

CONCENTRATION

OLD SCHOOL

USER'S GUIDE

Concentration Old School brings back the classic memory-matching game with a crisp, user friendly interface. Flip tiles to find matching pairs, unlock phonetic rebus puzzles, and train your brain in a format that's as satisfying as it is educational.

Designed for kids, parents, and puzzle lovers alike, this version strips away the fluff and focuses on what made Concentration great: clever clues, visual reveals, and the joy of a perfect match. Whether you're solving **Rebus puzzles** or just sharpening your memory, this is retro gameplay reimagined for modern minds.

What is a Rebus puzzle?

A rebus puzzle is a clever and visual form of wordplay that uses **pictures, letters, symbols, and their arrangement** to represent a word, phrase, or idiom. Instead of spelling things out directly, rebus puzzles challenge you to interpret the meaning through visual clues and phonetics.

For example, this is a Rebus puzzle for the game's name: Concentration

The phonetic clues:

CONS – INN – TRAYS – INN



Puzzles like this one are hidden underneath a matrix of clues on the Gameboard. The object of the game is to uncover enough clues to guess the puzzle's message by matching identical pairs of clues. Each match exposes more and more of the Rebus hidden underneath.

This is the opening screen for the start of a (Solo) game. The Gameboard for Concentration consists of a 5 x 6 collection of panels numbered 1-30



Pressing Start unlocks the gameboard for play. Player(s) select two cells at a time looking for matching clues.

The clues underneath the numbers are called Tokens. They can be either familiar icons (👁️🔍🕒🌟 etc.) or a retro list of typical prizes from the original gameshow (“New Car”, CD-Player, “Color TV”, etc.)

This is a depiction of how a mismatched pair of icon tokens is presented. Pressing the MISMATCH button clears the icons and unlocks the Gameboard for the next pair of guesses.

1	2	3	4	5
6		8	9	10
11	12		14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30

MISMATCH
(Click)

This is a depiction of how a matched pair is presented. Pressing the MATCH button clears the icons and exposes a portion of the Rebus puzzle underneath.

1	2	3	4	5
6	7	8	9	10
11	12		14	15
16	17	18	19	20
21	22	23		25
26	27	28	29	30

MATCH!
(Click)

After a Match is processed, the player is given a choice of continuing to guess pairs of clues or solve the puzzle.

1	2	3	4	5
6	7	8	9	10
11	12		14	15
16	17	18	19	20
21	22	23		25
26	27	28	29	30

GUESS AGAIN **SOLVE PUZZLE**

Pressing “Guess Again” returns the player to the gameboard.

Pressing “Solve Puzzle” brings up a keyboard to type in an answer:

**** ** *****

A	B	C	D	E	F	G
H	I	J	K	L	M	N
O	P	Q	R	S	T	U
V	W	X	Y	Z	Backspace	

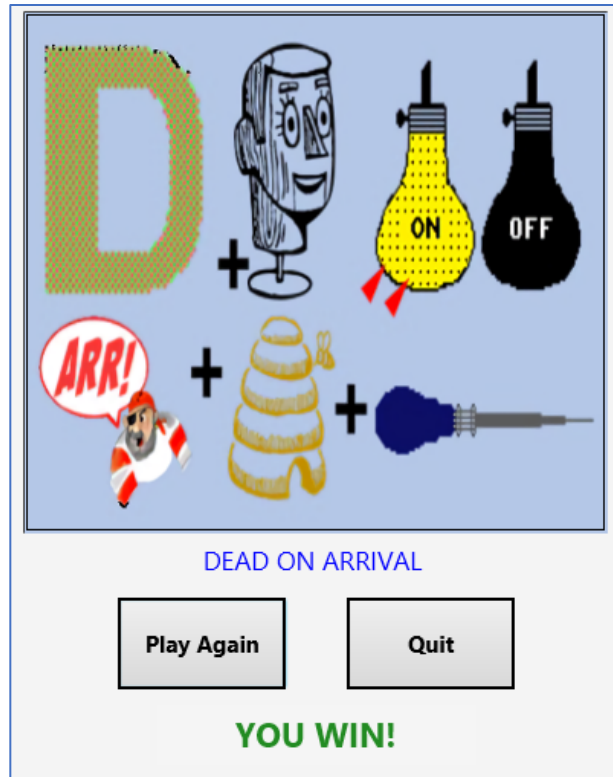
TEST

A 60-second timer starts, giving the player a minute to type in the answer. When complete, the “TEST” button is used to check the answer.

If the correct answer was guessed (in this case “DEAD ON ARRIVAL”) a screen like this is presented.

The options available are to either Play Again to generate a new puzzle, or terminate the application.

If the answer was incorrect, the player is returned to the gameboard for their next turn



GAME SETUP

The game opens with a Splash Page which asks the player to select a Play Mode. Three modes of play are available:

Solo. This is a solitary mode with a single player. Used to casually pass the time and/or sharpen memory skills

Shared. Two player mode where both players share the same device. Perfect for “on the couch” play or for kids in the backseat on a long car-trip. The app alternates between Player-1 and Player-2 until the puzzle is solved.

WiFi. This is also a two player mode except there are two devices used, both connected to the SAME WiFi network. Play is similar to the Shared mode except that moves made on one device are simultaneously displayed on the second device using a handshaking protocol.

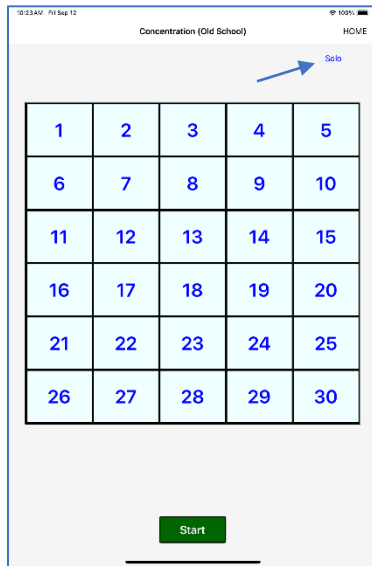


NOTE: WiFi Mode can only be selected at game start. If another mode is selected, the only way to select WiFi again is to restart the game.

Solo/Share modes can be selected at any time.

After the mode is chosen, start the game by clicking anywhere on the Splash page.

