



Mind Reader Instruction Manual

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Mind Reader

Introduction

Mind Reader is a children's novelty game. The player is requested to think of a number between 1 and 63. The player is then shown a set of six cards containing variations of those numbers. The player is asked to indicate yes or no if their chosen number is on each card. After the last card the player's chosen number is revealed.

The cards used in the game can be printed out from this manual and used to play the game in the traditional way. This will also help children to learn how to count numbers in a fun way.

Requirements

Windows® 9x, Me, 2000, NT, XP.

Licence

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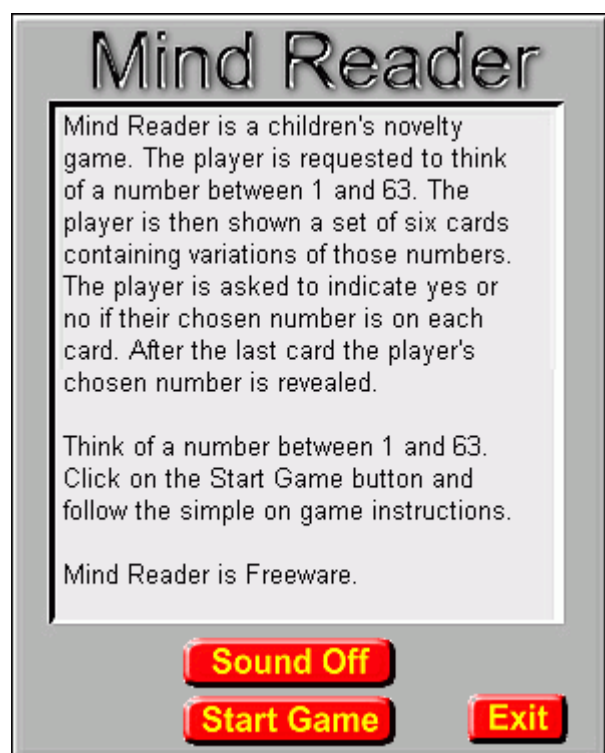
Acknowledgements

The game was built using Multimedia Builder ©Media Chance. The installation program was built with NSIS ©Nullsoft. The installation script was written using HM NIS Edit ©Hector Mauricio Rodriguez Segura.

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Playing the Game

The game has been designed to be easy to use and is especially suited for young children.



Mind Reader has sounds to indicate button clicks and display changes. To turn the sounds off, click on the Sound Off button. The button will toggle to show Sound On. Click again to turn the sounds back on. The sound button becomes available at the end of every game.

Exit the game at any time by clicking on the Exit button.

Think of a number between 1 and 63 and click on the Start Game button.



Click on the Yes or No buttons as prompted.

A new game can be started at any time by clicking on the New Game button.

Exit the game at any time by clicking on the Exit button.

At the end of each game the player's chosen number will be displayed. Change the sound option if required and click on New Game to start again.

Traditional Game

If you want to play this game the traditional way, print the cards from this help file and then cut them out. Follow the general format of the computer game.

Tell the player you can read their mind by guessing a secret number they have chosen between 1 and 63. Ask the player to think of a number between 1 and 63 without telling you. Explain that you will now show the player a set of six cards and you will ask the player to indicate yes or no, if their chosen number is on each card. Show the player the six cards in order, one to six. If the player indicates that their chosen number is on a card, note the top left hand number and add them together as you go along. Ignore the numbers on cards where the player indicates no. After the last card, you can reveal the number the player is thinking of, as if by magic!

The secret is to add together the top left hand number of all the cards which have the chosen number on and ignore the rest. The total is the chosen number. Some examples are listed below to get you started.

Number Examples

Example 1 - Chosen number is 51		Example 2 - Chosen number is 63	
Card	Top left number	Card	Top left number
One	1	One	1
Two	2	Two	2
Three	Ignore	Three	4
Four	Ignore	Four	8
Five	16	Five	16
Six	32	Six	32
Total (1 + 2 + 16 + 32) = 51		Total (1 + 2 + 4 + 8 + 16 + 32) = 63	
Example 3 - Chosen number is 11		Example 4 - Chosen number is 3	
Card	Top left number	Card	Top left number
One	1	One	1
Two	2	Two	2
Three	Ignore	Three	Ignore
Four	8	Four	Ignore
Five	Ignore	Five	Ignore
Six	Ignore	Six	Ignore
Total (1 + 2 + 8) = 11		Total (1 + 2) = 3	

Cards

<p>CARD ONE</p> <p>1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49 51 53 55 57 59 61 63</p>	<p>CARD TWO</p> <p>2 3 6 7 10 11 14 15 18 19 22 23 26 27 30 31 34 35 38 39 42 43 46 47 50 51 54 55 58 59 62 63</p>
<p>CARD THREE</p> <p>4 5 6 7 12 13 14 15 20 21 22 23 28 29 30 31 36 37 38 39 44 45 46 47 52 53 54 55 60 61 62 63</p>	<p>CARD FOUR</p> <p>8 9 10 11 12 13 14 15 24 25 26 27 28 29 30 31 40 41 42 43 44 45 46 47 56 57 58 59 60 61 62 63</p>
<p>CARD FIVE</p> <p>16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63</p>	<p>CARD SIX</p> <p>32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63</p>

Additional Information

If you do spot any errors or bugs, please report them via the Contact Me form on my website.
<http://www.georgejopling.co.uk>

Mind Reader does not contain any spyware or advertising.

Enjoy the game program. If you have any comments about the program, please let me know.

A Freeware Java applet version of Mind Reader is also available for download from my Website.