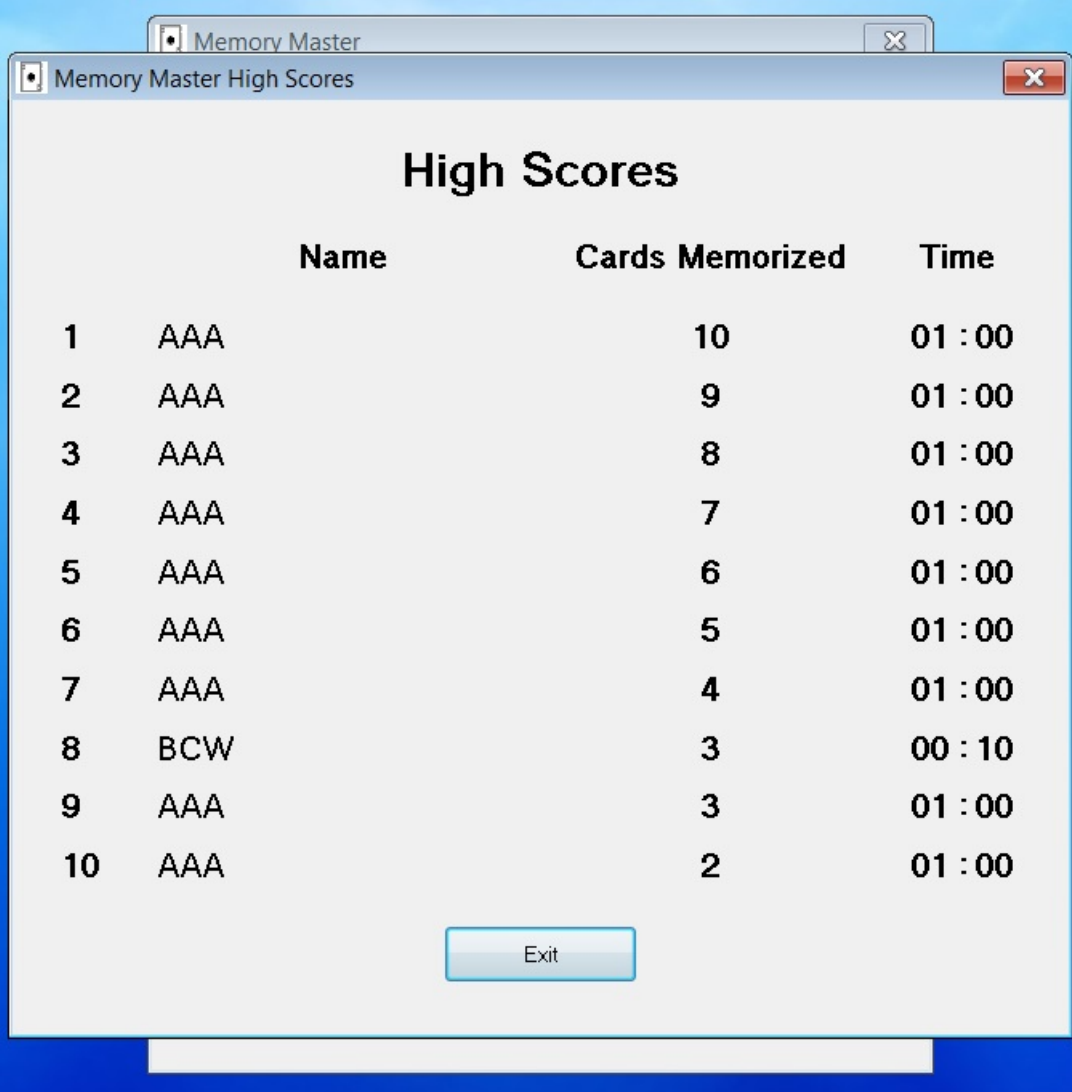


Fig.3 - High Scores Menu



	Name	Cards Memorized	Time
1	AAA	10	01 : 00
2	AAA	9	01 : 00
3	AAA	8	01 : 00
4	AAA	7	01 : 00
5	AAA	6	01 : 00
6	AAA	5	01 : 00
7	AAA	4	01 : 00
8	BCW	3	00 : 10
9	AAA	3	01 : 00
10	AAA	2	01 : 00

Exit

Fig.4 - High Scores Table

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The Help menu allows users to "View Help" which opens this document, and select "About" which opens the about screen (Fig.6).

