



Neuronyx²

Version 2 - ©2005, Philippe Galmel and Thomas Robisson

Please also read "About Neuronyx".

The goal of the game is to match cards in as short a time as possible.

In certain games, the cards must be matched in order (card-A before card-B). This is indicated in the title bar: ordered or not ordered.

If at the time of launching a new game you press the Control and Command (Apple or Windows) keys, the background will be blank (useful for the screen captures).

The additional downloaded Cards game must be placed in the folder "CardsGames" of the folder "Neuronyx".

Hold down the Shift key while dealing or flipping the cards to slow the animation.

Neuronyx is distributed as:

- **Donationware for single user**, registering (optional) costs €9.90.
- **Shareware for professional use or school**, registering costs €19.90.

All functions of the software are activated. A recall window will appear regularly during the valuation period. You can purchase Neuronyx by clicking on the button **Buy now!**, this will take you to the web site www.paypal.com (secure website). You may also purchase Neuronyx by cheque using the form joint. Do not hesitate to contact us for multiple licenses.

This gesture of encouragement would be a great incentive and would help us work on others softwares. Thank you.

You can freely copy it and distribute it with the proviso of leaving the original archive intact.

No distribution, commercial or otherwise, is authorized without prior authorization.

Cordially,
Philippe Galmel and Thomas Robisson.

All suggestions are welcomes.

If you notice any bugs, thanks for letting us know.

Also, do not hesitate to propose your ideas (of programs).

The program creates a folder named "Neuronyx" in the Preferences folder, nothing else. This folder contains the preference files named "Neuronyx Prefs" and the Scores files.

The authors decline all responsibilities as for the use of this software. They could not be held responsible for an unspecified loss of data following the use of this software.

Thank you to the following people for testing and localizations.

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