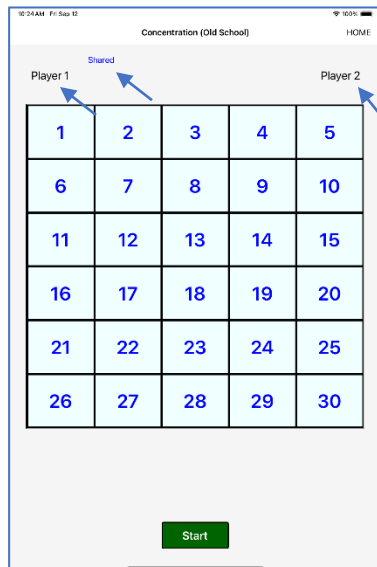
Opening Gameboard Screens



Opening Gameboard in SOLO Mode:

No Player ID is displayed since there is just a single player

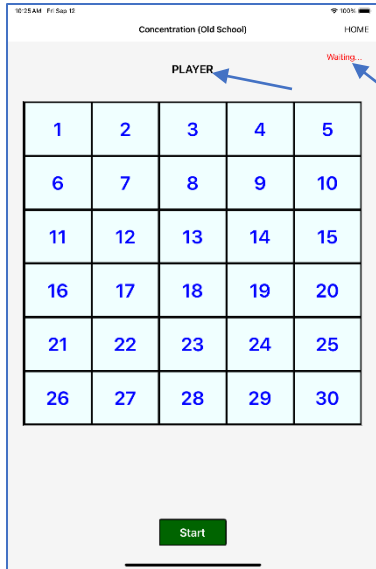
Note the “Solo” label



Opening Gameboard in SHARED Mode

Player ID's are displayed for both players. The ID toggles between Player 1 and Player 2

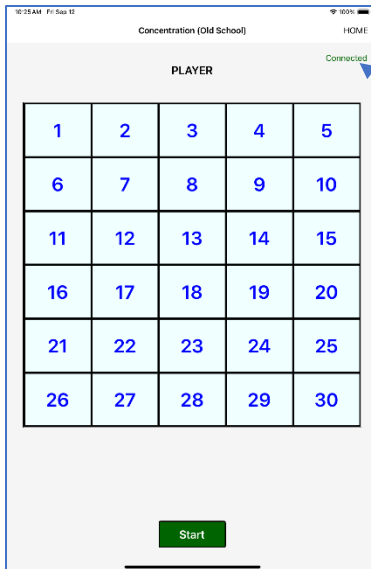
Note the “Shared” label



Opening Gameboard in WIFI Mode

Player ID's are replaced with a "PLAYER" label centered over the board. During play, this will cycle between "YOUR TURN" and "OPPONENT'S TURN".

Note the "**Waiting**" label. This is the initial state in which both devices begin until they have selected "WiFi Opponent" and opened their gameboards.



The second device has come online and synchronized. The waiting label changes to "Connected".

As soon as one player presses Start, the game commences.

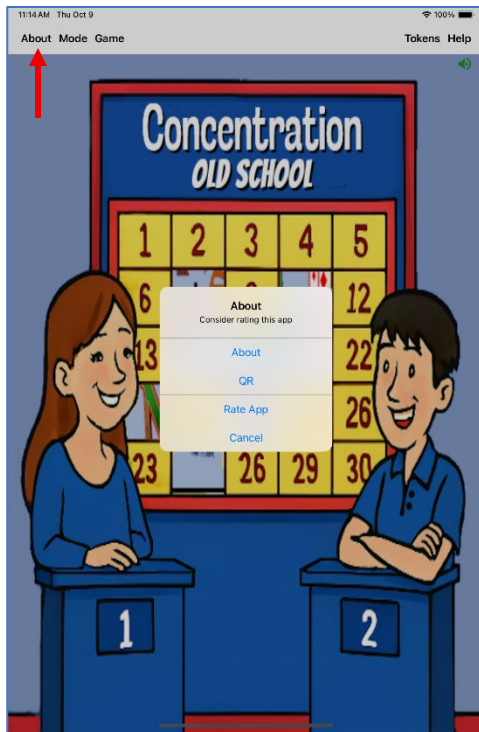
Menu Items. Before getting into game play, let's discuss the menu system. The menu items are located across the top of the opening Splash page. There is also a mute/unmute toggle.



**MUTE/UNMUTE
Toggle**

Toggle the sound. A red speaker indicates Mute.

ABOUT MENU



Pressing the About menu item offers three options:

- 1) About
- 2) QR
- 3) Rate App



About/About: Brief summary of the application data



About/Rate App: This option will access the Apple Store app listing, enabling the user to leave a review.

Because it gives access to the internet, a parental control panel is used to make it difficult for younger users to gain access, requiring both a knowledge of numbers, spelling and logic.

NOTE: Not used for Android Apps



About/QR: Displays the QR code for the TurboSoftSolutions.com URL.