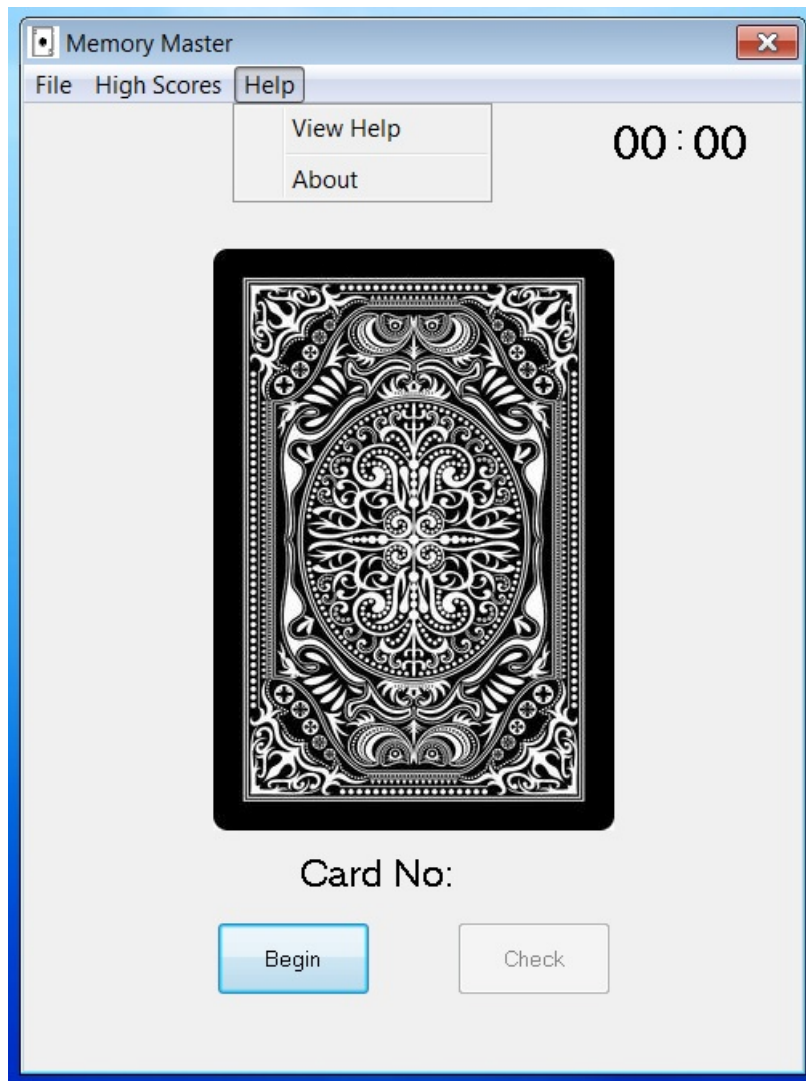


Fig.5 - Help Menu

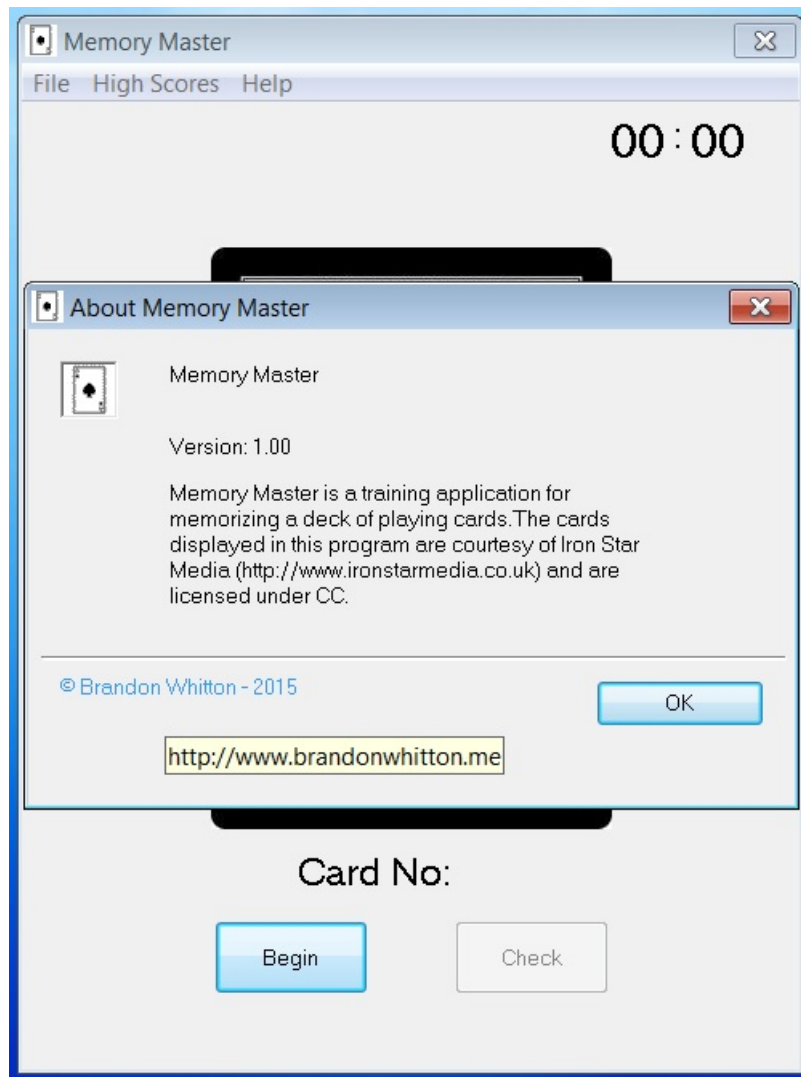


Fig.6 - About Screen

Memorizing a Deck of Cards

To begin memorizing a deck of cards click the "Begin" button.

