MindMaster Help Index

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The Index lists all the MindMaster Help topics.

To learn how to use Help, choose Using Help from the Help menu, or press F1.

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How to Play

This section contains information about how to play the game of MindMaster.

Overview
Playing the Game - You Guess the Code
Playing the Game - The Computer Guesses the Code
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Overview

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MindMaster for Windows is a game to test and improve your logic capabilities.   It gives you a chance to outsmart the computer.   The game is modelled on the board game MasterMind (Tm) made by Parker Brothers.

The objective is to determine the secret code generated randomly by the computer.   This code consists of a line of colored pegs arranged in a specific order and you must duplicate the color and exact position of each peg.

You will make a series of guesses, and each guess will be marked by the computer.   Your next guess will therefore incorporate the knowledge gained in the previous round.

You may specify the number of pegs and colors to be used , thereby changing the level of difficulty of the game.

Other modes of play are available where the computer tries to guess your secret code.

Related Topics

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- Playing the Game - You Guess the Code
- Playing the Game - The Computer Guesses the Code

Playing the Game - You Guess the Code

The object of the game in this mode of play, called User mode,   is for you to determine the secret code generated by the computer.   This code consists of a line of colored pegs arranged in a specific order and you must duplicate the color and exact position of each peg.

To Select User Mode:
From the Mode Menu, choose User mode.   This also starts a New Game.

To Start a New Game:
From the Game Menu, choose New or press F2.
The secret code or solution is concealed behind "**MindMaster**" shown at the top of the board.
The current color and peg are each indicated by a dotted rectangle.

To Set The Pegs:
1   Select a color by pointing to the color and single clicking the left button.
2   Set a peg to the current color by pointing to the peg and single clicking the left button.

Note: You can also set the current peg to any color by pointing to the color and double clicking the left button.

To Submit a Try:
When all pegs have been set, a pushbutton labeled Accept Try will appear.   When you are satisfied with the setting of the pegs, click the button to submit your try.

The computer will mark your try by setting result markers shown to the right of your try.   Interpret these as follows:-
Black: A black marker indicates that one of your pegs is correct in both color and position.
White: A white marker indicates that one of your pegs is correct in color only.
Vacant: A vacant result marker hole indicates that one of your pegs is incorrect.

After your try has been marked, you enter another try on the next line until you either guess the secret code (your try receives all black markers) or until all the lines in the board have been filled.   At the end of the game, a popup menu will appear prompting you what to do next.

To Backup a Move:
From the Game Menu, choose UnDo or press ALT BackSpace.

To ReStart the Current Game:
From the Game Menu, choose ReStart or press F3.

To Reveal the Solution:
From the Game Menu, choose Show Solution or press F5.   Choosing a second time will conceal it again.

To See a Computer Generated Solution:
From the Game Menu, choose Computer Solve or press F4.   Repeated requests can produce different results.

Related Topics

Playing the Game - The Computer Guesses the Code

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The object of the game in this mode of play, called Computer mode,   is for the computer to determine your secret code.   The computer produces guesses which you mark by setting result markers.

To Select Computer Mode:

From the Mode Menu, choose Computer mode.   This also starts a New Game.

To Start a New Game:

From the Game Menu, choose New or press F2.
The current color, black or white only, and the result marker area are each indicated by a dotted rectangle.

To Set The Result Markers:

1   Select a color by pointing to the color and single clicking the left button.
2   Add a result marker of the current color by pointing to the result marker area and single clicking the left button.

Note: You can also add a result marker of either color by pointing to the color and double clicking the left button.

To Submit Your Marking:

A pushbutton labeled Accept Result is always on display when entering result markers.   When you are satisfied with the setting of the result markers, click the button to submit your marking.

You should mark the computer's try by setting the result markers as follows:-
Black: A black marker indicates that one of the pegs is correct in both color and position.
White: A white marker indicates that one of the pegs is correct in color only.
Vacant: A vacant result marker hole indicates that one of the pegs is incorrect.

The computer will keep creating tries line by line until it correctly guesses the code (the try is marked with all black markers), all the lines are filled or it determines that inconsistent markings have been given.   At the end of the game, a popup menu will appear prompting you what to do next.

