

MATCH WITS

Match Wits
(c) 1978 by Richard Nitto
Programma International, Inc.

Would you like instructions? Y

The screen will display the alphabet and the numbers 1, 2, 3, and 4.

First select two letters, numbers, or a combination of both.

Two shapes will appear - if they match, 1000 points will be added to your score. If not, the shapes will simply disappear. Remember where they were -- you'll need to know later.

The object of MATCH WITS is to amass as many points as possible by remembering where each shape is, thus facilitating future matches.

One or two can play.
If only one player, then only 20 wrong answers are permitted.

MATCH WITS is unique in the respect that its format is similar to a television game show.

Lo-Resolution, but very entertaining.

MATCH WITS LOADS IN THE FOLLOWING MANNER:

* 200.4000 R

PROGRAMMA
PRODUCT
DESCRIPTION