

The Game of MisterMind

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General Instruction

The game of MisterMind is a modern variation of a game which has been around for many years under such names as "Bagels," "Bulls and Cows," These days it's best known by the board game MasterMind (tm).

The object is determine the sequence of a series, chosen by your opponent, given only a few clues.

In standard board game, one player, the CodeMaker, secretly forms a pattern of 4 pegs, using pegs of 6 different colors.

The other player, the CodeBreaker, must try to guess the pattern. After each guess, the CodeMaker responds with another pattern of pegs, which give the CodeBreaker a hint to the solution.

The clue tells how many pegs are the correct color in the correct position (represented by black pegs), and the number of pegs of the correct color but in the wrong place. (white pegs)

Note that the clue give no indication of which pegs or correct, only the number of them.

Specific Instruction

This program isn't as restrictive as those older variations.

The board may be up to 9 "pegs" long, and have up to 10 different colors. The computer will form the pattern, and you must guess it.

You enter your pattern using the keyboard, or a mouse.

If a game gets too hairy for you, you can save the game, and come back to it later.

For those of you who are really committed to the game, add the line:

mmd=mrmind.exe ^.mmd

to the "[extensions]" section of your win.ini file to restart a saved game by merely clicking on it's save file.

Using A Mouse



Along the bottom of the game board there are icons for each colors. Clicking on a color chooses a peg of that color.

NOTE: If you want to try a 10 color puzzle, you must use a mouse.

If you make a mistake, clicking on the "Left Arrow" icon lets you take back your last move.

If you're confident about a particular peg, click the RIGHT mouse button, and we'll use the color in that position from the previous pattern.

Using The Keyboard

Along the bottom of the game board there are icons for each colors. The colors are numbered, 1 to 9, and can be chosen with the digit keys.

NOTE: If you want to try a 10 color puzzle, you must use a mouse.

If you make a mistake, pressing the backspace key lets you take back your last move.

If you're confident about a particular peg, press the spacebar, and we'll use the color in that position from the previous pattern.

File Menu

New

Starts a new game.

When you choose New, MrMind lets you save to the current game.

Open

Opens an existing game file.

When you choose Open, MrMind lets you save the current game.

The game opened will be restored to the point where it was saved, and can be pick up at that point.

Save

Saves the current game to a file.

When you choose Save, the game remains active so you can continue trying to solve it.

Save As

Saves the current game to a file.

You can:

* Name a New document.

* Save an existing game under a new name.

The original remains unchanged.

Colors Menu

From the Color Menu , you can choose the number of colors that will be used to form the puzzle.

Changing the number of pegs in the middle of a game will force you to abandon that game.

A warning is given if you try this.

Pegs Menu

From the Pegs Menu, you can choose the number of pegs that will be used to form the puzzle (The board width).

Changing the number of pegs in the middle of a game will force you to abandon that game.

A warning is given if you try this.

Options Menu

At present there is only one option available from this menu, "Timer Tick". At selected, an audible tick will be played as every second of the game goes by.

And Now, A Word From Our Lawyer

The term "MasterMind" when referring to a game like this is probably someone's Trademark. Hence, the last minute substitution of an "i". Nevertheless, THIS program is Copyright 1990 (c) by James M. Curran

ShareWare

Yeah, Here's the pitch. The original (text mode) version of the was free, but everyone told me I should charge for it, so here goes. I have no idea what one should charge for this. You got any idea ?? Sending me a buck or two (or five or ten) will get you :

- a) a warm feeling inside.
- b) my undying gratitude.
- c) a very good chance of getting a free copy of the next version of this I write (if I remember), or possibly a copy of the next WinApp I write.

James M. Curran
24 Greendale Road
Cedar Grove, NJ 07009-1313
CompuServe [72261,655]

(You have about a 300% better chance of getting a timely response if you contact me through CompuServe then through the mail)

Rumor has it, a postcard or an EasyPlex alone will get you two of the above.

Other Fine Selections From Our Catalog.

Lucas's Puzzle - *A logic puzzle based on a problem designed by French mathematician Edouard Lucas. The object is to reverse a pattern of colored markers, given a few restrictions.*

Galloping Horse - *A continuously galloping horse in a small window. Perfect for amusing background desktop feature.*

Yin-Yang - *A drawing of a Yin-Yang / floppy disk symbol with a kaon with "The Zen of Programming" by Geoffrey James.*

All are written by James M. Curran. All are Shareware with no fixed registration price.

The game of Bagels uses a number between 000 and 999, (in a sense, three pegs, chosen from ten colors) but is played essentially the same.