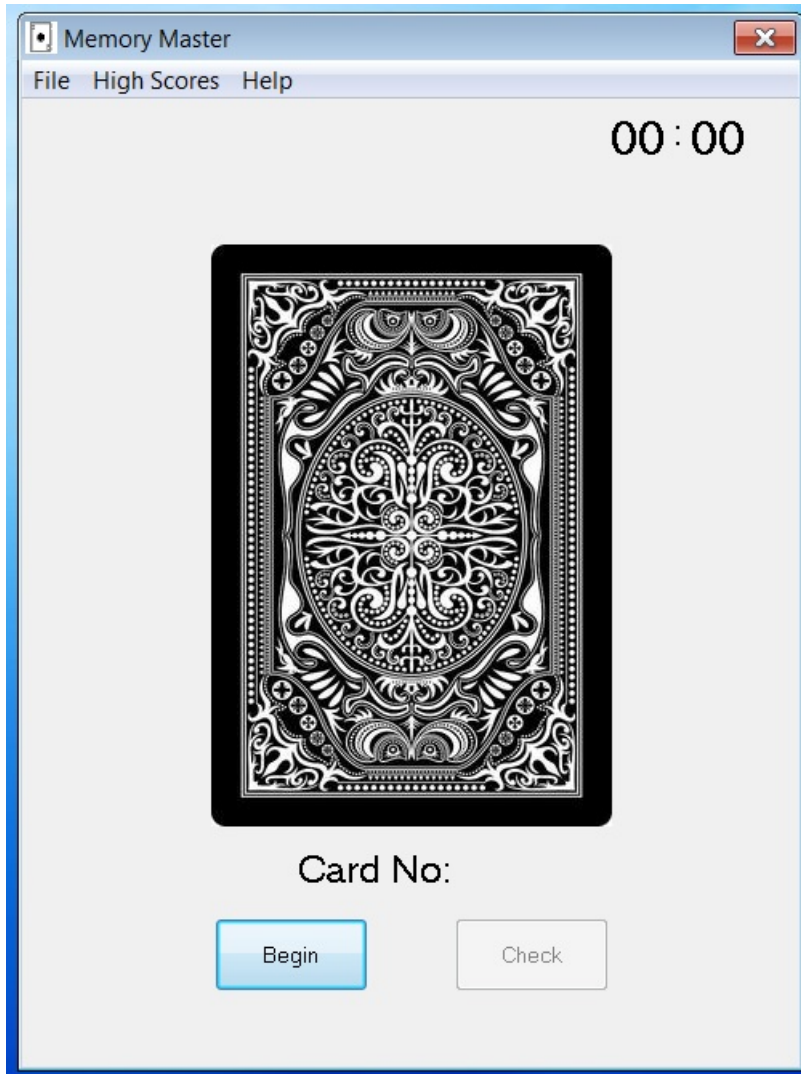


Fig.7 - Beginning memorization of a deck of cards

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The first card will be shown (Fig.8). A label under the card will let you know which card you are up to. When you have memorized each card click the "Next Card" button to proceed to the next card.



Fig. 8 - Memorizing a deck of cards

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When you have memorized all 52 cards click the "Check" button (Fig.9) to proceed to the card check screen (Fig.10).

