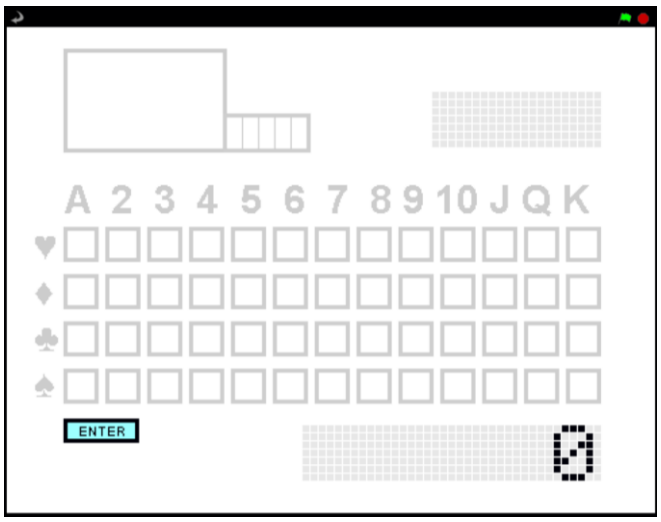
# Poker Memory Game (Ver. 1.0)

**Instructions**

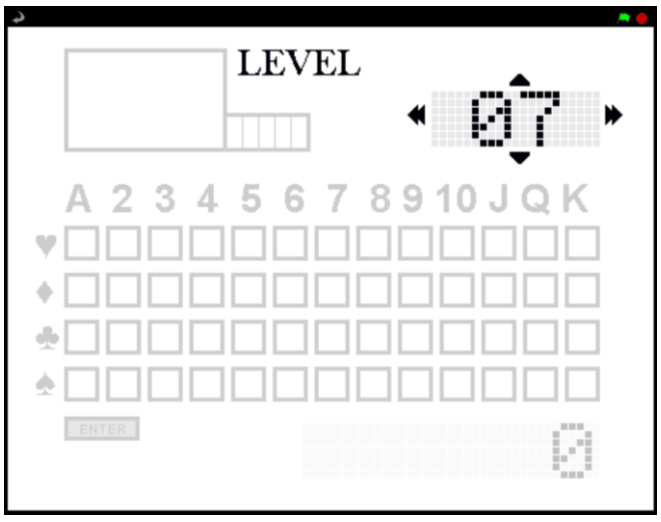
**0.** Press the green flag on the top-right corner to run a new game. When executing the file, a new game will run automatically.

**1.** When the ENTER button lights, click on it or press the "n" key to start a new round.

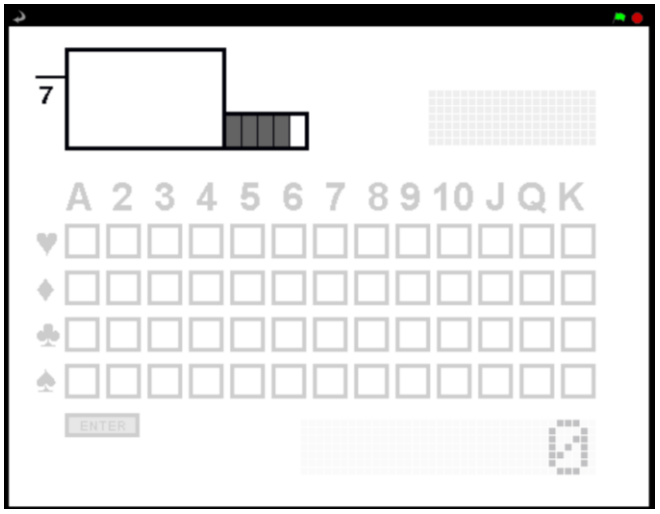



**2.** Use arrow keys to choose a **LEVEL** (i.e. the number of cards you need to memorize), which can take integer values between 1 and 52. Press the "q" key to proceed.

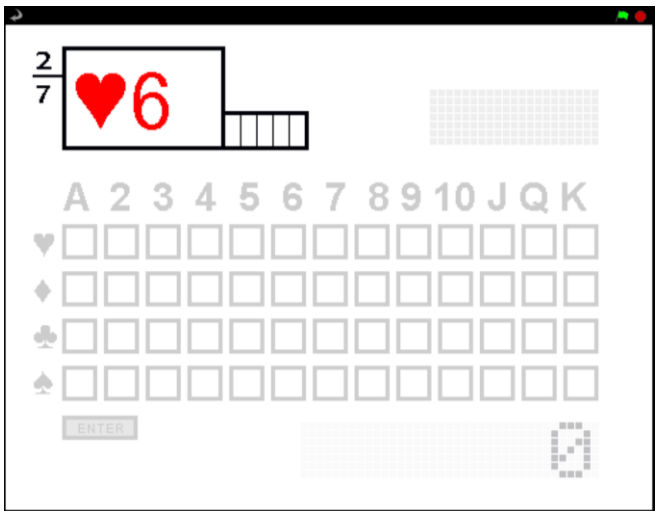
**3.** Use arrow keys to choose a **TIME** (i.e. total seconds for showing all cards), which can take integer values between 0.2×**LEVEL** and 99. Press the "q" key to proceed.



