Guess That Number Game 4
The most advanced guessing game you won't put down

Completely re-designed inside and out with menu functionality and settings options

This edition of GTNG contains **2,157** lines of coding compared to the previous Internet release (Version 1) which contained only 978 lines of coding

Fading out of the picture:

Already started fading out after Version 1 and progressively fading out throughout the versions is **Add-on Cartridge** explained in great depth in Version 1 Manual, it was too glitchy and very difficult to work with, the technology will be removed later on in the versions but only about 80% of the custom cartridge coding work in the new sleek Version 4

From the CD Release, Version 3, the Hint option has been removed as was extremely glitchy and somehow effected the number your guessing for part of the time whether used it or not
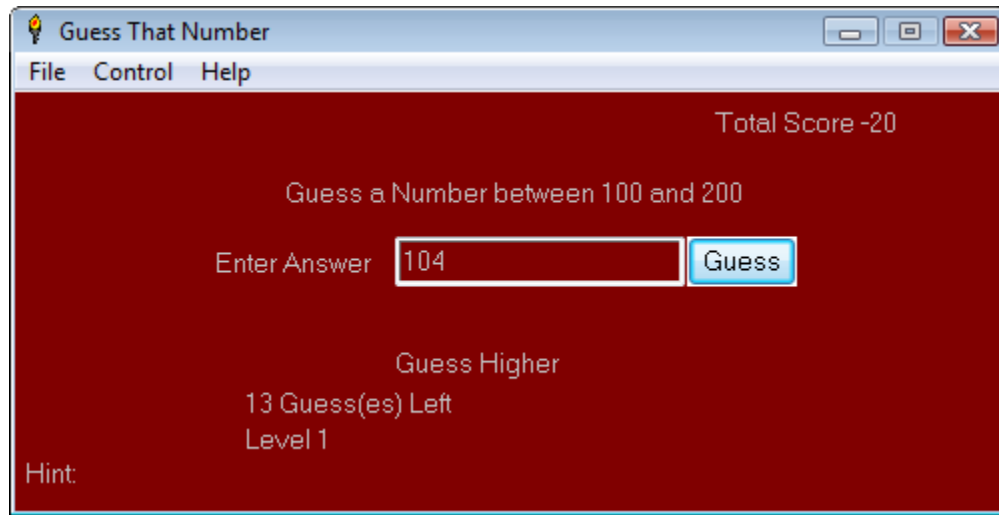
How to play:
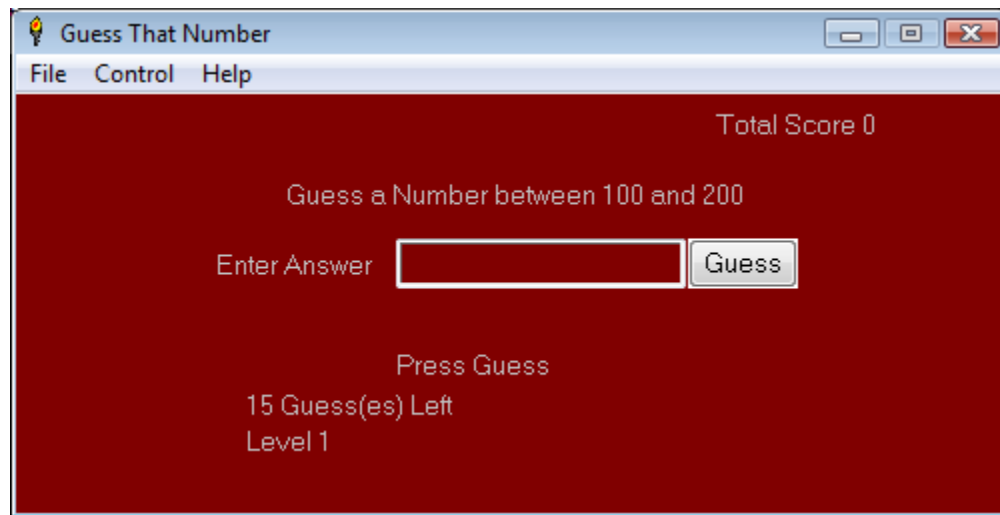
Enter a number and press guess
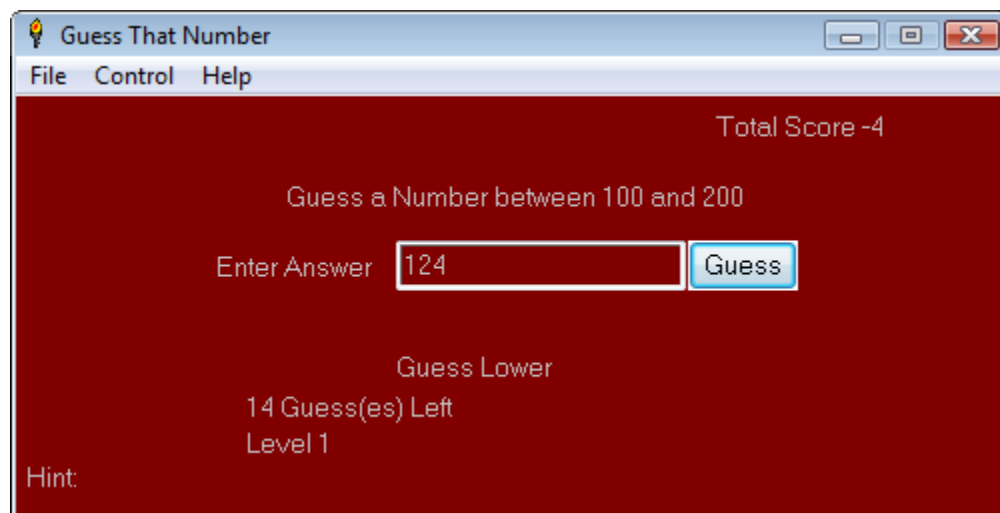
It will tell you if you need to guess lower or higher

