

## NOW YOU SEE IT

**For IBM® PC, AT, XT, and 100% Compatibles, with 256k & CGA**

GameTek's *Now You See It* challenges you to guess the answers to thousands of trivia questions, then be the first to find those answers on a gameboard grid. It's a stimulating "word search," with a high-tech electronic twist. Play with a friend or against an intelligent computer opponent.

### Setting Up the Game

1. At the A>, type NYSI and then press ENTER.
2. Press ENTER to advance to the PLAY/INSTRUCTIONS screen; make your selection.
3. Players should decide in advance who is Player 1 and Player 2.
4. Player 1 selects M(ale) or F(emale) for identification, then types in his/her name and presses ENTER.
5. Player 1 selects a character by pressing Y until the desired character appears, then presses N.
6. Player 2 is asked if the computer is to play as Player 2. If Y(es) is selected, a character is automatically selected as Player 2 and named. If N(o) is selected, Player 2 follows steps 4 and 5.

### Playing the Game

The game is divided into two Main Game Rounds, one Championship Round, and one Solo Round. The first player to earn 1,000 points in the Main Game Round is the winner and goes on to play the Championship Round for "\$1,000" against a new challenger selected and named by the computer. The winner of the Championship Round plays the Solo Round for a "\$5,000 prize."

#### 1. MAIN GAME ROUND ONE

- a. A question is asked and players must quickly think of the correct answer.
- b. A gameboard appears with a letter grid; search for your word on the grid while the point-value clock counts back from 100 in increments of 5.
- c. As soon as you locate your answer on the grid, quickly buzz in.
  - 1) Player 1 buzzes in by pressing the SPACE BAR.
  - 2) Player 2 buzzes in by pressing the RIGHT ARROW KEY on the key pad.
- d. The buzz stops the clock and gives you the chance to locate the correct answer.
- e. To locate an answer on the gameboard:
  - 1) Use the UP or DOWN ARROW KEY on the key pad to move the pointer up or down to the correct row; press the SPACE BAR to confirm.
  - 2) Use the RIGHT ARROW KEY to move the cursor across the columns to the *first* letter of the answer word; press the SPACE BAR to confirm.
  - 3) Use the RIGHT ARROW KEY to move the cursor across the word; press the SPACE BAR after the last letter.
  - 4) To correct a mistake in your column selection in Round One (and Two also), press the BACK ARROW KEY at the top of the keyboard. This resets the cursor to the first position in that row. (You *cannot* correct a mistake in your row selection.)
- f. If your answer is correct, you win the number of points on which the clock has stopped. If your answer is incorrect, the other player presses ENTER and gets 5 seconds to locate the correct answer.
  - 1) If the second player is correct, he/she wins the points at which you stopped the clock.

2) If he/she is incorrect, neither player gets points and the correct answer is revealed.

## 2. MAIN GAME ROUND TWO

Main Game Round Two is played the same as Round One with the following exceptions:

- Point values on the clock are doubled, starting at 200 points and counting backwards in increments of 10.
- Round Two stops as soon as one player reaches 1,000 points.

## 3. THE CHAMPIONSHIP ROUND

The winner of the 1,000 points in the Main Game Rounds plays a computer-selected challenger in a Championship Round. Players are asked if someone (a human player) would like to play for that computer challenger. Play is now for money instead of points, with the first player to earn \$1,000 winning the round.

- Press ENTER to begin the round or F1 if help is needed.
- A category is displayed (rather than individual questions being asked). The first game-board appears with 6 words that fit that category.
- The first player to find *one* of the words that fits the category buzzes in and locates it. That player then has 20 seconds to locate the other 5 words.
- If the player is successful, he/she wins the amount that the board is worth. (The first game in the round is worth \$200, the second game is worth \$300, all the way up to the fifth round which is worth \$600.)
- If the player who buzzed in first cannot find all the answers in time, the other player is given a chance to find the remaining words and win the money.
- If the second player also cannot find the remaining words, the first player wins the money for that game.
- To correct a mistake in the Championship (and Solo) Rounds, press the BACK ARROW KEY at the top of the keyboard. This resets the cursor to the first position on the grid.
- Five games (categories) are available for play in the Championship Round, but games are played only until one player wins \$1,000.
- The winner of the Championship Round goes on to play the Solo Round.

## 4. THE SOLO ROUND

The Solo Round is played alone against the clock by the winner of the Championship Round.

- Ten short questions appear, one at a time, in rapid succession.
- The player is given 60 seconds to locate the answers to these questions.
- The player may pass any question by pressing the P key and come back to it after the 10th question. (Be certain that the CAPS LOCK KEY is off.)
- If the player finds all 10 answers, he/she wins \$5,000. If the player finds less than 10 answers, he/she wins \$100 for each correct answer.
- Pressing the A key displays the missed answers.

## The Hall of Champions

1. The winner's combined score from the Championship and Solo Rounds is entered in the Hall of Champions if it is among the top 10 scores. (The only exception is for a computer player, whose score is *not* entered.) Press ENTER to see the Hall of Champions.

2. Pressing ENTER offers the option (Y/N) of playing again.