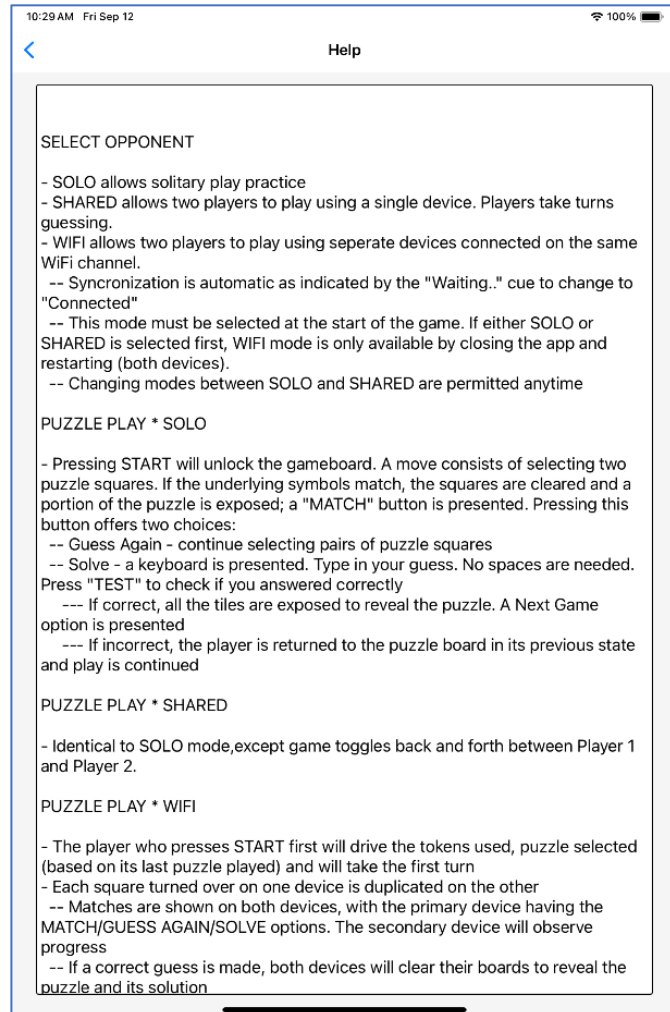
HELP MENU



Help/Help: Abbreviated basic instructions

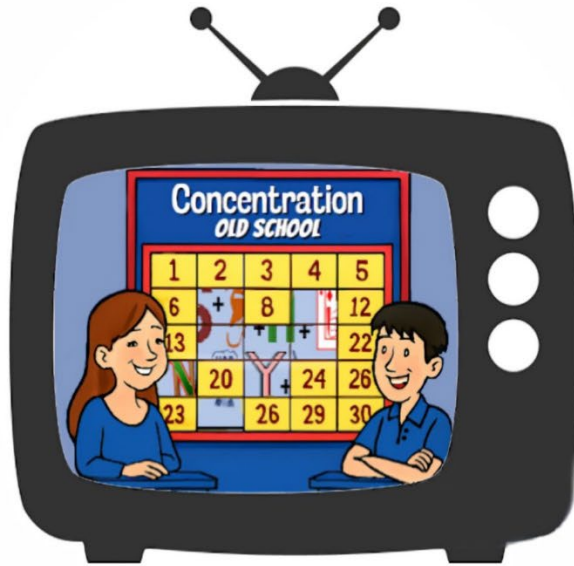
Pressing the Help menu item offers two options:

- 1) Help
- 2) User Guide



Done

concentration_guide



**CONCENTRATION
USER'S GUIDE**

Help/User Guide :

Thorough instructions in PDF form covering all aspects of the application (this document).

Printing capability available if the user's printer is set up for print sharing capability over WiFi.

MODE MENU

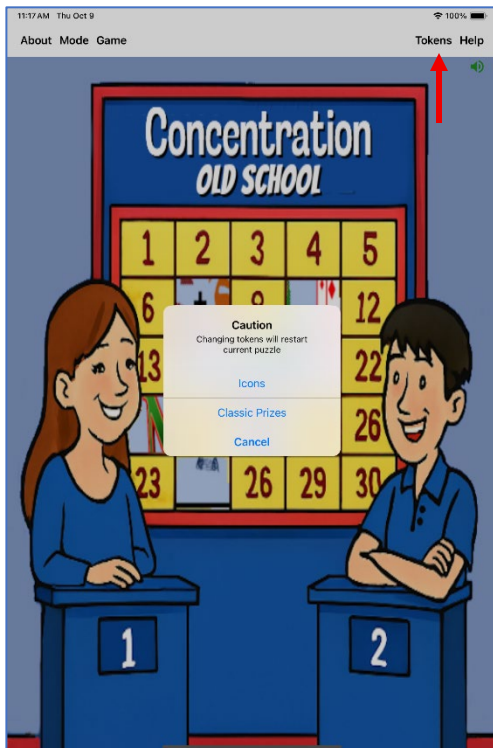


Pressing the Mode menu item offers three options:

- 1) **SOLO** – single player game
- 2) **SHARED** - two player game alternating turns utilizing the same device
- 3) **WIFI** – two player game alternating turns utilizing the two devices connected to the same Wifi network.

(This is the same menu that is presented at game start. After initial selection, only Solo/Shared options are available)

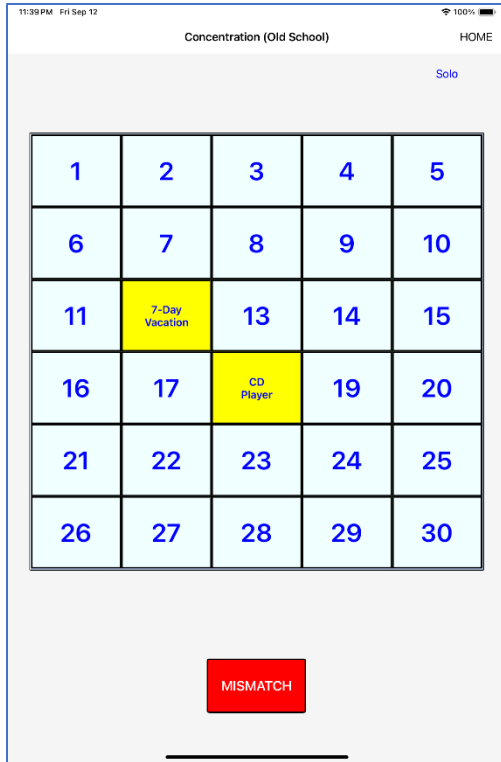
TOKENS MENU



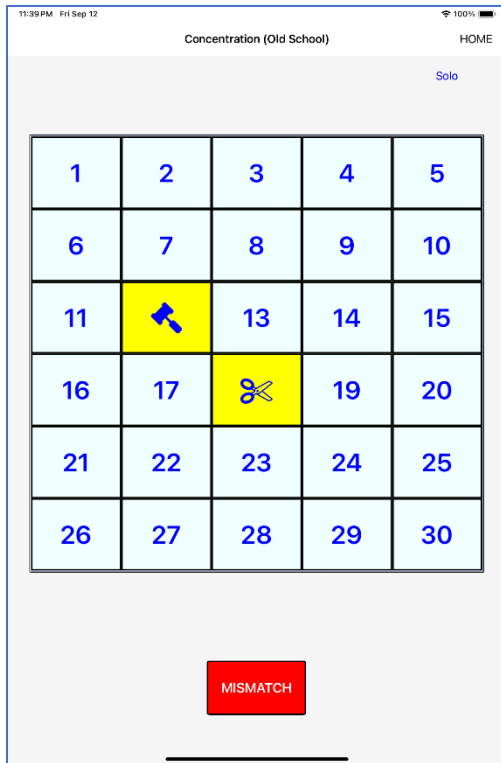
Pressing the Tokens menu item offers two options:

- 1) Classic Prizes. Old School prizes such as “NEW CAR” or “HAWAII VACATION”
- 2) Icons. Familiar computer silhouette icons

Token Differences



Classic Prizes



Icons

GAME MENU



Pressing the Game menu item brings up a puzzle selection screen

The current puzzle is shown. Use the UP/DOWN arrow to select a different puzzle.

