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CONTEST RULES INSIDE



CHALLENGE
1

SMART GAMES



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HOW DO I INSTALL SMART GAMES CHALLENGE #1?

Make sure your system has the following:

MACINTOSH Minimum Requirements: CD-ROM drive, Macintosh (030 processor or higher) or Power Macintosh, System 7.0 or higher, 4 MB RAM, 5 MB of hard disk space.

1. Insert the CD into your CD-ROM drive.
2. Read the "Installation Instructions." file on the CD and proceed as instructed.

WINDOWS Minimum Requirements: CD-ROM drive, 386 SX or higher processor, 4 MB RAM, Window 3.x or above, sound card, 640 x 480 256-color SVGA graphics, 5 MB of hard disk space.

1. Insert the CD into your CD-ROM drive.
2. In **Window 3.x:** From the Program Manager, select the "File" menu item, then select "Run."
3. In **Window 95:** Click on the "Start" button, then click on "Run."
4. Type **d:setup** and click on "OK" and follow the screen prompts. (If necessary, replace d: with the letter of CD-ROM drive)

Windows users: There are two Install options: Express and Custom. Express install will take less than a minute and requires about 3 megabytes of hard disk space. Folder and subdirectory names will be automatically assigned. Custom install will allow you to select and name folders and subdirectories and will also offer the option of installing the Quick Access files onto your hard drive. These files require approximately 19 megabytes of hard disk space but will make the program run faster because the CD-ROM drive will not be accessed during use of the program.

HOW TO PLAY

HOW DO I BEGIN?

To start Smart Games Challenge #1, make sure the product CD is in your CD-ROM drive (not necessary if you installed the Quick Access files), then double-click on the icon for Smart Games Challenge #1.

SIGNING IN

Each time you start Smart Games Challenge #1, the sign-in screen will appear, following the opening screen. Smart Games Challenge #1 will keep track of your puzzle scores under your sign-in name each time you play.

- If you are signing in for the first time, click on the "New Name" button and then type your name or the name of your team.
- To play Smart Games Challenge #1 under the name that is highlighted, click on the name to go to the Main Menu screen.
- To play Smart Games Challenge #1 under a name other than the one that is highlighted, click on the name that you want to choose. Then click again to go to the Main Menu screen.
- To delete the name that is highlighted, press Ctrl-D. On the Macintosh, press the Delete Key.



CHOOSING A SMART GAME

After you start Smart Games Challenge #1 and sign in, you'll see the Main Menu screen with 20 Smart Game icons. Use your mouse to move the pointer around the screen and look for the text boxes that pop up. Click on an icon to go to the puzzle category you want to play. To return to the Main Menu screen from any other screen, click on the "Main Menu" button or choose Go to Main Menu from the pull-down Navigate menu at the top of the screen.

THE PUZZLE SCREEN

Each puzzle screen contains the following elements:

Navigate menu

Click here when you want to move to a different screen or a different puzzle.

Options menu

Click here to turn sound and music off/on, or find the code you'll need for entering the contest.

Puzzle menu

Click here when you want to start the current puzzle over or erase your last move.

Help menu

Click here to get assistance.

Current score

This is your score for the current puzzle.

Best score

This is your best score for the current puzzle.

Current puzzle

This is the current puzzle; its number tab is highlighted below.

Number tabs

Click on one of these tabs to go to a different

Main Menu button
Progress button
Smart Games score
Info button

Quit button

puzzle. The higher the number, the harder the puzzle.

Click here to return to the Main Menu screen.

Click here to see your best score for each puzzle.

This is your current total score for all puzzles.

Click here to read information about the current puzzle.

Click here when you are finished playing Smart Games Challenge #1.



NAVIGATING

Getting from one place to another (navigating) in Smart Games Challenge #1 is easy.

To get from one puzzle to another within each puzzle category, just click on one of the numbered tabs. The higher the tab number, the more difficult the puzzle.

To return to the Main Menu screen, click on the “Main Menu” button in the lower left corner of each puzzle screen.

You can also use the pull-down Navigate menu at the top of each

screen. Each Navigate menu contains some or all of the options described below.

Go to Sign-In

Choose this option whenever a different person or team starts to play.

Go to Main Menu

Choose this option to return to the Main Menu screen.