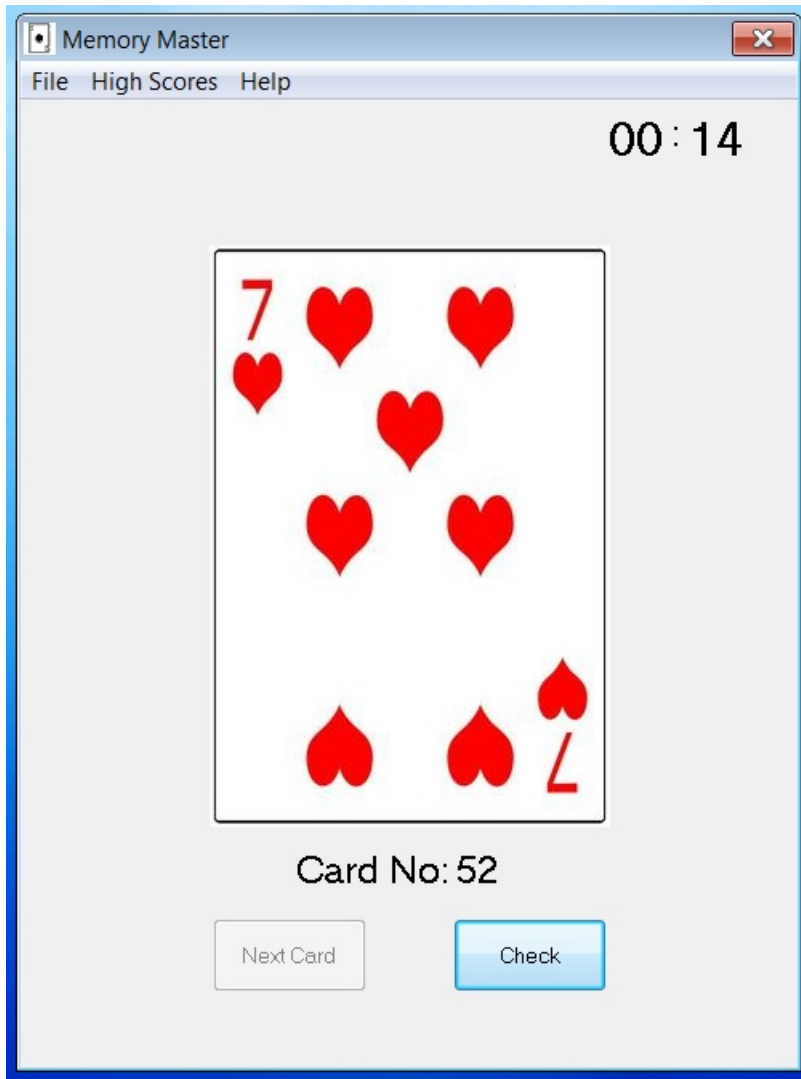


Fig.9 - Checking your memorized cards

Checking Your Memorization

At the card check screen (Fig.10) you will be prompted to select each card in the deck. Each card can be selected by clicking on the radio button underneath the cards shown on the right of the check cards screen. Select the card that corresponds to the prompted card position and click the "Check Card" button to see whether you have memorized the card correctly. You will be told whether your choice was "Correct" or "Incorrect". The number of cards memorized correctly can be seen at the top left of this screen. The "Time" shown is the length of time taken to memorize the deck of cards in the main screen (Fig.8).

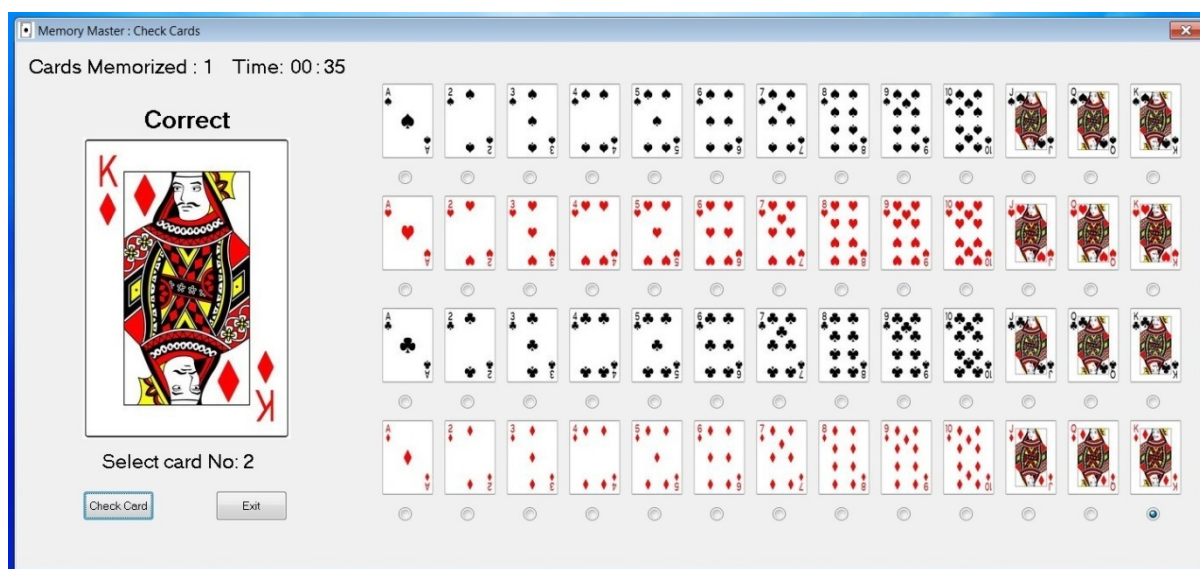


Fig.10 - Check Cards Screen

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When you choose a card incorrectly your attempt to memorize that deck of cards ends. You will then be prompted to give your name if you have obtained a high score (Fig.11).

