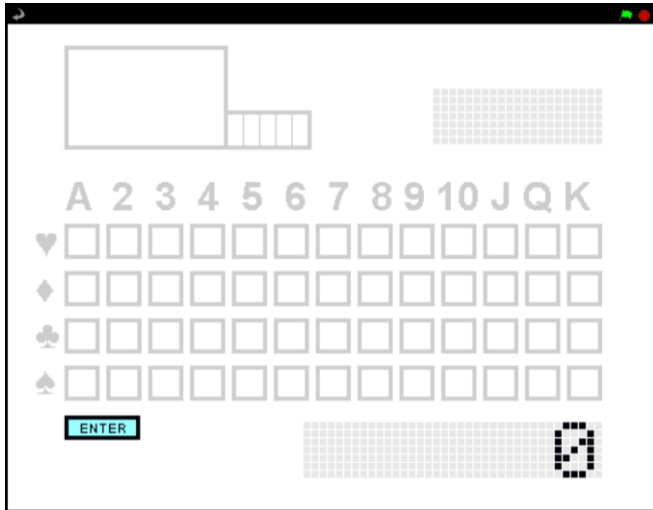


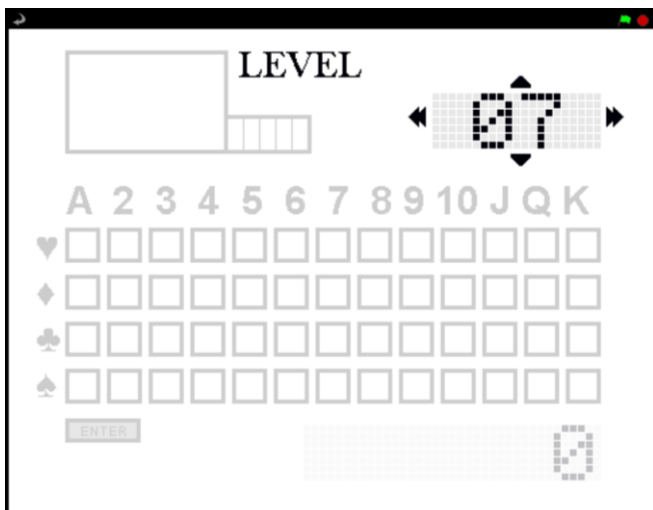
Poker Memory Game (Ver. 1.0)

Instructions

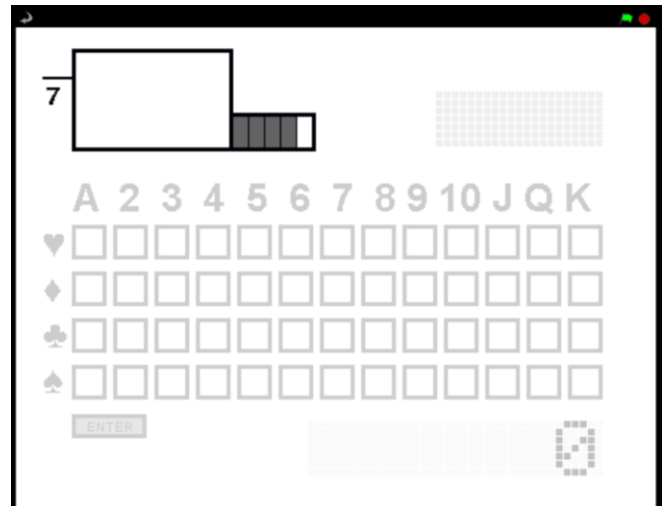
0. Press the green flag on the top-right corner to run a new game. When executing the file, a new game will run automatically.
1. When the **ENTER** button lights, click on it or press the “n” key to start a new round.



