

Multiply Match Game User Manual

Introduction

Welcome to the Multiply Match game using MIPS assembly code! This game is made to test a player's memory and match skills by matching a multiplication equation with a corresponding solution. There is a 4x4 grid of tiles and each tile is an equation or solution. The cards will be hidden and only two tiles can be shown at a time. The goal is to match each equation-solution pair.

Files

There are four files that are used during this program:

- main.asm
- board.asm
- game_logic.asm
- random.asm

How to Play

1. Start the program
 - a. Assemble all the files and run the main file
2. Input
 - a. You'll be prompted with selecting 2 numbers (0-15) to reveal the hidden tiles.
3. Matching
 - a. If the two cards are a match, they will continue to be revealed for future reference of the pairs the user has found.
 - b. If they do not match, they will be hidden again.
4. Winning the Game
 - a. The game will continue to run until all pairs are matched and the board is completely revealed. There will be a congratulatory message, and the program will finish running

Conclusion

This Multiply Match game is a fun way to test a player's memory and multiplication skills. Enjoy the game and thank you for playing!