COI1405-42

Sears

TELE-GAMES®

# MEMORY MATCH

## GAME INSTRUCTIONS



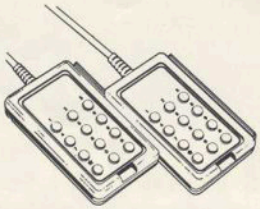

FOR 1 OR 2 PLAYERS

8 GAMES

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Use the Keyboard Controller with this Tele-Game™ Cartridge. Be sure to plug the Controller cables firmly into the Video Arcade™. See your Owner's Manual for details.



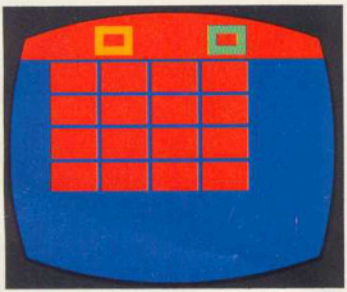
**Note:** The Console unit should be OFF when inserting or removing a Game Cartridge.

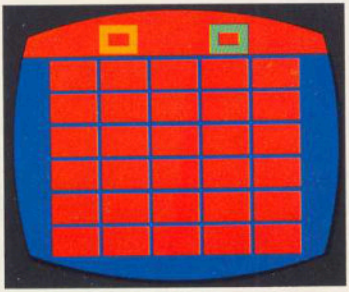
# HOW TO PLAY

There are two versions of Memory Match:

- Memory Match - 16 square matrix
- Advanced Memory Match - 30 square matrix

Each Memory Match version is played the same. The only difference is the number of matrix squares. Behind each numbered square is an object. Each player takes a turn by choosing two matrix squares. When a player chooses a square, an object is revealed. If the two squares' objects are identical, the player scores one point.





# MEMORY MATCH OBJECTS


LADY BUG


BUTTERFLY


RANGER


CRAB


TELEVISION


BELL


FLYING SAUCER


DEER


AUTOMOBILE


CASTLE


BUNNY


LLAMAS


SEAGULLS


SAILBOAT


TABLE & CHAIRS

When you choose two squares with identical objects behind them:

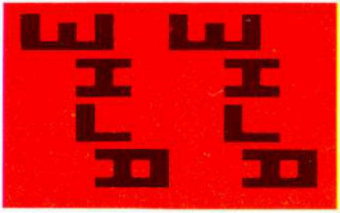
- A sound signifying a Correct answer occurs.
- The two squares disappear from the matrix.
- You score one point (If a player's skill switch is in Novice position, a player scores two points each time a correct match is made).
- You receive another turn.

When you select two squares whose objects are not identical:

- A sound signifying an Incorrect answer occurs.
- The two objects disappear and the numbers reappear on the square.
- In two-player games, the other player makes a selection.
- In one-player games, the computer scores one point and you select another two squares.

## WILD CARDS

Some Memory Match games will feature two Wild Cards behind two of the matrix squares. A Wild Card automatically matches any object, scoring one point for the player that selects it.




## SCORING

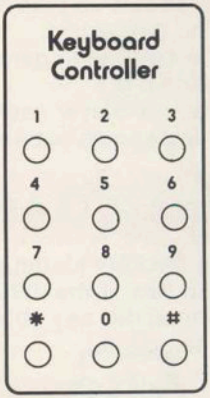
In all Memory Match games, you score one point for each pair of matrix squares you select with identical objects behind them.

**NOTE:** When your Skill Switch is in the Novice position, you score two points for each match.

- In one-player games your score appears on the left side of the screen. The number of incorrect selections appears in the upper right corner of the screen.
- In two-player games, you and another player take turns selecting a pair of squares. The score of the player using the left Keyboard Controller appears in the upper left corner of the screen; the right controller player's score appears in the upper right corner.

# CONTROLLER ACTION

Each player uses a Keyboard Controller to make matrix square selections. In two-player games, the left controller player begins the game. In one-player games use the left controller.




A number flashes on each matrix square. Behind each square is an object. To select a matrix square:

- Press the number of the matrix square on the Keyboard Controller. The number you press will appear at the top of the screen.
- After you press the Keyboard number, enter it into the computer by pressing the ENTER (#) button on the keyboard. The object behind the square is revealed.

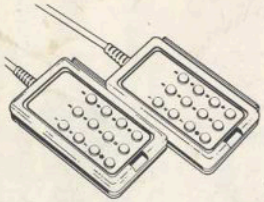
**NOTE:** If you press the wrong Keyboard number by mistake: Immediately press the correct number you want, then enter it into the computer OR press the ERASE (*) button and then the number you wanted.

If you are playing Advanced Memory Match (30 matrix squares), the computer will not accept any number from the Keyboard over 30. In regular Memory Match (16 squares) note that the computer will not accept any number entries over 16.

# SKILL OPTIONS

Slide the Skill Switch to the Novice position and the player receives two points for each correct match. In the Expert position, the player scores one point for an identical pair of objects.

# MEMORY MATCH



Use your Keyboard Controllers with this Tele-Games™ Cartridge. Be sure the Controllers are firmly connected to your Video Arcade™.

| | 16-SQ | | | | 30-SQ | | | |
|---|---|---|---|---|---|---|---|---|
| Game Number | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Number of Players | 2 | 1 | 2 | 1 | 2 | 1 | 2 | 1 |
| Wild Card | | | ■ | ■ | | | ■ | ■ |

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