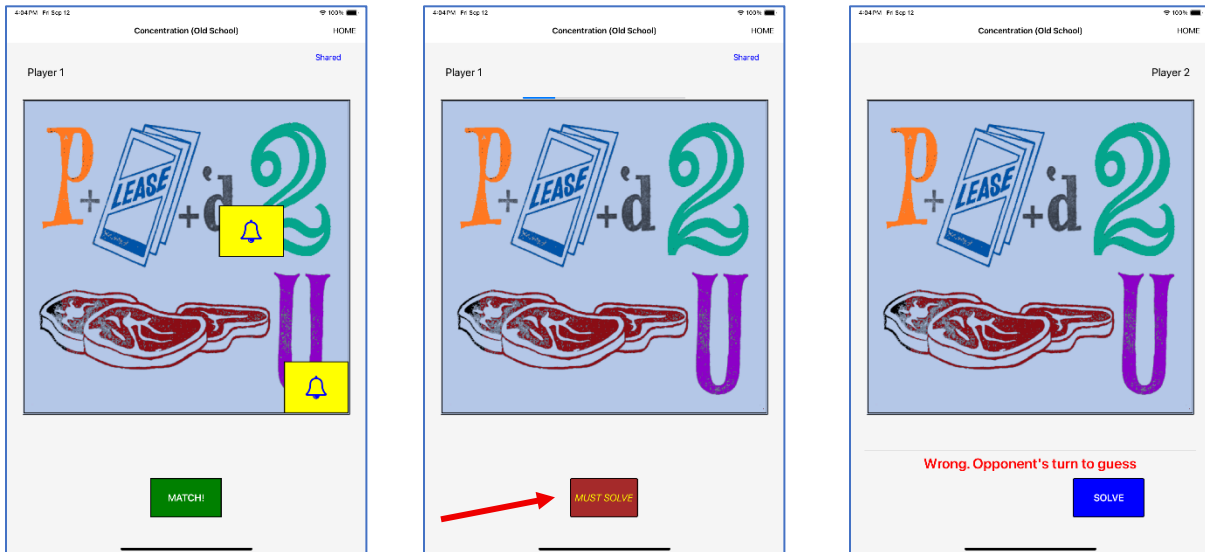
This option is useful in the event the current puzzle is a repeat, especially in the WiFi mode where the two players have different starting puzzles. If the player with the lower number presses START to start the game, that low number is passed to the second player, who has probably already played that puzzle. This option can be selected during gameplay. It will initiate new opening screen and the START button will resync the devices.

GAMEPLAY: SOLO/SHARED

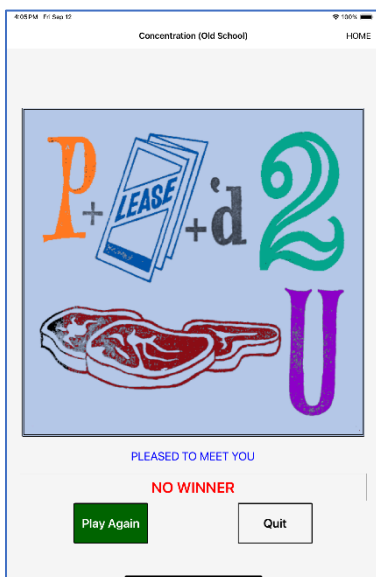
In Solo and Shared gameplay, pairs of cells are selected in an alternating fashion. The Player ID switches back and forth after every “MISMATCH” guess. The difference comes in the terminal phase when a player attempts to solve the puzzle after a clue MATCH occurs.

- If successful, the player is declared the winner and a new game is offered as an option
- If unsuccessful, the player’s turn continues. There is no penalty or loss of turn for guessing wrong

If after the last two clues remaining are matched, the board has no more clues and the puzzle **MUST** be solved.



Each Player is offered a chance to solve.

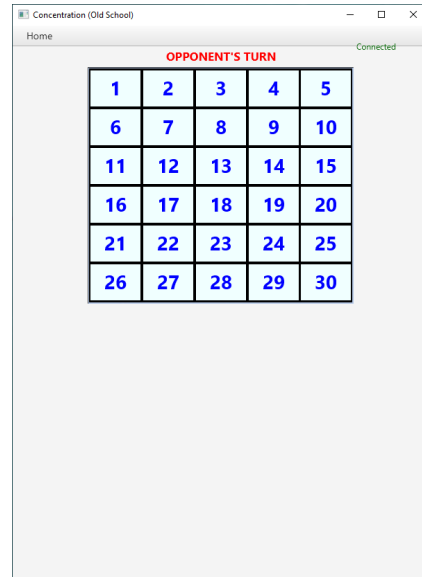
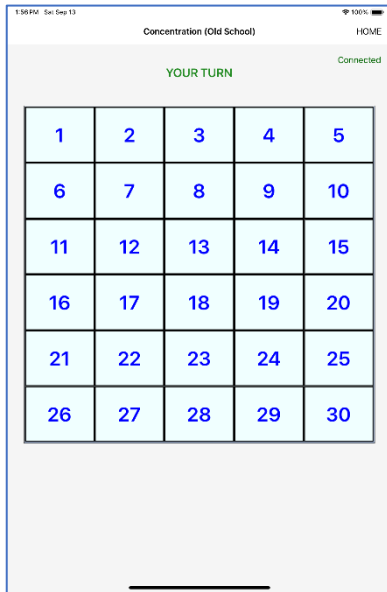


If both are unsuccessful, the answer is displayed and **NO WINNER** is declared. A new game option is offered.

GAMEPLAY: WIFI

This is a side-by-side depiction of a WiFi contest. Player 1 is using a macBook Pro. Player 2 is using a PC-Windows10 Desktop with the Java version of Concentration – Old School loaded. The left side of the page will show screenshots from the Mac and the right side will show corresponding screenshots from the PC.