Go to Puzzle

Choose one of these options to go to the specified puzzle screen.

Exit

Choose this option when you are finished playing Smart Games Challenge #1.

IMPROVING YOUR SCORE

The goal of playing Smart Games Challenge #1 is to have fun, meet a challenge, and learn something. It wouldn't be much fun bending your brain unless there was the possibility of improving yourself, right? With Smart Games Challenge #1, you're not stuck with the score you got the first time; you can try, try again. Use the pull-down Puzzle menu at the top of each puzzle screen to start fresh when needed. Your best score for each puzzle will be saved automatically—until you improve it! Each Puzzle menu contains one or both of the options described below.

Reset

Choose this option when you want to clear the current puzzle score and start over completely.

Undo

Choose this option when you want to erase the most recent move you made in the current puzzle. Your score will return to what it was before you made that move.

HOW TO GET TO THE SMART GAMES WEB SITE

Our World Wide Web site is located at <http://www.smartgames.com>, and you can get there using your existing Internet access provider. We recommend that you use an HTML 3.0-compatible browser such as Netscape Navigator® 2.0.

Posting your score on the Smart Games Leader Board

If you can access our WWW site, you can post your score, enter the contest, and receive a player ranking on-line. Simply click on the "Locker Room" button and follow the on-screen instructions for New Players.

LEAGUE PLAY

At our Web site, you can set up your own private league and then invite friends, family, and co-workers to join you for a little friendly, intelligent competition. Smart Games, Inc., will not award any prizes to the winners of any private league competition.

Setting up your own league

At our Web site, click on the "Locker Room" button and follow the on-screen instructions for League Play. You'll need a league ID (we recommend you use your home phone number or some other easy-

to-remember personal number) and a password (of your own choosing). Once your league is established, you can get your own private rankings of your top players.

Getting others to join your league

After you've established your own private league (you'll automatically be the league captain), you can give out your league ID and password to anyone you'd like to have join it. All they'll need to do to join in on the competition is to become a New Player and then Join an Existing League (both of these functions are located in the Locker Room area of the Web site).



TIPS FOR COMPETING AGAINST OTHER PLAYERS

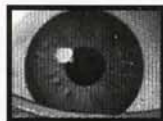
There are a lot of different ways that you can use Smart Games Challenge #1 to compete against other players. In addition to Internet League Play (see previous section), you can also challenge others at your home or office. Here are some different ways to do that:

- **Total Score:** Here's a unique feature of Smart Games Challenge

#1. Play whatever kind of puzzles you like (Word, Strategy, or Perception) and challenge others to beat your Smart Games Total Score. This allows you and your competitors to play different types of puzzles (Sandy likes Word puzzles, Mark likes Strategy) and still be able to compete against one another. No other game offers that!

- **Puzzle Type:** Pick one of the 20 puzzle types and see who can get the highest total combined score for all of its levels (you can view the total combined score for a puzzle type by clicking on the "Progress" button and then on "Done"). So, whether it's Warehouse or Word Melt, you'll be forced to move up into the advanced levels to stay competitive. Pick a time limit (a day, week, month, whatever) and see who can score the most points.

- **An Individual Game with Optimization Scoring:** Pick any level of any puzzle type that uses Optimization Scoring and see who can get the highest score. Optimization Scoring is featured in Car Jam, Cash Crop, Crosswords, Entropy, Generations, Marble Jump, Traffic, Warehouse, Word Builder, Word Melt, and Word Search (levels 11-15).



CONTEST RULES

1. ELIGIBILITY: Only U.S. residents 14 years of age or older as of May 1, 1996, are eligible. Contest is void in VT, MD, IA, ND, MN and wherever else prohibited, taxed, or restricted by law. Employees and family members of Smart Games, Inc., Random House, Inc., Knowledge Adventure, Inc., KnowWare Technologies, Inc., and their contractors, affiliates, subsidiaries, advertising, promotion, and publicity agents are not eligible.

