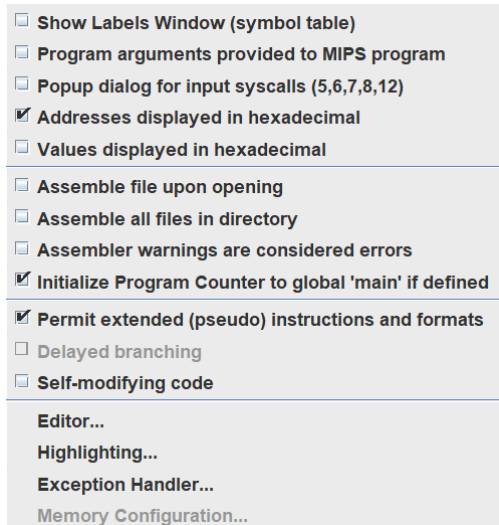


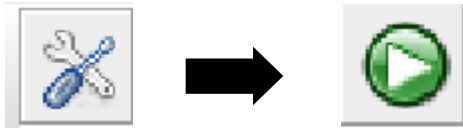
USER MANUAL:

-Make sure you have all the files open which include: main.asm, gameLogic.asm, shuffleLogic.asm, board.asm, sound.asm, timer.asm

-Make sure in your settings you select “Initialize Program counter to global ‘main’ if defined”



-STAY on the main file when you compile the program.



-DISPLAY. After compiling it should show you the title and the board.

```
-----MATCH MATCHING GAME-----  
  
Unmatched Cards Remaining: 16  
1 | 2 | 3 | 4 |  
5 | 6 | 7 | 8 |  
9 | 10| 11| 12|  
13| 14| 15| 16|  
Please choose a card:
```

-ENTER a card number which is showcased from the board. It will ask you to enter another. Press enter and it will tell you if it matched or not. This process continues until everything is matched. If you get an answer incorrect, there is a penalty of 3 seconds added to your time

```
Unmatched Cards Remaining: 14
7 * 5 | 2      | 3      | 4      |
5      | 35     | 7      | 8      |
9      | 10     | 11     | 12     |
13     | 14     | 15     | 16     |
Please choose a card: 2
Card contains: 30
Please choose a card: 3
Card contains: 4 * 5
Time elapsed: 0:04

Not a Match ! Try Again
```

-PLEASE ONLY ENTER A 1 OR A 0 if you want to end or start the game again

-----**MATCH!**-----

You won in 0:26!

CONGRATS ! YOU HAVE MATCHED ALL THE CARDS !

Would you like to play again?

RESPOND 0 FOR NO AND 1 FOR YES

1