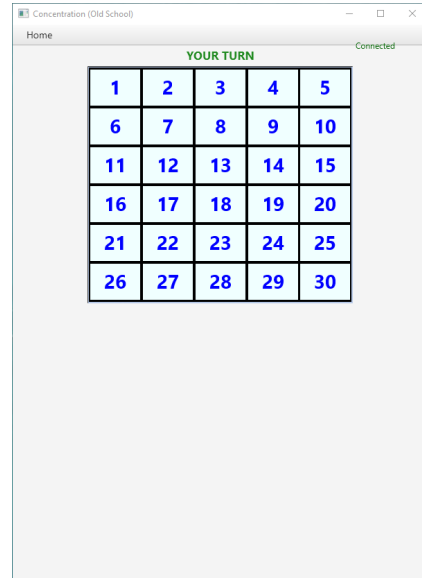
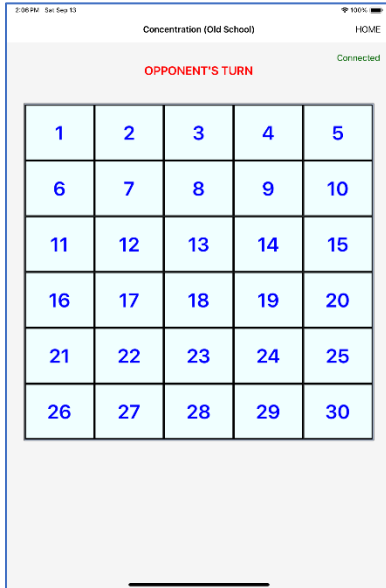
OPENING SCREENS. Player 1 pressed Start, so will begin play



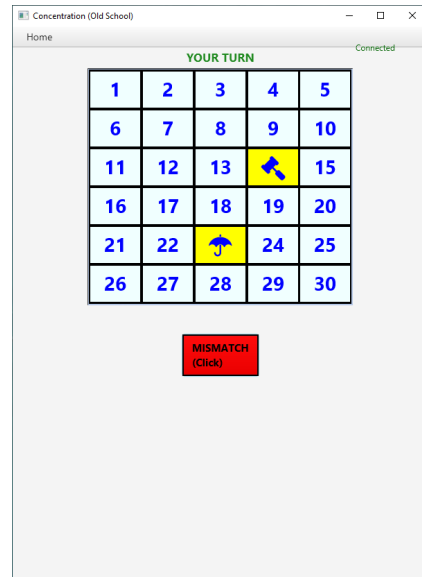
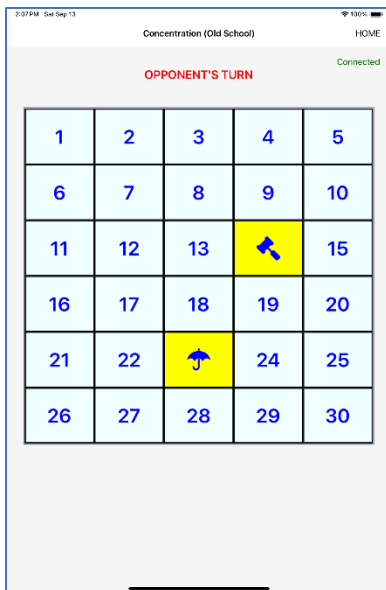
Player 1 make guess - Mismatch



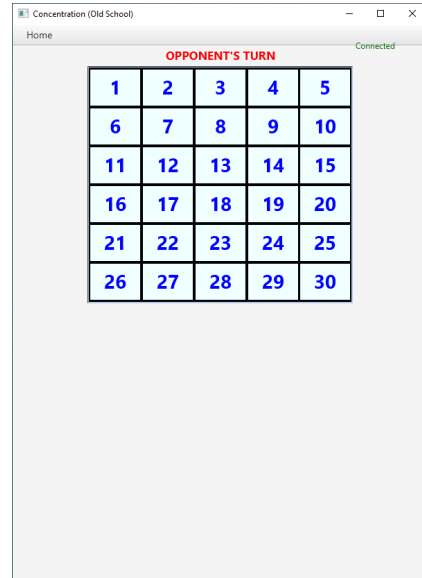
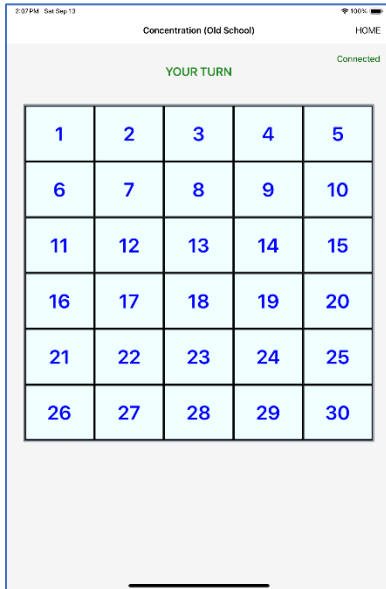
Player 1 pressed MisMatch Button – now Player 2’s turn



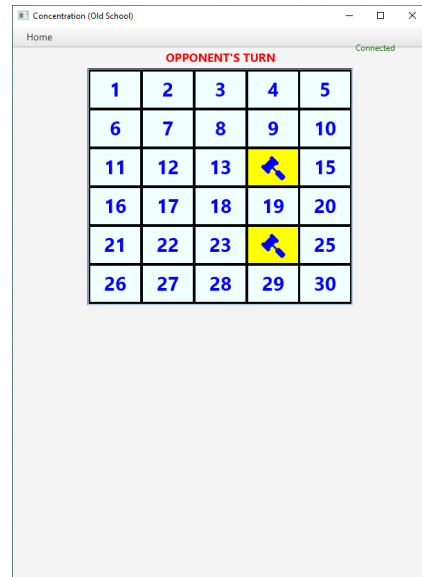
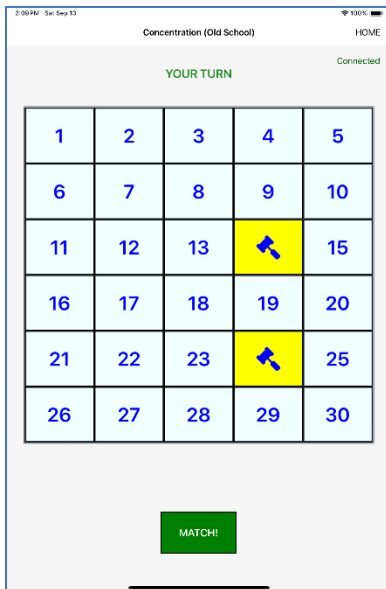
Player 2 make guess - Mismatch



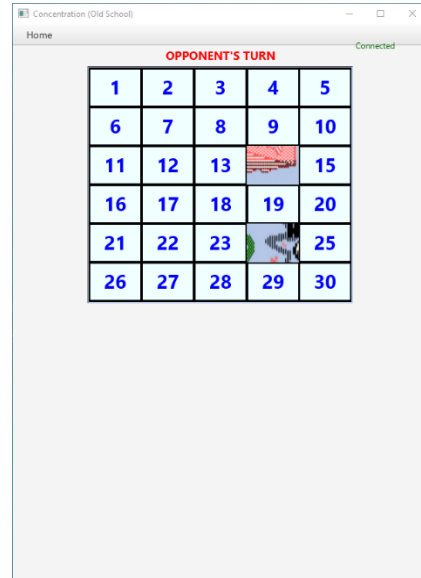
Player 2 pressed MisMatch Button – now Player 1's turn



