Help for CodeBreaker

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What is CodeBreaker

CodeBreaker is a game of numbers and logic. CodeBreaker was inspired by the board game MasterMind (tm).

The object is to guess the secret code which is a series of numbers. After each guess you are given two clues narrowing down the possibilities of the code.

The clues tell you the number of correct numbers in your guess, and how many correct numbers are in the correct position. Note that the clue does not reveal which numbers are correct, just how many.

Start-up Information

When CodeBreaker starts it reads start-up configuration information, and the Top Ten Scores data from the file CODEBRK.INI.

This file must be located in the same drive and directory   that CodeBreaker is started from. If it doesn't exist CodeBreaker creates it. For more information on start-up configuration see Options.

Playing The Game

The computer generates a secret code. The code consists of the digits 0-9 in any combination including multiple occurrences of the same digit in the code.

The size of the code number ranges from 3-12 digits long depending on the current level. There are 10 levels of play and 2 play modes.

You get   up to 12 guesses to break the secret code. You enter your guess using a mouse or the keyboard.

 Use the clues given after each guess to figure out the code. Discover the code using the fewest number of guesses to get the highest score.

Break the code and the game continues with the next round. The game ends when after 12 guesses the code still has not been broken.

Scoring

Points are awarded after each round based on the level of play (number of digits in the code), and the number of guesses taken to break the code.

When the game ends, if your score is one of the top ten highest scores CodeBreaker adds your name and score to the top ten list.

Scoring Hint

Score Table

Using a Mouse

There is a mouse keypad displayed to the right on the game board.
Clicking the left mouse button on a number key chooses that number.
If you make a mistake, clicking the mouse on the "<" key backspaces over your last choice.
Click on the "OK" key to enter your guess.

Using the Keyboard

Use the digit keys 0-9 on your keyboard to enter your guess.
NumLock must be on to use the numeric keypad.
If you make a mistake, press the <Backspace> key to backspace over your last choice.
Press the <Enter> key to enter your guess.

New Game Menu

Starts a new game.

The score is reset to zero, and a new game begins.

The play mode and starting level of the new game is determined by the current options settings.

High Scores Menu

Displays a list of the top ten highest scores and the names of the players who got them.

At the end of each game, if your score is one of the top ten highest scores your name and score is placed in this list.

Options Menu

Used to select one of two play modes and to save start-up settings.

Play Modes

Auto increment mode - The game starts at level 1 (3 digits in the code) and after each successful round advances to the next level.

Fixed level mode - You set the play level using the scroll bar. After each successful round the game continues with a new round at the same level.

Start-up Configuration

The current selections can be saved to the CODEBRK.INI file. The next time you run CodeBreaker it will <u>start</u> in the play mode and level selected.

Exit Menu

Exits CodeBreaker. You can exit at any time, even in the middle of a game.

Credits and Notes

CodeBreaker Copyright (c) 1991 Gerard Lane

This program is distributed as shareware. It may be copied and distributed freely, provided that no changes are made to the program. If you like it and intend to keep a copy of it, please be supportive of the authors efforts by sending a $5 donation to:

Gerard Lane

4160 W. 182nd Street #107

Torrance, Calif. 90504

Whether you send a donation or not, please send a postcard with your comments, suggestions, hints, thoughts, and complaints. I am very interested in what you think of it, and would like to know how far this program spreads.

Thank You.

MasterMind (tm) is made by Pressman Toy Corporation. It is a 2 player game played on a game board, and uses colored pegs instead of numbers to form the code.

Higher scores are possible in **Fixed level mode**, because the size of the code in Auto increment mode gets larger after each round, which makes it very difficult to break after just a few rounds.

Using the Fixed level   play mode. Choose a level where you can break the code consistently, yet high enough to produce enough points. I suggest trying level 3.

Score Table

(Points possible each round)

Level	Increment	Maximum
1	1	12
2	16	192
3	81	972
4	256	3,072
5	625	7,500
6	1,296	15,552
7	2,401	28,812
8	4,096	49,152
9	6,561	78,732
10	10,000	120,000