The points are really meant for your own perception and have nothing to do with the winning advantage of the game. The points are determined based on your accuracy at guessing but keep in mind of
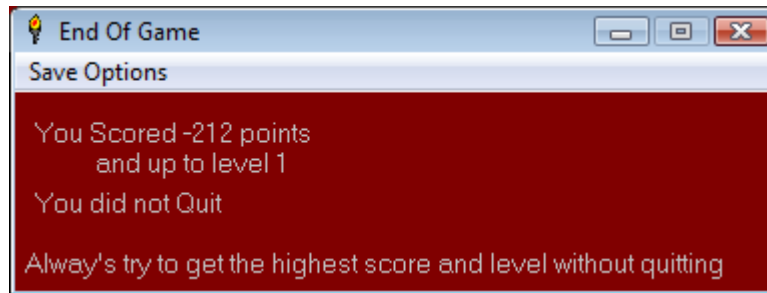- Level
- Guesses Left
- Number Rage (100 – 200)

As the level progresses up you get:
- Fewer Guesses Left
- Greater Number Range
- Chance of much higher or lower score

There are indefinite amount of levels, points, guesses, etc... but getting past level 4 can be a challenge

When you run out of guesses the **End Of Game** window opens summarizing your score

It tells you how much you scored, what your last level was, and whether your quit (Gave up) or not.

It conveniently allows you to save to:
- A web page form to keep on your desktop, my documents, upload to a website, print out, etc...
- A plain text file you can open in any text editor including notepad
- A Game Save

When you close it the game restarts

The Menu Bar

A big advantage of Version 4 is that you actually have a menu nicely laid out,
- File
  - New Game (Starts game over)
  - Save Game (Saves game on the spot)
  - Load Game (Loads a saved game)

A new feature auto fills in the extension so that you don't have to worry about that especially for people who don't know what an extension is.

