

Pexeso V.21.12

I used to play the children's game Pexeso with my daughter. She had inherited a pictorial memory from her grandfather and me. So I had an equal partner in the game.

1. What is Pexeso

Playing cards can have various symbols. Each symbol is paired, so there are always two cards with the same symbol.

During the game, the cards are face down. Each player turns two cards in one round. If they have the same symbol, the player discards them and continues to turn over the other two. If they are not the same, the player turns them back and the next player continues.

When all matching symbols are found and therefore all cards are turned over, the player with the most discarded cards (found the most matching pairs) wins.

The success of the game is that I have to remember where the card turned by the opponent lies, mine too and which may come in handy for me, either now or later.

If you have grandchildren in preschool age, they can learn the alphabet through this game, so when a granddaughter turns over a card with a letter, she should announce its name.

A	B	C	D	Q	R	S	T
E	F	G	H	U	V	W	X
I	J	K	L	Y	Z	*	+
M	N	O	P	%	\$	#	=

Here you can download two A4 pages with letters that need to be opened in a web browser and printed twice so that each letter and letter F has its own pair. There will be a total of 64, but that's enough.

Since the English alphabet has 26 characters, there are 6 more symbols at the end. These will be printed, but you don't have to cut them out in the final version.

Then the "croupier" spread the printed and cut cards on the table with the letter down.

The game is for all children who are fascinated by the world of letters. It doesn't matter if they are little kindergarteners or big schoolchildren who already know all the letters.

2. For experienced users

Experienced users can create a "custom memory" with my **Pexeso.exe** program. Creating a **.html** page and printing it on coarser A4 paper called school and drawing is very easy.

It is more difficult to find suitable photos. Here you have room for creativity. One option would be to introduce the children to your large family. The number of photos is not limited and may not be the exact number. **Pexeso.exe** always places **16 photos on one A4 page**.

If he has more than 16 photos available, he will create a "continuation" page, for example

A - Pexeso.html

B - Pexeso.html

and so on.

The program does not install and has no menu. Therefore, it works in any language. You need to extract the files from the installation package to a folder that you create yourself, not to the desktop. **If the program is packaged in a .ZIP package, it does not work.**

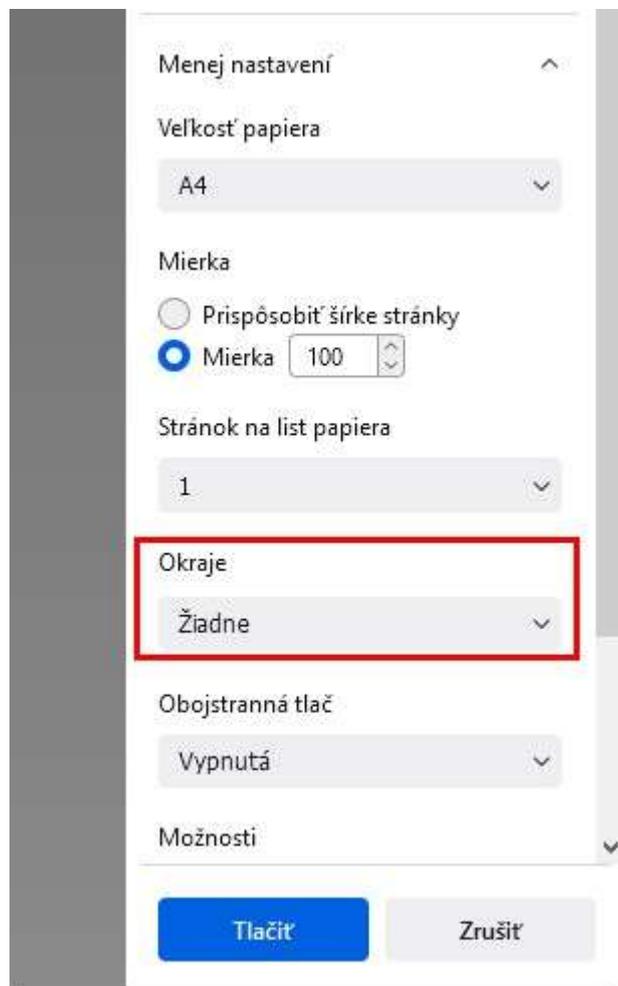
The distribution package includes a photograph of my mother's favorite film actor Oldřich Nový (1899-1983). Photo Oldrich_Novy.jpg measures 595 x 800 pixels. When we round it to 600 x 800 pixels, the aspect ratio is 3: 4



If you click on the **Pexeso.exe** file accidentally or intentionally, it will create only one playing card with a picture of Oldřich Nový because it did not find another photo in the folder.

If this works, try copying your first photo to the folder where you unzipped Pexeso.exe. Then **click on Pexeso.exe**, the screen will flash and the file A - Pexeso.html will appear in the folder

Open this file in a web browser, whether Chrome, Firefox or Edge.



From there, it will be printed by pressing the right mouse button to bring up the Print menu.

3. Export to USB key

However, the **Pexeso.exe** program itself does not need the Internet and also works on a USB key. This is useful when you do not have a printer at home and you have someone who will allow you to print two or more A4 pages on their printer, always an even number.

