INSTRUCTIONS FOR THE "SPEED-MEMORY" COMPETITION SIMULATOR

"Speed-Memory" is the organization which officially regulates speed memory competitions. Its web page is: www.speed-memory.com

The "Speed-Memory" competition program consists of six spectacular speed memory tests. It was created in 2007 by Ramon Campayo (www.ramoncampayo.com), world champion and record holder since 2003, who is currently recognized as the fastest memorizer in the world.

The "Speed-Memory" software was developed by computer engineer José María Bea (www.josemariabea.com).

This is open software. We hope you enjoy it as you train and develop your mental capacity.

In order for the program to work, you will need to install the latest version of ".Net Framework" by Microsoft.

1. FIRST SCREEN

On the first screen you can select any of the following options:

- **Training**. To train for all the tests.

- **Test**. Standard "Speed-Memory" test mode. The program will log the results of each of the 6 tests, and it will automatically move from one test to the next until the end of the test. Although this mode does allow you to activate the training key should you so desire, it will not allow you to break the rules of competition.

- **Groups & Schools**. Competition mode especially for schools. It is used for competition when there is just one computer and the information is projected so that all competitors can see the tests.

- **Exhibition**. This is for other speed memory tests which are not included in the competition.

In both "Competition" and "Exhibition" modes your computer will first have to pass a "Speed Test" to confirm that it fulfils the minimum power requirements. Then several boxes will appear in which the competitor will be asked to provide certain information: seat number, name and current title. There will be another box for competition judges to enter a security code. This information can be left blank.

2. HOW THE SIMULATOR WORKS

Enter the "**training**" mode.

On the left you can select the number of digits you want, whether decimals or binary numbers, and the exposition time (seconds) during which these digits will appear on the screen. We remind you that official competition times are 1 and 4 seconds, both for decimal numbers and binary numbers. You may also open and save configurations.

Activate the "GO" box to begin and click on "Check" to see results.

- **Fast mode**. If this option is not activated you will see a few blank cells in which you can record your results. The program will automatically correct your responses by showing your errors in red.

- **Calculator**. This is a calculator which allows you to determine the sum of any scores you enter. It will also show you whether or not you would obtain a master title by receiving these scores in competition.

- **Configuration**. This has five tabs:

> **General**. You can configure an infinite number of numerical presentations by modifying the number of columns, separation between rows and columns and distance between groups of columns (jump columns).

> "Empty cells". The value you enter here will cause the digit shown in said position to disappear from the screen, leaving a blank in its place. If you would like to leave several blanks, separate their values with commas. If you put a dash between 2 digits, the entire range between those digits will disappear. For example, if you write: "3.5-8", the digits positioned as 3, 5, 6, 7 and 8 will not be shown. The total number of digits will still be shown, but this will be shown toward the right.

> "Empty columns". This works in the same way as the "empty cells" tab, except that in this case the entire column representing the value you enter will disappear.

> "Sentinel". Every time you confirm your results by clicking on "check" you will see a small arrow which will indicate where the numbers for the next test will be shown on the screen.

> "Auto". These are pre-established numerical groupings.

Margin. This helps you select the place where the digits will be shown.

Font. Select the font, size and color of the digits.

Binary. Here you can assign letters to codes for 2, 3 or 4 binary numbers so that you'll be able to write your results more quickly. Don't forget to save your favorite configuration.

Move. Click on any number you like to change its location. You can select many numbers at once by holding down the left button on your mouse and tracing diagonals toward the bottom and the right. You can unselect these numbers in the same way or by using the "unselect all" key. The "remove manual" key re-establishes the positions of all the digits to their original location.

- **Color shapes**.

"Number". The number of color figures which will appear during the test. Competition value is "15".

"Seconds". Select the time in seconds during which each figure will be shown. The lower this value is, the higher the potential score you can receive, but this will also be the passing speed.

"Blank time". The time that passes from when one figure disappears to when the next figure is shown. Competition value is "0.2".

"Constant time". If this is activated, the time between figures will always be the same. If you deactivate this box, the figures will be shown at an increasingly quick speed, just as they are in a real competition.

A colorful icon will show you an illustrative score chart. You will see that if you choose a passing time of 1.4 seconds or less, you will need to memorize a minimum of 10 figures in order to score. Therefore, begin by practicing with 1.75 seconds. You can have access to all the possible scores by using the calculator which is incorporated into this software.

- **Matrices**. Select the number of columns, rows and size in which the matrices will be shown.

"Number". Number of matrices which will appear during the test. Competition value is "12".

"Showtime". This indicates the amount of seconds during which the matrices will be visible. Competition value is "5".

"Blank time". This is the time that passes from when one matrix disappears and the next is shown. Competition value is "1".

"Constant time". If this is activated, the time between matrixes will always be the same. If you deactivate this box, the matrices will be shown at an increasingly quick speed, just as they are in a real competition.

Once the last matrix has disappeared from the screen, the results form will open. Draw the matrixes by using your mouse to click in those cells you wish to paint with the color blue.

"Configuration". You can assign letters to codes for 2, 3 or 4 boxes to form binary groupings of colors so that you will be able to write the answers more quickly. Save your configuration. An arrow pointing to the right allows you to move directly to the second matrix when you have finished writing your results for the first. If you click on the arrow to change it so that it is pointing left, you will begin by writing your response to the last matrix and continue backwards.

If you don't remember the results for a matrix, press tab and the program will skip to the next matrix. A red dot will indicate that said matrix has not yet been answered.

You can move quickly through the matrix form by using your mouse or the arrows on your keyboard.

* Please consult the webpage, www.speed-memory.com to read the complementary instructions for each of the tests and competitions.