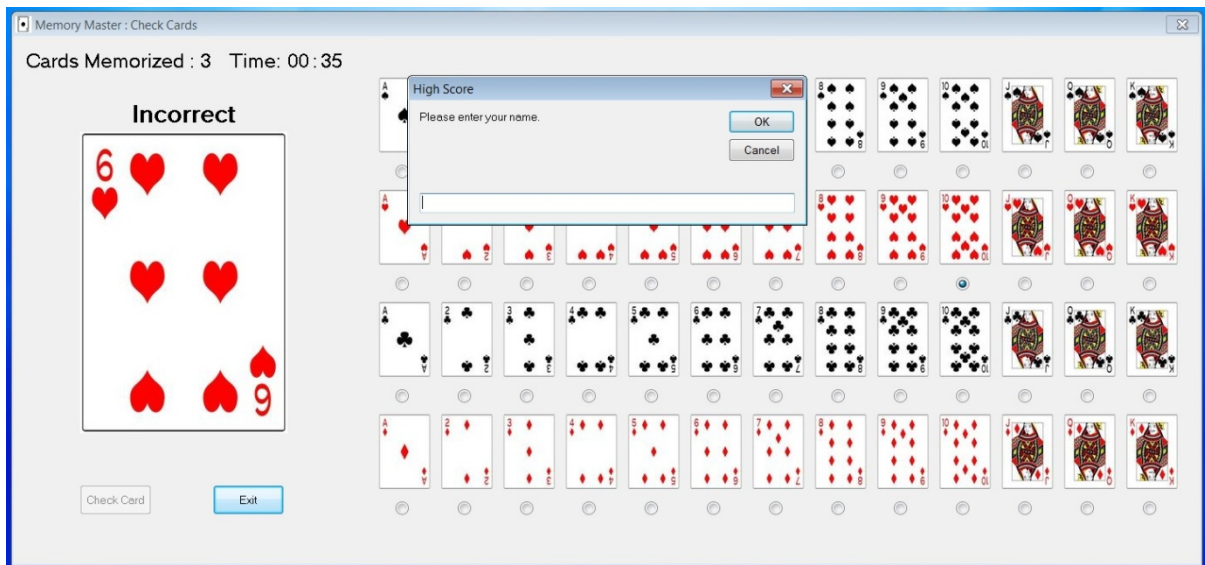


Fig.11 - Check Cards High Score Prompt

Finally, you will receive a message at the end of your memorization attempt letting you know how many cards you have successfully memorized (Fig.12). After your memorization attempt you can click the "Exit" button to return to the main Memory Master screen (Fig.7).

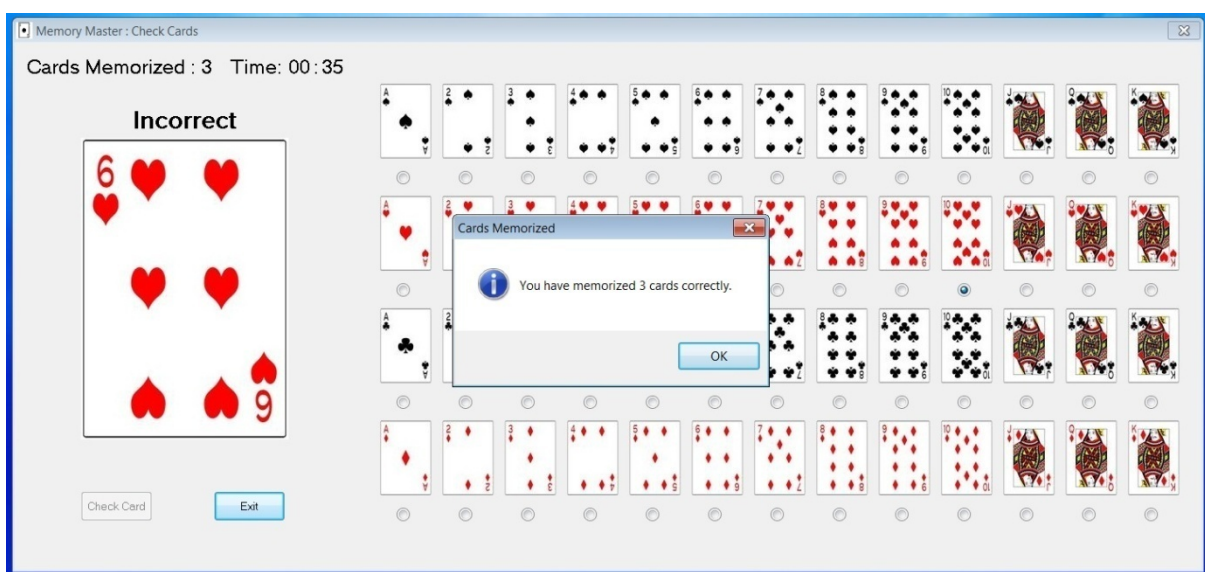


Fig.12 - Check Cards - Cards Memorized Message