To transfer the results to a USB key, **all used images** plus the **.html file** must be copied there.

Here it is necessary to realize that the .html file does not contain photos, but only instructions for the browser on how to display them.

When exporting, I recommend opening the .html file on a USB key before setting out on a journey. There you will see if any photos are missing.

4. Dimensions of the photo

For this to work, it's important to adjust the photos to the correct aspect ratio.

This must be 3: 4, for example 300 x 400 pixels.

However, this does not mean that photographs of such small dimensions are needed. A nice and sharp photo should be between 600 and 1200 pixels wide. No more sense, because the program **Pexeso.exe** sets the correct display in the "board" for each width.

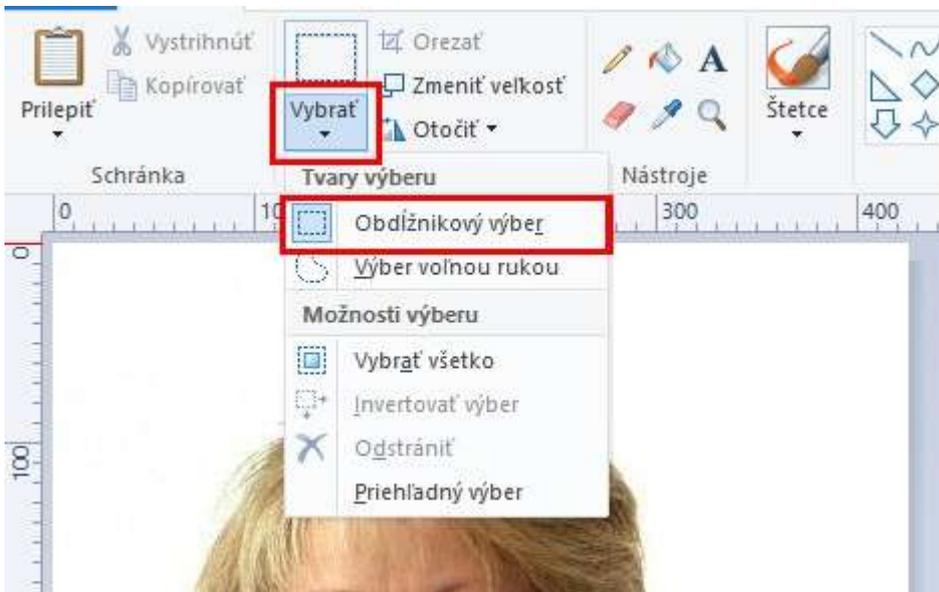
To reduce, we will use the **Paint** program, which is in every Windows.

Open your first photo in the Paint program. I have this:



It has a nice background but is asymmetrical and has a size of 428 x 461 pixels, which is not suitable. If I didn't change the width to 428 pixels, the photo would have to be 570 pixels high, and I don't have that. That's why I'll cut something out of it and then "call" the height.

I'm in the Paint program and I'm going to **Rectangular Selection..**



By dragging the mouse, I will make a "selection", where at the height I do not save what is below. I will deliberately cut out the wrong aspect ratio. Now it is important that the person has approximately an even space above the head and next to the head. This is not a photo on a card, so it doesn't matter if you have a hat or a helmet on your head.



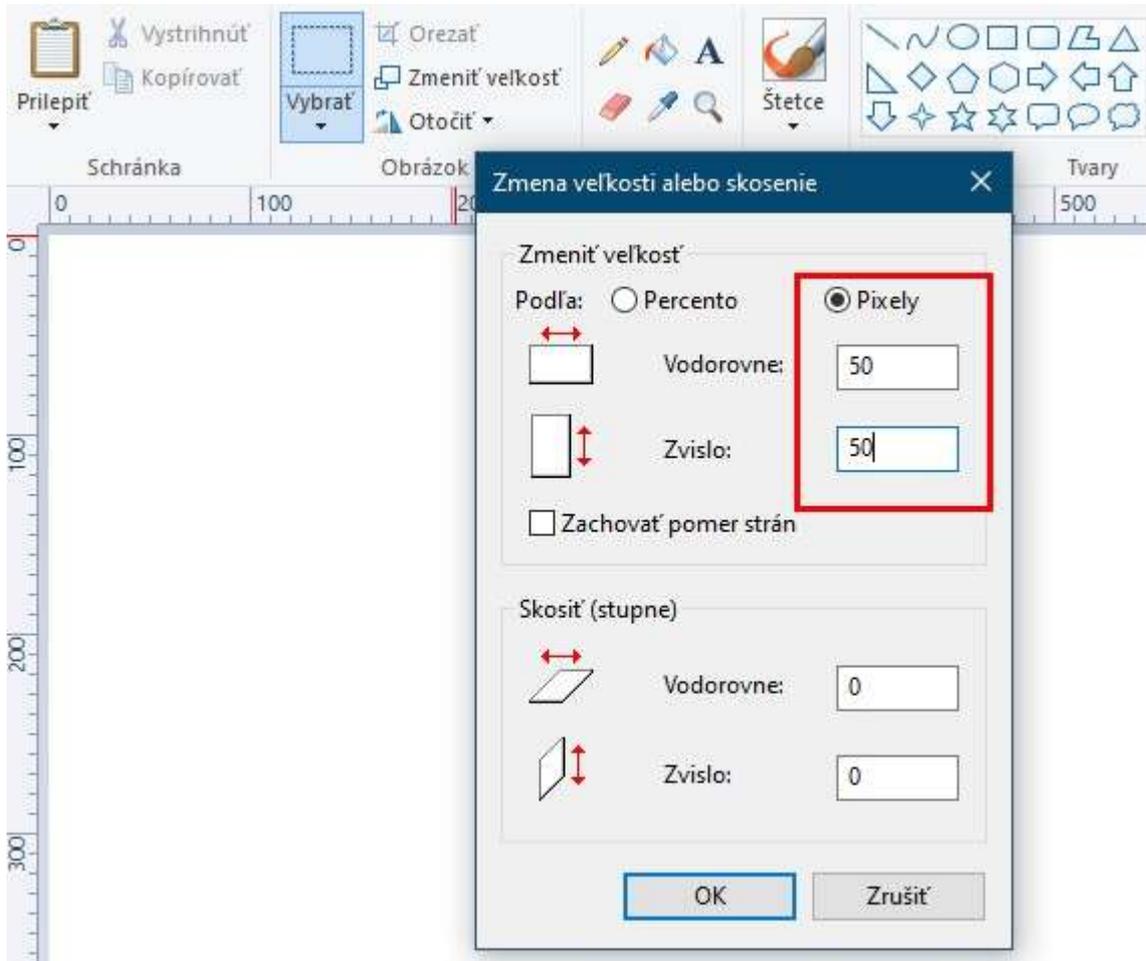
copy the selected "snippet" to the clipboard by pressing **CTRL + C**, such as Copy.