- Control
  - Guess (An alternate to the guess button)
  - Give up (Quit the game or "forfeit" your progress)
  - Settings (Explained later)

- Help
  - Launch Help

A remarkable and simple help window that does not load old looking BMP help files but lays out a nicely summed up version of each function.
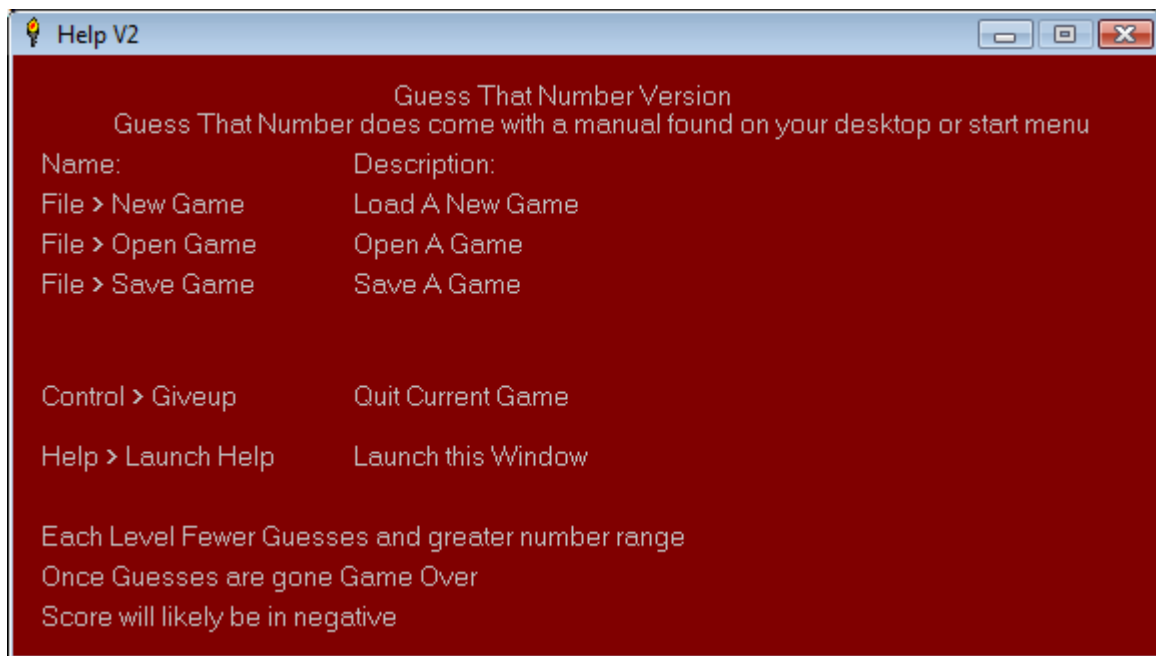
But you can always come back to this fully explained manual

The newest feature in version 4 is the Game Memory, It remembers where you last saved everything and the save names so you can easily save in same spot without having to re-browse for your save location but with this memory comes better control in an Options file

