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**Another MasterMind For Windows** is a computer version of the MasterMind™ board game (which is based on older pen & paper type games).

**AMM4W** lets you compete with the computer on two boards simultaneously.

See Also:

[Game Type](#), [Game Level](#), [Public Domain Notice](#)

## MasterMind Rules

One player, the Codemaker, selects a number of colored pegs and arranges them in a row on the top of the board. Then he hides the combination.

The other player (the Codebreaker) attempts to crack the secret combination by constructing successive "guess combinations" on the board. The Codemaker gives him certain clues about each guess, using small black and white pegs.

The small black pegs show the number of Codebreaker's pegs which are the same color and in the same place as the pegs in the Codemaker's combination.

The small white pegs show the number of Codebreaker's pegs which are the same color, but not in the same place as the Codemaker's pegs.

See Also:

[Game Type](#), [Game Level](#)

## Game Type

### **Player vs. Computer**

The game is played on a double board.

The player sets a secret combination (on the lower right side of the board) which the computer has to crack. Meanwhile, the computer sets a secret combination for the player.

The player and the computer proceed with the game according to the rules, constructing their "guess combinations" turn by turn. The player uses the left side of the board, from the bottom up. The computer uses the right side, from the top down.

The first one to crack the opponent's secret combination wins.

### **Player Only**

The computer acts as Codemaker, setting a secret combination which the player tries to crack.

### **Computer Only**

The player acts as Codemaker, setting a secret combination which the computer cracks in no time in an unimaginative and moronically methodic way.

See Also:

[Game Level](#)

# Public Domain Notice

**Another MasterMind For Windows** is a Public Domain program. Use and share it as much as you like.

Please don't distribute modified copies.

Davor Slamnig  
Zagreb, 1994.

## Game Level

The difficulty of the game is proportional to the number of possible colors, and the number of pegs used in a combination.

The standard MasterMind setup is 6 colors and 4 pegs.

AMM4W offers a range of levels with predefined color/peg setups. Also, the **New Board** option allows creation of custom levels.

The maximum number of colors is 8. The maximum number of pegs is 6.

See Also:

[Game Type](#)

