

Pelmanism (InForm Version) User Guide

Installation

The program will run with QB64 GL1.2 and higher. Use the URL to download the zip file and extract the folder “Pelmanism InForm” into your QB64 folder. (When extracting the folder, be careful that the extraction method doesn't create a further level of folder with the same name). You will need to move (or copy) the “falcon.h” file to the QB64 folder if you don't already have one there. From the IDE, load the program “Pelmanism InForm.bas” and make sure that you have the Run Option “Save EXE in source folder” checked.

For the largest-sized puzzle, your screen width needs to be larger than 1300. Regrettably, the code has not been written to enable you to adjust the window size if your monitor does not have a higher enough resolution.

[https://www.dropbox.com/s/p3oeqa30ytdq0qp/Pelmanism InForm.zip?dl=1](https://www.dropbox.com/s/p3oeqa30ytdq0qp/Pelmanism%20InForm.zip?dl=1)

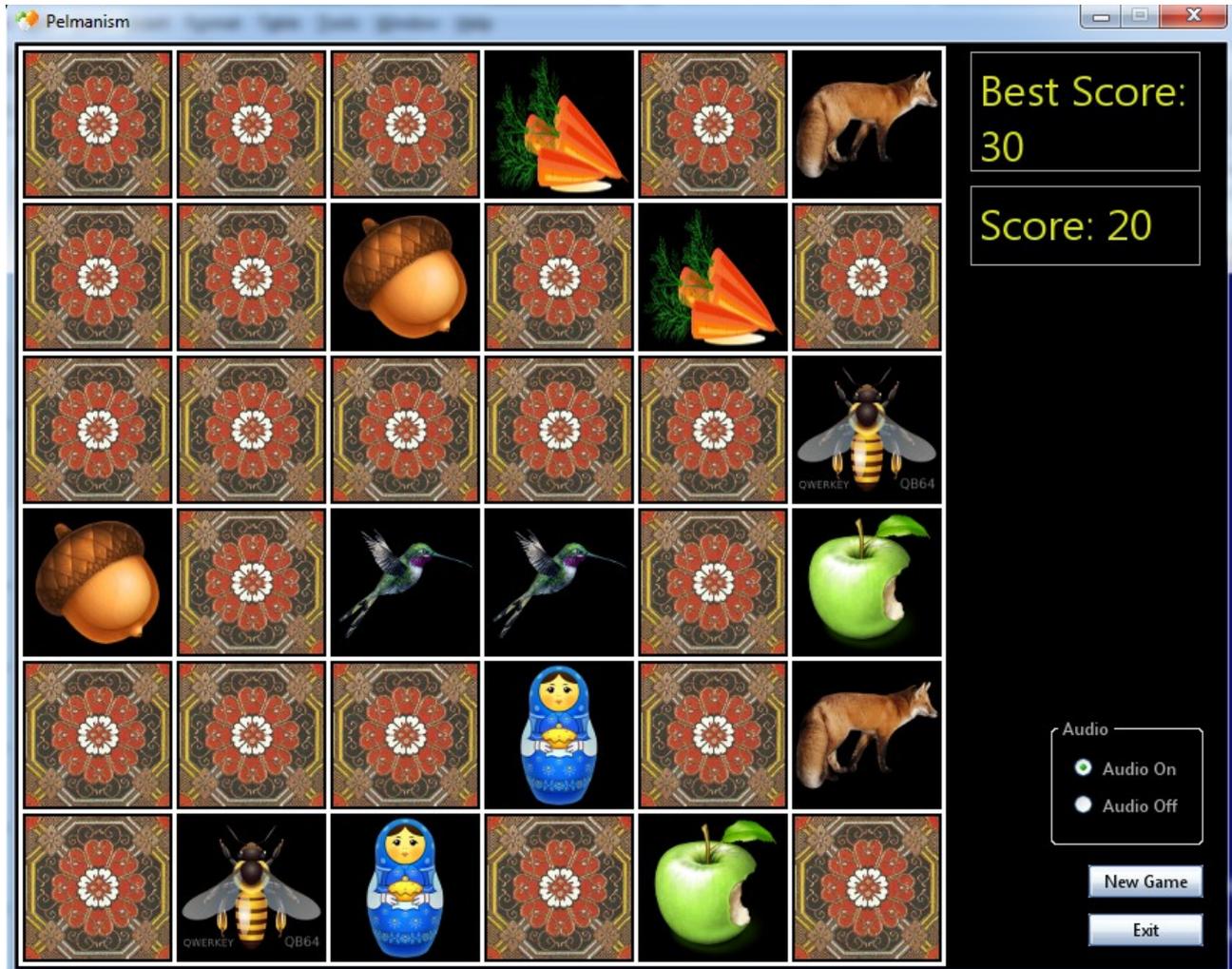
This is a version of the Pelmanism game which already appears in the Programs section, this version using the InForm programming method.

The program will work successfully with 32-bit QB64, but crashes unreliably with the 64-bit version. (There are quite a few API calls when InForm is running under Windows, and crashing could be related to that – the non-InForm version of the program works successfully in both 32-bit and 64-bit QB64).

Playing the Game

The game is a simple Pairs Matching game. You have to remember where the matching pairs are, and the few number of attempts you make to match all pairs the better. There are three levels of difficulty: 8, 18 and 30 pairs.

Choose the level of difficulty by either selecting 1, 2 or 3 by mouse click.



Selections are made by single mouse click. When a square is clicked, it turns over to reveal the image. A second square reveals another picture. If the two are the same they will remain displayed, but if they are different they will turn back over.

By default, there are sounds when pictures turn over. You can turn these sounds off, if desired.

You can exit the program at any time, or you can start another game.