NewMasterMind

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	TITLE : NewMasterMind		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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NewMasterMind

1.1 NewMasterMind Documentation

Wellcome to NewMasterMind!

This is an implementation of the famous mind puzzling game MasterMind.

Copyright Notice

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If you like NewMasterMind you might want to take a look at my
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1.2 Copyright Notice

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Install, NewMasterMind, NewMasterMind.info, NewMasterMind.guide and
the Swedish catalog
Copyright © 1994 Lorens Younes.

Install.info and NewMasterMind.guide.info by Martin Huttenloher (from his
wonderful MagicWB-package).

This program may be freely distributed except for commercial purpose, so long
as the files included are not separated or modified.

If any of the following files are missing, please contact me:
   Install                              - Installation script
   Install.info                         - Icon for installation script
   NewMasterMind                        - Executable file
   NewMasterMind.info                   - Icon for NewMasterMind
                                          (MagicWB style)
   NewMasterMind.guide                  - Documentation
   NewMasterMind.guide.info             - Icon for NewMasterMind.guide
                                          (MagicWB style)
   Catalogs/svenska/newmastermind.catalog - Swedish catalog for use with
                                          locale.library
   Catalogs/instructions                - How to translate NewMasterMind
   Catalogs/newmastermind.cd            - Catalog description file
   Catalogs/template.ct                 - Catalog translation file
   misc/palette.ilbm                    - WB palette for 2.x
   misc/palette3.0                      - WB palette for 3.x
   misc/NewMasterMind.info              - Icon for NewMasterMind
                                          (standard WB style)
   misc/NewMasterMind.guide.info        - Icon for NewMasterMind.guide
                                          (standard WB style)
```

1.3 System Requirements

```
NewMasterMind will run on any Amiga computer with version 2.0 or higher of the
OS (or at least I hope it will). If you have version 2.1 or higher
NewMasterMind will try to use the language you have selected through
Preferences. To get the most out of NewMasterMind (i.e. colored bricks) you
need AmigaOS 3.0 or higher.
```

1.4 Installation

```
To install NewMasterMind from scratch or to update an old version just run the
installation script.
If you choose to install the MagicWB style icons without having MagicWB
installed you can still get them look nice. For this purpose you need at least
an 8 color WB and you will have to load the correct color palette into the
Palette Preferences. The palette can be found in the misc dir (one for 2.x and
one for 3.x).
```

1.5   The Menu

```
                Game
New                - Start a new game.
About...           - Show info about program (i.e. version number and author).
Quit NewMasterMind - Quit the program (same effect as pressing the
                     closegadget).


Settings
No Colors          - If the program was able to find eight different colors to
                     use for the bricks, but you don't like them select this
                     item to use numbers instead.
Opponent           - Select your opponent (human or computer).
Correction Method - Children or adults.
Number of Colors  - 4, 6 or 8.
Save Settings     - Save the settings (uses
                tooltypes
                ).
```

1.6   The Gadgets

Select a brick to place on the board by pressing on it. Move the mouse to where
you want the brick to be placed. Press the mousebutton again.

Press the OK gadget when you are sattisfied with your guess.

1.7   Tooltypes

The following tooltypes are recognized by NewMasterMind:

PUBSCREEN=<name of public screen>
Use this to open the window on other public screens than the default one (if
there is no public screen with the given name, the program will try to open its
window on the default public screen).

NOCOLORS
Use this to turn of the use of colors for the bricks.

NUMCOLORS=<4 | 6 | 8>
Use this to set the initial value of the number of colors.

CORRECTION=<Children | Adults>
Use this to set the initial correction method.

OPPONENT=<Human | Computer>
Use this to set the initial opponent.

1.8   Version History

v1.0 (94-12-24) First public release.

1.9   Plans for the Future

Write more catalogs (if you help me).
Add "online-help".
Let the user select colors for the graphics.

1.10   Troubleshooting

If you get the message "Screen is too small!" when you run NewMasterMind, you
are either using a too big screen font or you're trying to run NewMasterMind on
a too small public screen. NewMasterMind is guaranteed to open on a 640 x 200
screen with a screen font of resonable size.
If you get a message about opening libraries make sure you've got at least
version 37 of the system libraries.
Any other messages are probably due to lack of memory. They're not likely to
show up.

1.11   Acknowledgements

I dedicate this program to my computer teacher in "college" Maria Flodkvist.
During her lessons I developed a PC version of this game. Now three years later
I've finaly made the Amiga version.
I would also like to thank Jesper Graetsch (a friend from my early collage
years who came with some suggestions on how to improve the game) and Torbjörn
"saltis" Magnusson (who was the first to introduce me to the game).

1.12   Bug Reports

If you discover any bugs please let me know. Also if you have any suggestions
for improvements or just want to tell me how great this program is, I would
appreciate to hear from you.

This is where you can reach me:
snail-mail: Lorens Younes
            Sandkullsv. 16
            S-163 57 Spånga
Internet: d93-hyo@nada.kth.se

1.13   Localization

NewMasterMind is localized, so if you have v2.1 or higher of the OS
NewMasterMind will try to use the language you have set in Preferences. If
there is no catalog for your language, English will be used as default.

Since I'm not very good at languages I've only written one additional catalog
(the Swedish one). However I've included some files so that you easily can make
LazyMines support your language too. Read Instructions in the Catalog directory
for more information.

1.14 Other Products

LazyMines v2.1
A colorfull minesweeper game. Includes:
    - 3 difficulty levels.
    - Warnings, Auto Mark and Safe Openings.
    - 10 high scores for each difficulty level.
    - AmigaGuide documentation.
    - Installation script.
    - Support for locale.library (2 languages included).
    - Icons in both MagicWB and standard WB style.

Yahzee v2.2
Probably the best free Yahtzee game available. Includes:
    - 1 to 6 players.
    - American and Traditional scoring method.
    - Maxi and Original Yahtzee.
    - 10 high scores for each type of game.
    - AmigaGuide documentation.
    - Installation script.
    - Support for locale.library (7 languages included).
    - Icons in both MagicWB and standard WB style.

1.15 The Game

The purpose is to guess the hidden combination (generated either by the
computer or by a human opponent). When you have made a guess, your guess is
compared to the hidden combination and black or white bricks appears in the
small holes according to how good your guess was. Each black brick indicates
that one of the bricks in your guess is in the correct position. Each white
brick indicates that one of the bricks in your guess has the right color, but
is in the wrong possition. If the correction method for children is active each
small hole represents a big hole (se below).

    1 3
    2 4

    1

    2

    3

4

If the correction method for adults is active there is no relationship between the small holes and the big holes.
When you make the correct guess you get four black bricks and the hidden combination will be shown. If you don't find out what the hidden combination look like in ten turns you loose, and the hidden combination will be shown anyway.