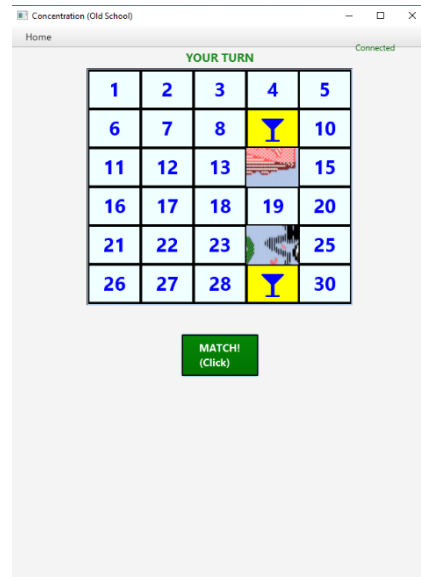
Player 1 make guess – a Match !



Player 1 pressed Match Button exposing two clues to the puzzle



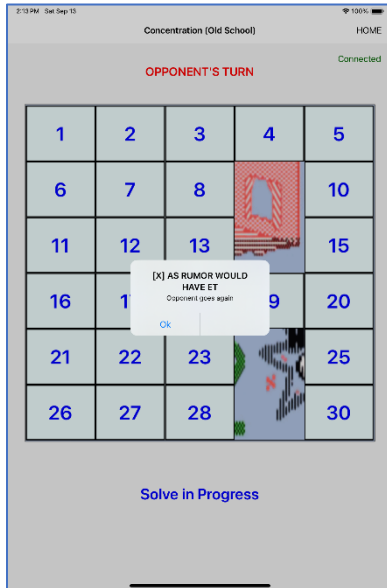
Player 1 continues, then mismatches; now Player 2 gets a Match !



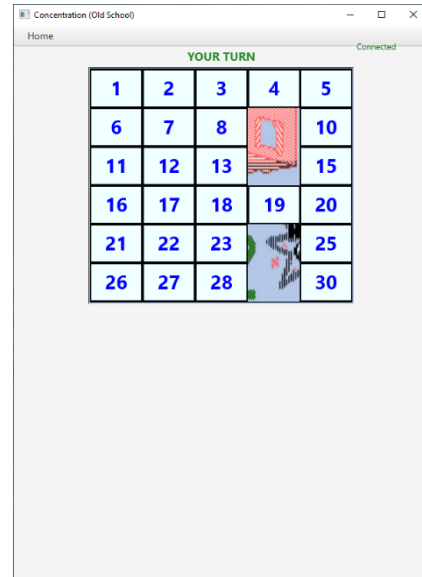
Player 2 tried to solve but is incorrect. The guess is shown to Player 1 inside an info box

“AS RUMOR WOULD HAVE ET”

It remains Player 2’s turn



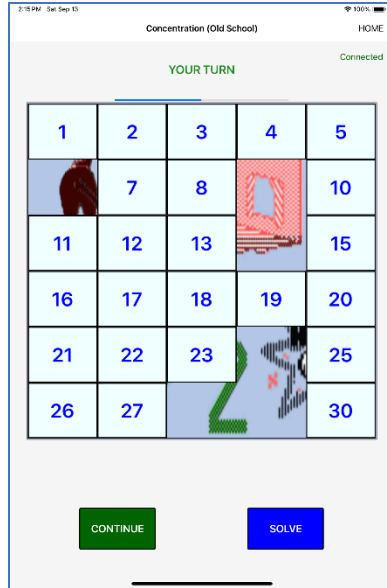
Player 1 clears the info box by pressing “ok”



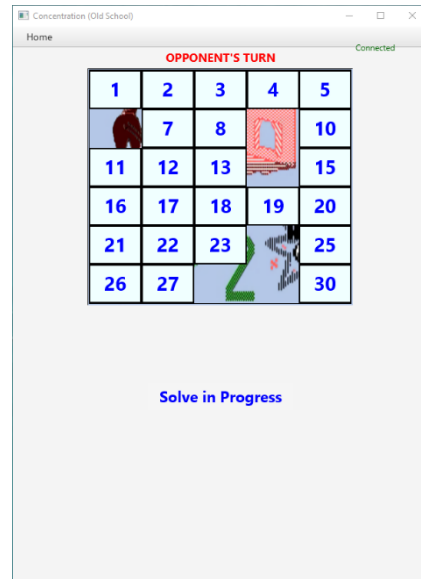
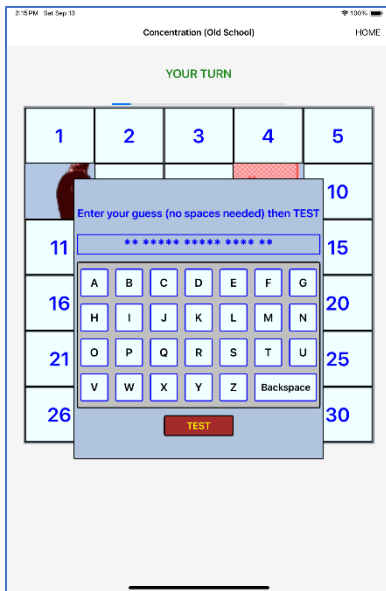
Player 2 mismatched, now Player 1’s turn, who hits another Match!



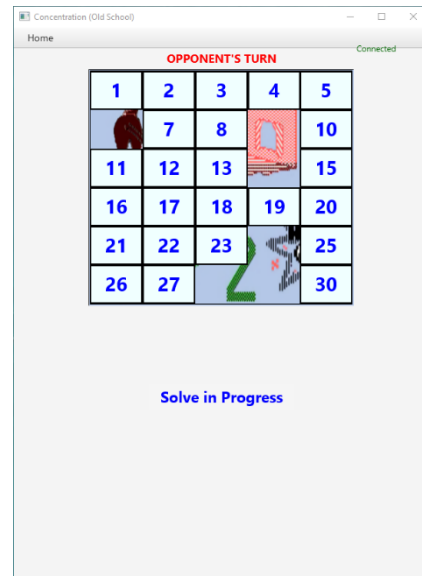
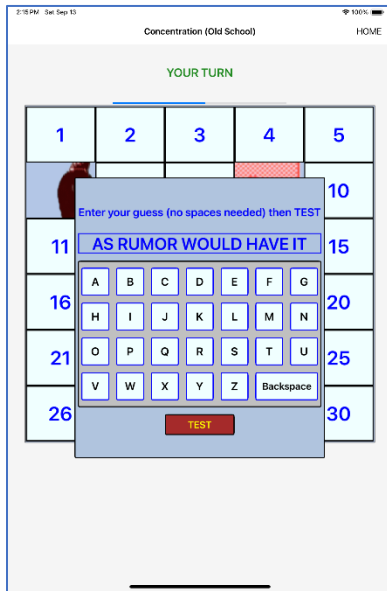
Player 1 pressed Match Button exposing two more clues to the puzzle.