2. TIMING: Contest periods (Rounds) are as follows:

Round #1 will be held between May 1, 1996, and September 30, 1996

Round #2 will be held between October 1, 1996, and December 31, 1996

Round #3 will be held between January 1, 1997, and March 31, 1997

Round #4 will be held between April 1, 1997, and June 30, 1997

Round #5 will be held between July 1, 1997, and September 30, 1997

Smart Games assumes no responsibility for lost, late, misdirected, illegible, damaged, or postage-due mail entries. Smart Games assumes no responsibility for error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to, or alteration of electronic entries. Smart Games assumes no responsibility for lost or damaged computer score files stored on your computer.

3. HOW TO ENTER:

There are two ways to enter the contest:

- **BY MAIL:** Print your name, complete address, home telephone number, and age on the Official Entry Form found in the Smart Games Challenge #1 product package or on a separate 3" x 5" piece of paper. Type or print your 7-digit total Smart Games score as it appears on the Main Menu screen along with the corresponding Contest Code found on the Enter Contest menu item from the pull-down Options menu on the Main Menu screen. Finally, print your product serial number as found in the printed material in the product package. Mail the completed entry to "Smart Games Challenge #1" Contest, P.O. Box 326, Manhattan Beach, CA 90267-0326. Limit of one entry per envelope.
- **ELECTRONICALLY:** Using your existing Internet access software, go to the Smart Games Web site (<http://www.smartgames.com>). Follow the instructions there for signing in as a New Player (go to the Locker Room screen).

Regardless of method of submission, to be eligible to win a prize in any Round, your entry must be received between the first and last day of that round. You may submit entries in any and/or all Rounds. Only the first player submitting entries using the unique product serial number will be eligible for prizes. You may submit more than one entry in any Round (although it makes sense to do this only if your score has improved, since the winner is selected based on his/her total Smart Games score, not on the number of entries). No mechanically reproduced entries will be accepted.

4. JUDGING CRITERIA: All entries submitted will be tallied and verified under the supervision of an independent judging organization whose decisions are final on all matters relating to this contest. Winners will be selected by the numerical ranking of their total Smart Games scores achieved in all puzzle categories in the Smart Games Challenge #1 product. Answers to puzzles will be judged solely on the instructions contained in the Smart Games Challenge #1 product from Smart Games, Inc., notwithstanding any contrary information contained in any other source material.

The finalist of any Round is the person who submits the highest score during that Round. The finalist will be selected and notified by mail on or about 30 days after the close of any contest Round. The finalist of each Round will be required to provide certification/documentation of his/her Smart Games Challenge #1 puzzle scores via electronic disk copy of their scores files and produce evidence that he/she has ownership of the product with the product serial number submitted with the entry. All finalist notification and documentation will be sent via Priority Mail for judging by the independent judging organization to determine the winner. If the finalist is disqualified for any reason, the person with the next highest score will be named the finalist and will be subject to the same certification/documentation and ownership criteria as described previously. In the event of a tie in any Round, a winner will be determined by progressively comparing, in sequence, the highest total score achieved in the following puzzle categories until the tie is broken:

**Word Builder
Traffic**

**Marble Jump
World Series
Generations
Word Melt
Cryptograms**

If a tie still remains after comparing the scores of all of the above puzzle categories, the independent judging organization will arrange an on-site tie-breaking puzzle event to determine the final winner.

5. CASH PRIZES:

- Round #1: (1) Grand Prize \$10,000 cash
- Round #2: (1) Grand Prize \$10,000 cash
- Round #3: (1) Grand Prize \$10,000 cash
- Round #4: (1) Grand Prize \$10,000 cash
- Round #5: (1) Grand Prize \$10,000 cash

Total value of all prizes to be awarded: \$50,000. All federal, state, and local taxes are the sole responsibility of the winner. If a prize is won by a minor, it will be awarded in the name of his/her parent/legal guardian.

6. WINNER NOTIFICATION: The finalist will be determined and notified by an independent judging organization on or about 30 days after the end of any particular Round. The finalist will be required to submit confirming background work via electronic disk copy, and to execute an Affidavit of Eligibility within 10 days of notification. Noncompliance within this time frame will result in disqualification, and an alternate finalist will be selected.

7. REGULATIONS: Contest is subject to federal, state, local, and/or other regulations. Contest void where prohibited by law. By entering this contest, entrant consents to the use of his/her name and/or likeness for promotion and advertising purposes without additional compensation unless prohibited by law. All entries become the exclusive property of Smart Games, Inc., and none will be returned. Sponsor reserves the right to disqualify any entrant who fails to abide by the Official Rules or uses techniques to obtain scores in any other way than the methods set forth in the Smart Games Challenge #1 Info and Help files.