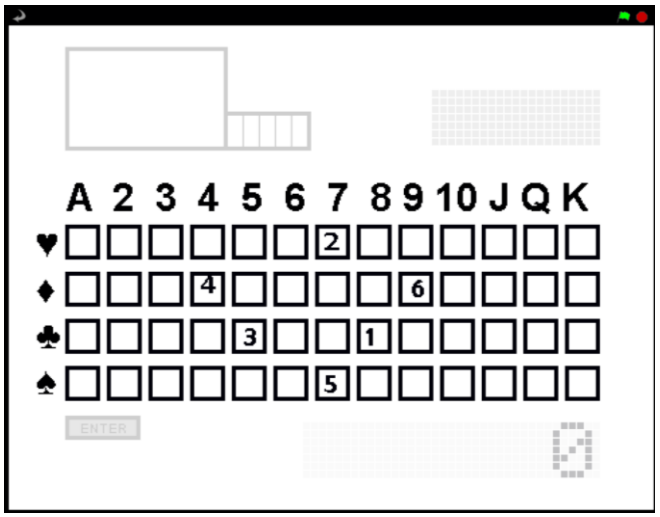

**4.** The programme will then generate a set of non-repeating cards and you will see the word "LOADING…" on the interface. When then generation completes, the round will start in 5 seconds, indicated by the 5-column grid.



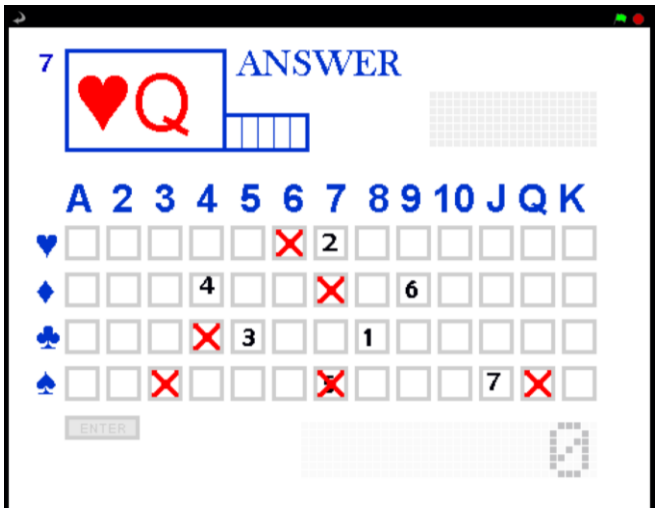

**5.** A sequence of cards will appear one by one. As you are unable to pause or replay, try to remember these cards as many as you can!



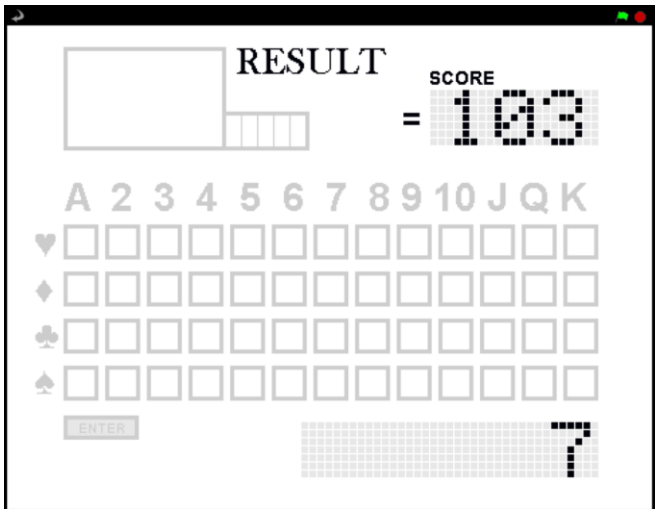

**6.** When the sequence ends, you should try your best to recover your memory on these cards. When a number *i* appears on your cursor, click on the box representing the *i*-th card of the sequence. Note that only one take is allowed so you are unable to erase or undo your answers.



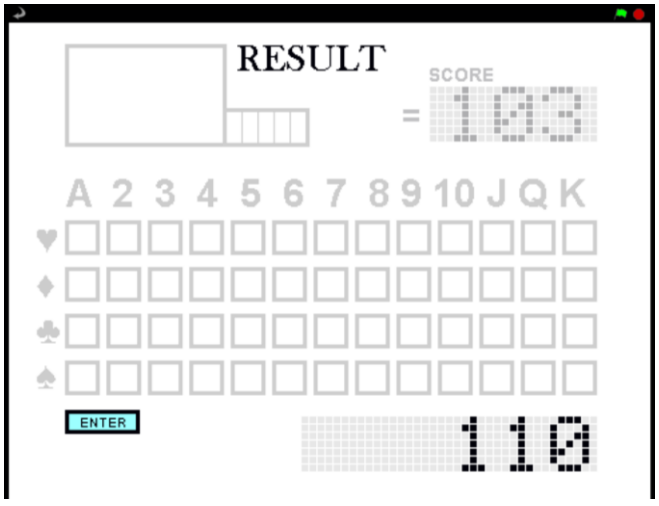
7. After filling in the answers, the programme will replay the sequence once and check your answers at the same time.




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




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).




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