

F U N W A R E

FOR
ATARI

PROGRAM N^o.
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OSCAR'S MATCH

**Find the pairs of numbers hidden
behind the computer's doors.**



OSCAR's Match, a game similar to Concentration[®], requires a sharp memory to pair the hidden numbers in the fewest possible turns. Everybody — kids and adults — can play, either solo or with 1 to 3 others.

Four skill levels give
you 6 to 24 doors to match.



F U N W A R E

OSCAR'S MATCH

MEMORY IS A FUNNY THING

How often have you forgotten the punchline to a great joke you've just heard? Or worse, a joke you've already started telling someone?

How long can you remember a phone number you've just looked up? Long enough to walk across the room and dial it? Yet, you may not have trouble getting other numbers out of your head — much longer numbers like your Social Security number.

To researchers, human memory is still an enigma, but they have learned enough about memory to discover it works in different ways. They think there are two kinds of memory: short-term and long-term. Short-term memory holds detailed information that is only temporarily useful — phone numbers we look up, the location of our car in the parking lot or the time our flight leaves, for example. Since there's no reason to remember every little detail of daily life, our minds transfer only limited information out of short-term memory into long-term memory.

A	12	C	D	F
G	H	I	J	K
M	O	P	Q	R
S	T	U	12	W

What Is OSCAR'S Match™?

The idea of *OSCAR'S Match™* is to match up two numbers hidden at random on the screen. The successful player is the one who can best remember where the numbers are hidden.

Each box on the screen has an identifying letter, and hidden behind each box is a number. That same number will be behind some other box, too. Turn over any two boxes on the screen. If the numbers match, you

score a point. If they don't match, the boxes snap shut, and you'll have to try to remember what numbers were in these two locations (and the others you've seen) until your next turn. The game ends when all numbers have been matched. The player with the most matches is the winner.

You also can play *OSCAR'S Match™* by yourself. Try to complete the game in the fewest possible turns.

Techniques to Play the Game

Here are two techniques for improving short-term memory to try, pattern rehearsal and association:

In the first, memorize numbers that are in a pattern, such as the four corners. Also, look for odd or even numbers in a row, or remember several numbers as one large number. For example, if you've seen 4, 7 and 6 in a row, remembering the number 476 may be easier than trying to remember the three separate digits.

In association, link numbers and their letters with easily remembered words and symbols. For example, A-1 is a steak sauce; B-12 is a vitamin; C3 is part of a Star Wars character's name; B4 sounds like the word before.

OSCAR'S Memory Practice

Here's a little practice exercise for playing *OSCAR'S Match™*. Read the paragraph below once through, trying to lock the important facts into your short-term memory. Then answer the 10 questions right away, jotting the answers on a piece of paper. Don't look back at the paragraph while you're answering the questions.

Bob and Betty went to Brian's house last Thursday to play chess. Bob watched while the other two played. After only 5 moves, Brian's dog Checkers knocked the pieces all over the kitchen floor. Betty was angry because she was two pieces ahead. Later, all three friends went to Bob's house, which was six blocks

away. Bob's dad, Chuck, was in the den reading a book on baseball, while their cat Charly slept by the four glasses on the brown table. Ben, Chuck's other son, was playing checkers with his sister Beth. Ben just turned 11 and Beth is 2 years older, which makes her the same age as Brian.

1. Name the three people who were first mentioned.
2. Where was the chess game played?
3. Who was ahead when the chess game was knocked over?
4. How old is Beth?
5. How many glasses are on the brown table?
6. What's the name of the dog?
7. What day is it?
8. How many people have names that start with B?
9. What was Chuck doing?
10. How many blocks is it between the two houses mentioned?
(Check answers below.)

Program Instructions

- Load *OSCAR'S Match™* into your computer with OSCAR. Then type "RUN." (Refer to your User's Manual if you have difficulties.)
- Press 1, 2, 3 or 4 to indicate the number of players.
- Select a skill level — 1 is the easiest, 4 the hardest.
- For each turn, type one of the letters appearing on a box. Examine the number hidden behind the box and choose a second box. If the number hidden behind the second box matches the first, you get a point and another turn.
- You keep your turn as long as you keep getting points. One wrong guess, though, and it's the next player's turn. The asterisk above the scoreboard indicates whose turn it is.
- When *OSCAR'S Match™* is over, the computer will ask if you want to play again. Press "Y" (Yes), or "N" (No).

- Here are the answers:
1. Bob, Betty and Brian
 2. Brian's
 3. Betty
 4. 13
 5. 4
 6. Checkers
 7. Thursday
 8. 5
 9. Reading a book on baseball
 10. 6