The clipping stays there until you shut down your computer or delete it from other content.

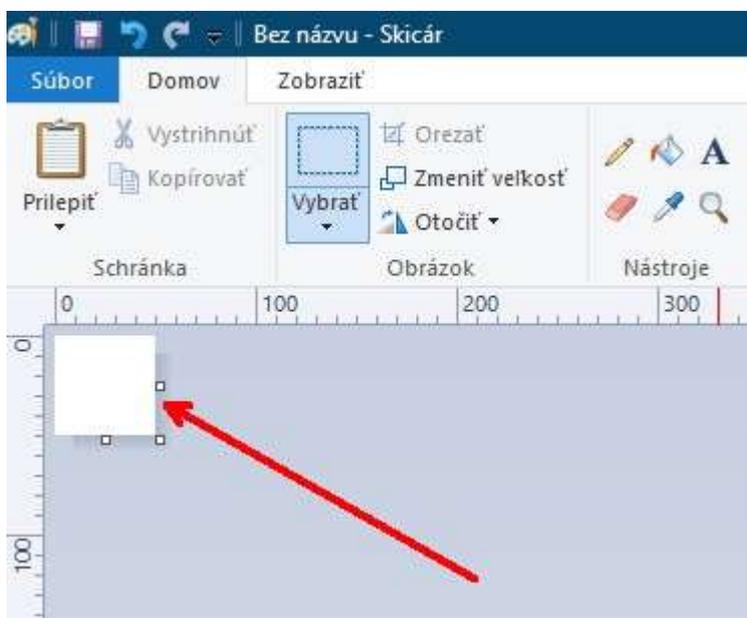
Now I will prepare a free place where I will insert the cut.

Paint has such a good feature that you don't have to tell him in advance how big the clipping will be, it will always adapt.

Therefore, in order not to have a free white area around the clipping, I will set a new area of only 50 x 50 pixels in Paint as follows:



After pressing the OK button, the location for the new photo will appear as follows:



This is fine, I press **CTRL + V** to Insert.



The photo is rather high and has a width of **284 x 434** pixels. In order for it to have the correct height at a width of 284 pixels, I repeat the selection, but I already take the full width and when selecting, I drag the mouse only down and observe the resulting number. I need a height of 379 pixels, which can be cut out of 424 pixels.

The 3 : 4 aspect ratio can be calculated on the calculator as follows

$$284 : 3 = 94.66$$

$$94.66 \times 4 = 378.64$$

With dimensions of 600 pixels and more, just keep the accuracy at 2 pixels, so I'll give the height rounded to 379 pixels.

There are programs like **Photoscape** on slunecnice.cz and others that allow not only rectangular selection but also selection in a 3: 4 aspect ratio. But then it goes faster there. But if you have enough time during the winter evenings, you can do it with Paint.

There are a lot of programs called Pexeso on the Internet, but they are designed as a game. My program is for creative people because you can choose photos on any theme for Pexeso that you can't buy in the store.

It can also be used for teaching, not just for fun. For children, you can make a memory game with animals to recognize a dog from a wolf or a pigeon from a stork in life.

I made Pexeso with pictures of film actors as an example. This is fun for adults, especially if you need to know the name of the actor or actress.



The program is FREEWARE. However, the author reserves the right to decide where the program will be stored for download. If you intend to save the download program on another server, please inform the author.

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