8. LIST OF WINNERS: For the names of winners, available after 60 days after the end of any Round, send a self-addressed stamped #10 envelope to: "Smart Games Challenge #1" Contest Winners, P.O. Box 326, Manhattan Beach, CA 90267-0326. All requests must be received by December 31, 1997.

9. GENERAL: Smart Games reserves the exclusive right, exercisable at its sole discretion, to disallow scores from any puzzle that is found to contain software-based scoring irregularities. If a player attains points in any puzzle by utilizing software-based scoring irregularities, those points will be deducted from the player's point total. The resulting lower total will be used as his/her total in the contest.



TROUBLESHOOTING TIPS

WINDOWS 95 TASK COVERS YOUR SCORE

If the Task Bar along the bottom of the screen covers your score, you can remove it by pointing the mouse cursor anywhere on the Task Bar and then clicking on the Right mouse button. Be sure you are pointing at the actual Task Bar and not a task. From the resulting menu, click on "Properties," then "Auto Hide," and then "OK." That's all it takes to see your score in Windows® 95! To make the Task Bar reappear, simply point your mouse cursor at the very bottom of the screen.

REQUIRED RESOLUTION NOT FOUND

In certain rare circumstances when you attempt to start Smart Games Challenge #1, you may get a message similar to:

This program requires a resolution of at least 638 x 482.
(Your exact numbers may be different)

HERE'S THE PROBLEM: The font size of one or more Windows '95 screen elements is too large and is causing a high number of pixels to be "consumed" by Windows '95 thus leaving you a few pixels short of the number required to run Smart Games. (Pixels are picture elements or screen dots used by the computer monitor to display information.)

TO FIX IT (This is a one time fix and will not impact other programs):

1. Exit all other programs
2. Click the "Start" button. Choose "Settings" and then choose "Control Panel" Double-click on "Display" to set your Display properties.
3. Click on the tab "Appearance".
4. Under "Item:" click on "Desktop" to display the list of screen elements. Scroll to the top of the list and choose "Active Title Bar".
5. Directly underneath "Item:" are the font style and size settings. Click on the font size, and reduce it by one or two point sizes. (For most people, setting it to 10 points is sufficient.)
6. Press OK to accept these settings.
7. If these settings don't resolve the problem, you can also reduce the font size used for the "Inactive Title" and the "Selected Items" items.)

FOR OTHER TECHNICAL PROBLEMS

If you have any questions or other difficulties using Smart Games Challenge #1, please contact us at:

Telephone: (617) 639-4766

Fax: (617) 639-4769

E-mail: tech@smartgames.com

WWW: <http://www.smartgames.com>

Before you contact us, please obtain the following information about your system:

- make and model of your computer

- operating system type and version
- amount of RAM memory
- type of graphics card
- type of sound card
- printout listing the contents of the CONFIG.SYS and AUTOEXEC.BAT files (if any)

Once you have obtained this information, you are ready to contact our Technical Support department. The best, most efficient way to do this is via an e-mail addressed to tech@smartgames.com that includes the above information, the nature of the problem, your phone number (make sure it's the phone near your computer), and the best times to call (in case the problem cannot be resolved via e-mail). You may also try to call Technical Support, Monday through Friday from 9 A.M. to 5 P.M. Eastern Standard Time, at (617) 639- 4766. If they are busy, be sure to leave a message stating your name, the nature of the problem, your phone number, and the best times to call. Finally, you can also describe your problem in a document and fax it to our Technical Support department at (617) 639-4769. Be sure to describe the problem, include your phone number, and indicate the best times to call.

GETTING THE FLOPPY DISK VERSION

NO CD-ROM DRIVE? HERE'S HOW TO GET THE 3.5" HD FLOPPY DISK VERSION. (Windows version only)

Send your name, address, product registration card, daytime phone

number, and a copy of your proof of purchase (store receipt with price circled) along with \$6.95 to cover postage and handling to:

Challenge #1 Floppy Version
Smart Games Inc.
49 Atlantic Ave.
Marblehead, MA 01945

Allow 6 to 8 weeks for delivery.

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