Player 1 presses Solve; Player 2 awaits his fate



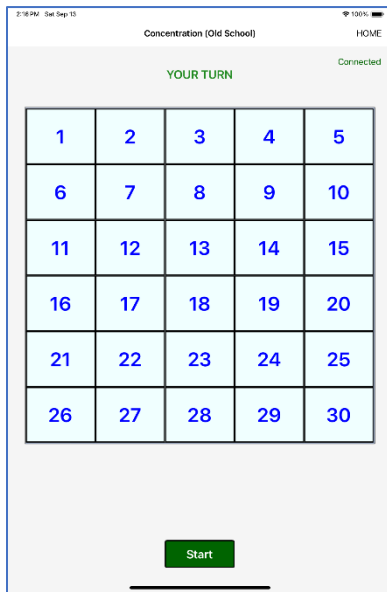
Player 1 types in the guess, having noticed that Player 2 misspelled "IT" when they took a guess



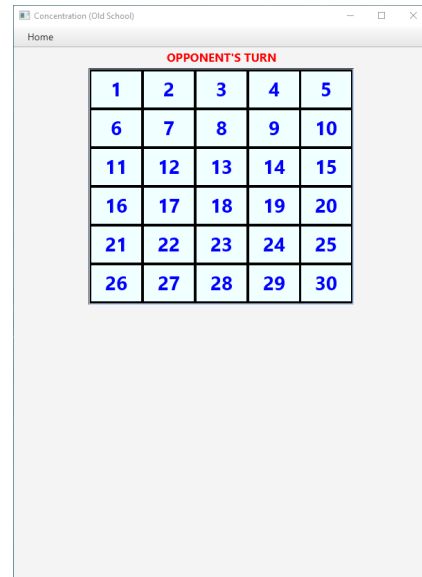
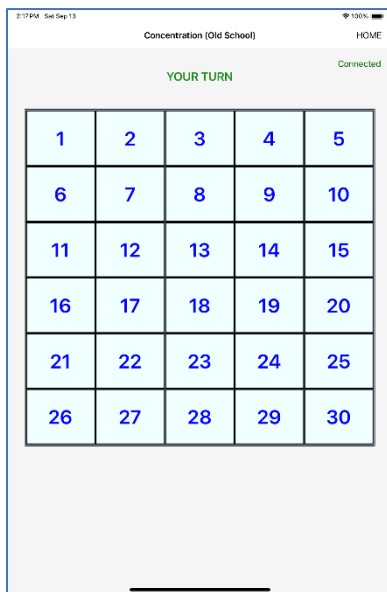
Player 1 guessed the puzzle correctly ! This clears both boards and notifies Player 2 of the loss



Player 1 selects the NEW GAME option and notifies Player 2



Player 1 presses Start and a new game begins

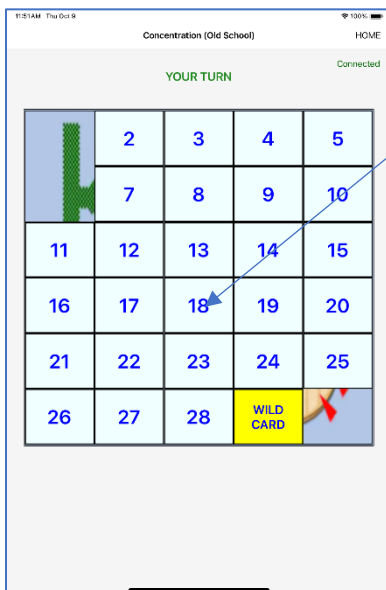
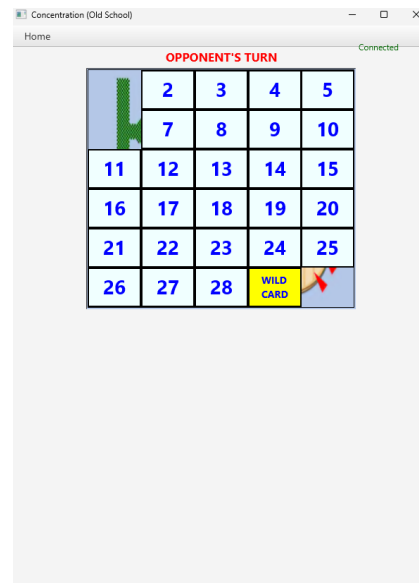
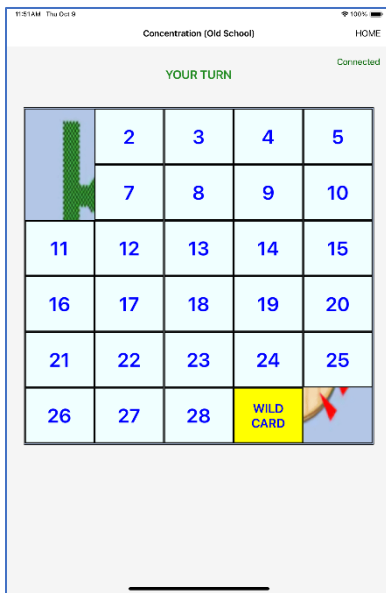


WILD CARDS

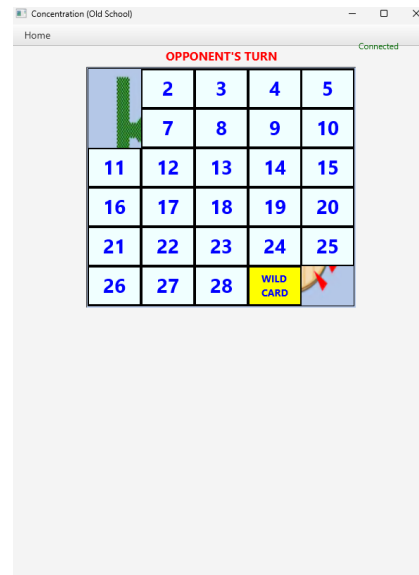
Wild cards were used during the early TV gameshow days. When a contestant discovered one, the next card selected was automatically a match and that prize awarded. There were two wild cards in a match.