Choosing Control > Settings will take you to the settings menu:
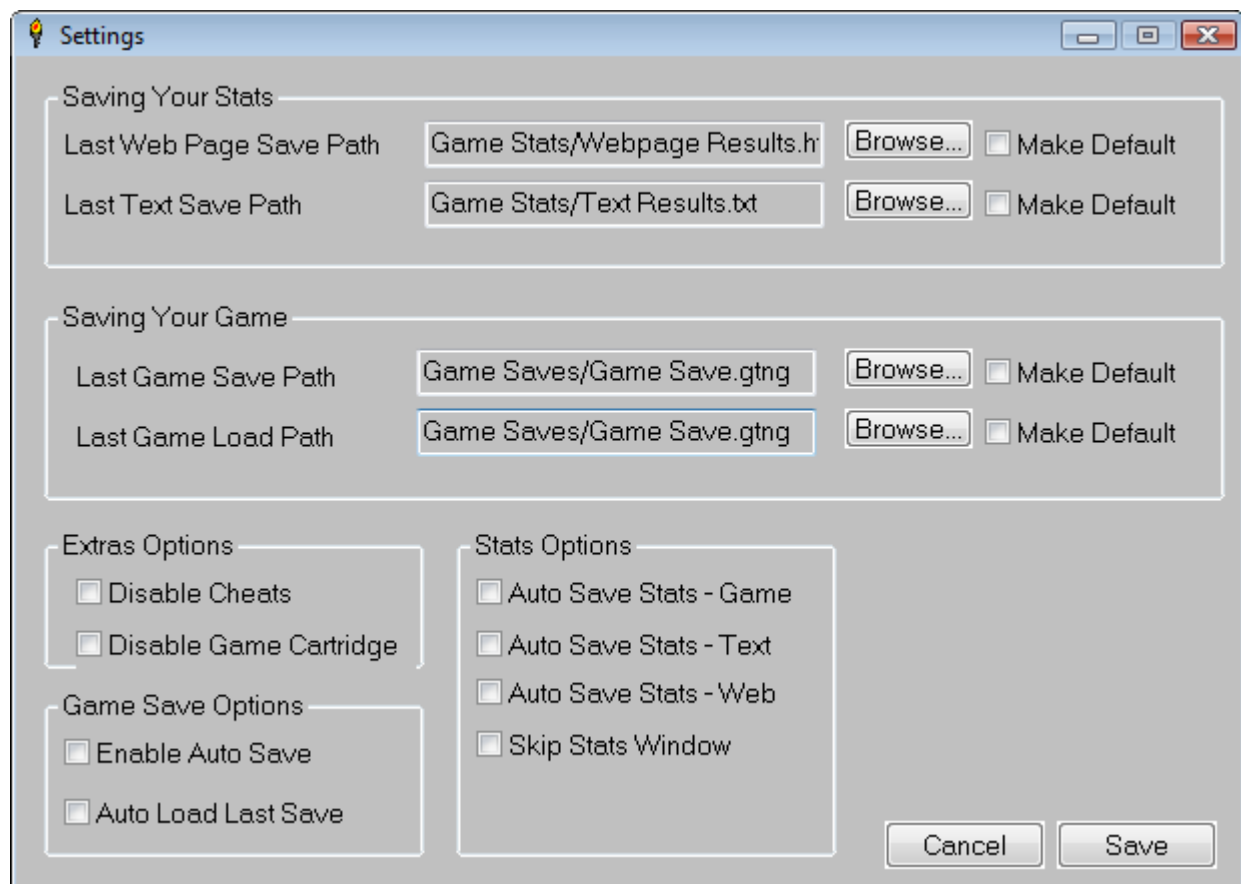
     This is the biggest part of GTNG 4,
It shows where you last saved everything giving you the option to type or browse for a new location.

     Tip Checking "**Make Default"** will no longer ask where you want to save your file depending on where checked and will automatically save to where you specified by simply selecting the option

     For Example: I'm tired of the game asking me where I want to save and load my files, I like My Documents to be the permanent place, simply browse to my documents and then check **make default**, from now until you un-check it, when you click save game it will just auto save to that file

The same goes for Saving stats but in fact you can just as easily automate the entire saving process by selecting the other options:

- **Disable Cheats**
  - Any cheat codes will not work and will only act as incorrect guesses
- **Disable Game Cartridges**
  - As explained earlier, some of this function doesn't work and is in planning to be removed, however this allows you to disable like cheat codes "**config on"** and "**config off**" which enable and disable game cartridge
- **Enable Auto Save**
  - A great feature allowing the game to automatically save your progress as you go to an auto save folder in case of crashes etc
- **Auto Load Last Save**
  - Another great feature to restore the auto saved game when you open skipping the need of saving and loading
- **Auto Save Stats**
  - **Game**
    - Will automatically save the ended game in a game save format once you game over
  - **Text**
    - Same as above only in text format
  - **Web Page**
    - Same as above only in web page format
  - **Skip Stats Window**
    - Just close the stats window as soon as opened, don' bother showing me my stats
      - **A great benefit is that it does all of it's auto saving before closing so you can have it same your game over format in every format automatically, then close the window for you in a new game**

The Editor
Built to create or edit game save files

To create a game save, Simply fill out the information and File > Save
To edit a game save, Simply File > Open edit needed and File > Save to overwrite existing or save as...

- Last Start Number
    - The starting number
- Last End Number
    - The end number in the guessing range
- Quit Message
    - You ??? Quit, for people who do not give up this will be shown in game over screen, giving up will result in "did" (You did quit)
- Last Entry
    - Pointless to edit or create unless you check **Restore Last Entry** which will then restore what's in the field into the guess box on load

- Refresh Mystery Number
  - On load of game save it will re-randomize the number your guessing for to preserve it's secret and to optionally fit within the new start and end numbers if any
- Apply New Level
  - This will change up some numbers you may have created to "officially" bring game up to level you chose. Not recommended as it's not needed and only used to "Bring game up to level by the normal method"