

# MIND-GAME: USER MANUAL

## Steps to be followed-:

- An updated version of MIPS (*MARS\_Assembler\_Mind\_Game.jar*) is provided, with new syscalls (60,61 and 62) added for UI ( e.g. colored popup window with multiple outputs)
- User need to launch that MIPS jar file and open the code for the game (Mind\_Game.asm)
- Choose the option to assemble the code and run the program
- Game will begin with a prompt saying “Ready to Game...”. Press “**YES**” to begin the game, or “**NO**” to exit.
- Choose a number between 0 and 63 (in your mind!)
- Now, six cards with 32 numbers in each card will pop up in random order sequentially. For each card, check if your chosen number is present in that card, if yes, click “**YES**” else “**NO**”.
- At the end of six choices that the user made, his chosen number will be “guessed” correctly.
- Another prompt comes up asking if the player wants to play again. If “**YES**” is chosen, the game will restart, else it will terminate.