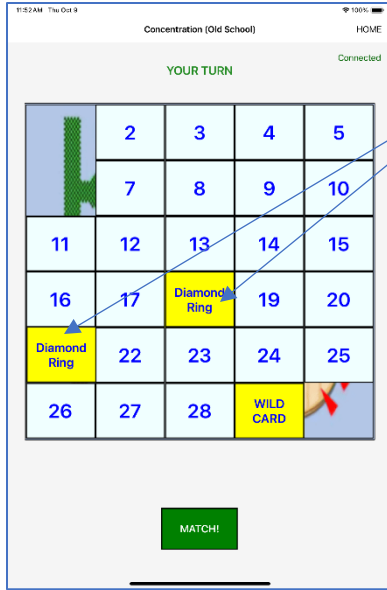
Wild cards implemented in this application follow a similar logic, except when a wild card is discovered, the other selection reveals the prize pair. In other words, *three* squares are revealed (the wild card and the two matching prizes/icons). This keeps the number of prize pairs even, avoiding an unclaimed prize that can't be turned over. It guarantees an empty board if the game continues until the last pair is selected.

Wild card discovered:

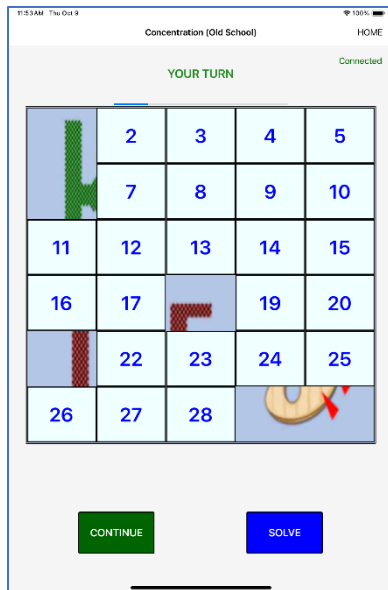
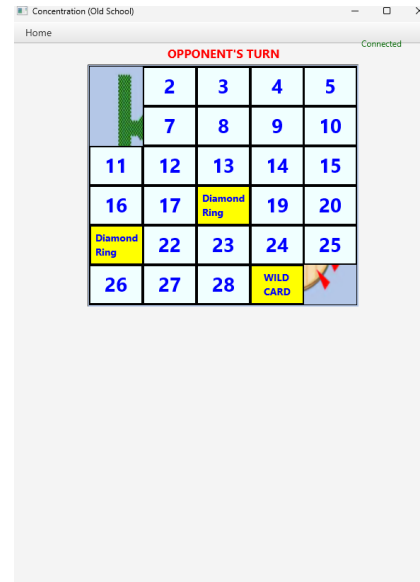


Select any card:





Matching pair of prizes are exposed



Press Match to reveal puzzle pieces




Timers

Two timers are utilized during gameplay.

- A 10-second timer starts when the “Match” button is pressed, indicating the amount of time allowed to decide whether to CONTINUE or SOLVE. If the timer runs out the Gameboard remains unlocked for the next pair. This is equivalent to pressing CONTINUE.
- A 60-second timer starts as soon as the “Solve” button is pressed. The player has that amount of time to type in the guess. If timer runs out, an incorrect guess is interpreted. Since there is no penalty for a wrong guess, play stays with that player.

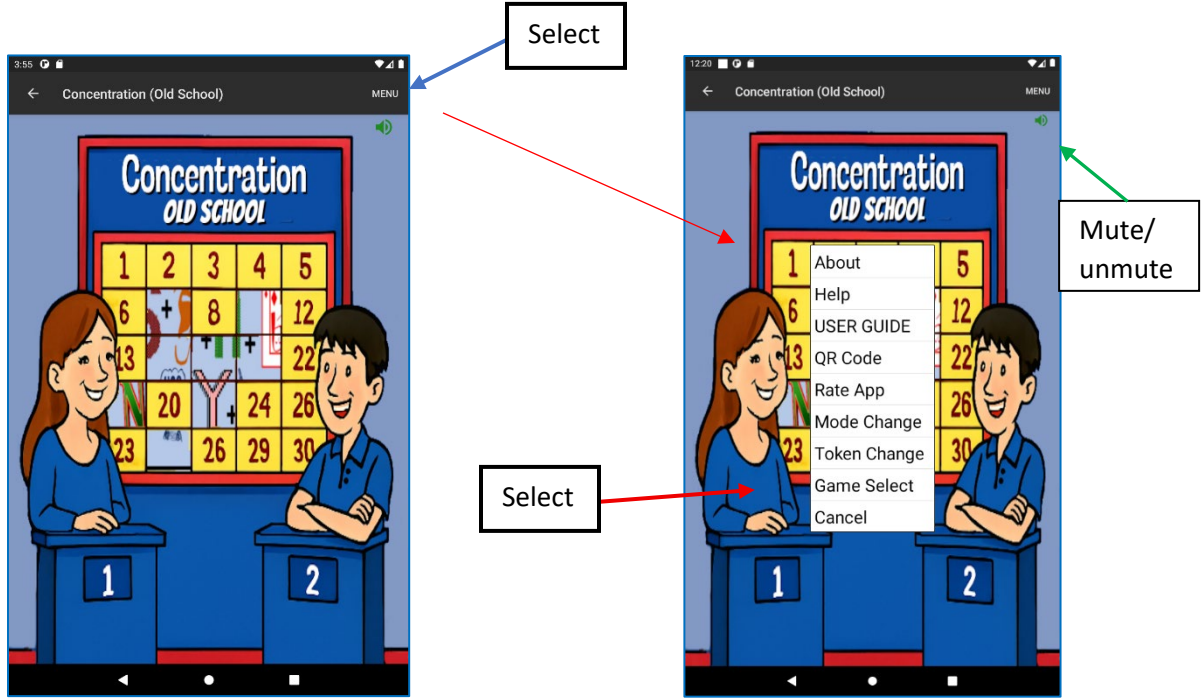
Appendix W. Windows Menus

 **Concentration**

Menu

- About
- QR Code
- Help
- Save User Guide
- View User Guide
- Start Game
- Select Game Number
- Change Game Mode
- Change Tokens

Appendix A.
Android Menu



Product Name: Concentration – Old School

Copyright: 2025

Company: TurboSoftSolutions.Com

Programmer: Neil Rohan