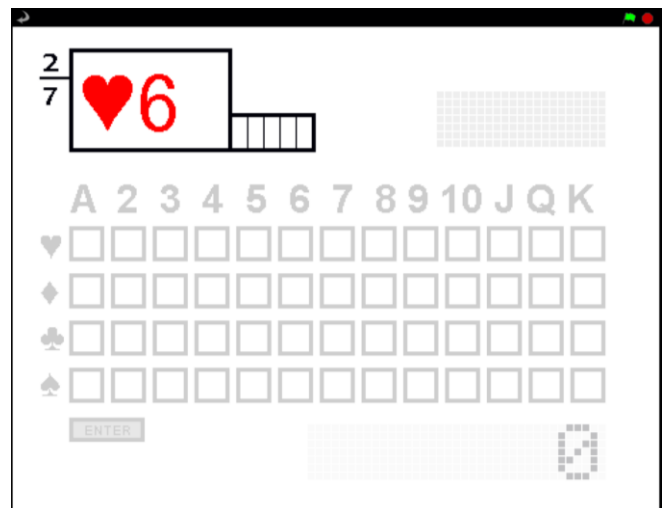
2. Use arrow keys to choose a **LEVEL** (i.e. the number of cards you need to memorize), which can take integer values between 1 and 52. Press the “q” key to proceed.
3. Use arrow keys to choose a **TIME** (i.e. total seconds for showing all cards), which can take integer values between $0.2 \times \text{LEVEL}$ and 99. Press the “q” key to proceed.



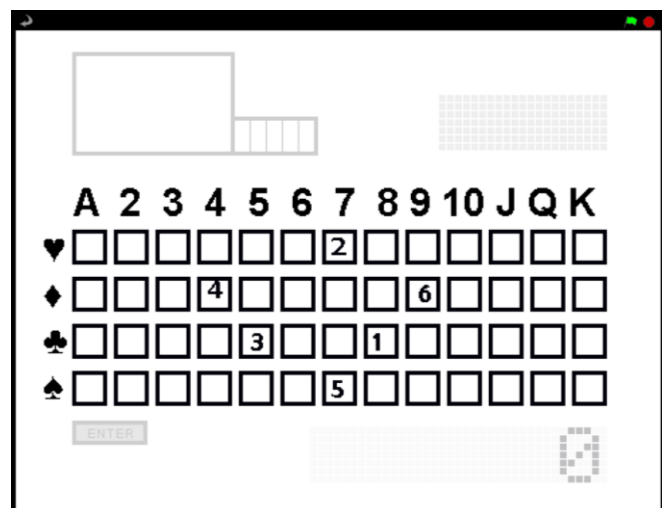
4. The programme will then generate a set of non-repeating cards and you will see the word “LOADING...” on the interface. When then generation completes, the round will start in 5 seconds, indicated by the 5-column grid.



5. A sequence of cards will appear one by one. As you are unable to pause or replay, try to remember these cards as many as you can!



6. When the sequence ends, you should try your best to recover your memory on these cards. When a number i appears on your cursor, click on the box representing the i -th card of the sequence. Note that only one take is allowed so you are unable to erase or undo your answers.



7. After filling in the answers, the programme will replay the sequence once and check your answers at the same time.

The screenshot shows a game window with a title bar. Inside, there's a section labeled '7' and 'ANSWER'. Below this is a card sequence: a red heart with a 'Q' and a small grid. To the right is a larger empty grid. Below the card sequence is a row of labels: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K. Below these labels is a 4x13 grid of input boxes. The first column has heart symbols, the second has diamond symbols, the third has club symbols, and the fourth has spade symbols. Some boxes contain numbers (2, 4, 3, 1, 7) and some have red 'X' marks. At the bottom left is an 'ENTER' button, and at the bottom right is a small circular icon with a green flag.

8. Finally, your score in this round will be determined based on the number of correct answers, accuracy, **LEVEL** and **TIME**.

The screenshot shows a game window with a title bar. Inside, there's a section labeled 'RESULT'. To the left of 'RESULT' is a small grid. To the right of 'RESULT' is a large digital display showing 'SCORE = 103'. Below this is a row of labels: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K. Below these labels is a 4x13 grid of input boxes. The first column has heart symbols, the second has diamond symbols, the third has club symbols, and the fourth has spade symbols. At the bottom left is an 'ENTER' button, and at the bottom right is a small circular icon with a green flag.

9. Your score in this round will be accumulated to the total score, whose value is displayed on the bottom-right corner. **Your total score will be reset when you run a new game**(by either executing the file or pressing the green flag).

The screenshot shows a game window with a title bar. Inside, there's a section labeled 'RESULT'. To the left of 'RESULT' is a small grid. To the right of 'RESULT' is a large digital display showing 'SCORE = 103'. Below this is a row of labels: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K. Below these labels is a 4x13 grid of input boxes. The first column has heart symbols, the second has diamond symbols, the third has club symbols, and the fourth has spade symbols. At the bottom left is an 'ENTER' button, and at the bottom right is a small circular icon with a green flag.

10. Back to step 1. to start a new round. **Your total score will NOT be reset when you start a new round.**