To Backup a Move:

From the Game Menu, choose UnDo or press ALT BackSpace.   The computer will re-issue the try for you to re-mark.

Related Topics

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◆   Overview
◆   Playing the Game - You Guess the Code

Strategy and Hints

This section contains hints on playing MindMaster.

●   If you believe you know the color of a peg, you can 'pre-fill' this peg position in all following lines.   To do this, point to the peg in the current line and double click the left mouse button.   This lets you concentrate more easily on the remaining pegs.

●   When assessing a new try, check your logic against all previous results markers.   To do this assume your new try is the correct solution and mentally mark all previous tries against it.   For it to be a valid guess, these markings must agree with those actually given.

Related Topics

◆   <u>Playing the Game - You Guess the Code</u>
◆   <u>Playing the Game - The Computer Guesses the Code</u>

Commands

This section contains information about the menu commands in MindMaster.

Game Menu Commands
Mode Menu Commands
Configure Menu Command
End of Game Popup Menu Commands

Game Menu Commands

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The shortcut keys available are shown after the menu command name.

New (F2):

Starts a new game of MindMaster in the currently selected mode and configuration.

Restart (F3):

Restarts the game currently being played.   Not applicable in Computer mode.

Computer (Re)Solve (F4):

A request for the computer to solve the current game; displaying its solution in a second board to the right of the first. Only applicable when the computer possesses the solution for the game being played.   Repeated requests to solve the current game can produce different results.

Show Solution (F5):

In User mode only; toggles the display of the solution for the current game only. The initial value for each new game is determined   by the current Configuration setting as set by the Configure Menu command.

Display Second Board (F6):

Toggles the display of the second board used to show the current computer solution.   Applicable only after a request has been made for the computer to solve the current game by the Computer (Re)Solve menu item.

Undo (Alt BackSpace):

Backs up one line in User or Computer modes.   This is somewhat of a cheat in User mode (since you will already have seen how the computer marked your try) but, for Computer mode, it does provide the ability to correct erroneously entered result markers.

Provide Solution (F7):

Only applicable in Computer mode when the game terminated due to inconsistent results being given.   It allows for entry of your solution which is then solved by the computer using a second board shown to the right of the first.   Until the tries diverge, you can thus see how the tries should have been marked.

Records:

Pops up a window showing statistics of previous games.

Exit:

Exits MindMaster.   You can exit at any time but, currently, the state of a partially played game will be lost.

Related Topics

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♦   End of Game Popup Menu Commands
♦   Mode Menu Commands

Mode Menu Commands

This menu is a subset of the full <u>Configure Menu</u> permitting change of playing mode only.

User:

Starts a new game where you are trying to find the solution created by the computer.   You enter the tries and the computer marks them by filling in the result markers.   This is the initial default playing mode.

Computer:

Starts a new game where the computer is trying to find the solution created by you.   The computer generates a try and you mark it by filling in the result markers.

AutoPlay:

Starts a new game where the computer is playing itself.   One part of the program creates a solution and another part then tries to find it.   In this mode, no user action is required until the end of the game.

Solve:

Starts a new game where you first enter the solution and the computer then proceeds to try and find it.   Once the solution has been entered, no further user action is required until the end of the game.   This mode is thus akin to Computer mode but, since it possesses the solution, the computer is able to mark its own tries.

AutoPlay - Repeat:

This mode is purely for demonstration purposes where a constantly changing display is desired.   Once the mode is selected, the computer loops continuously in Autoplay mode until either any key is hit or the mouse left button clicked.

Related Topics

◆   <u>Configure Menu Command</u> to set all options including the mode of play.

Configure Menu Command

Displays the current MindMaster configuration settings which, if desired, can then be modified.   After modification, if the OK button is selected, the settings will be used for all subsequent games played during this session of MindMaster.   Selecting the Save as Default button, will cause the settings to be saved and used as the initial configuration settings for subsequent MindMaster sessions.   The initial default settings can be re-instated by selecting the Reset Defaults button.   The configuration options available are:-

Mode:

Sets the mode of play: User, Computer, Autoplay, Solve or Autoplay - Repeat.   See the Mode Menu for definitions.   Initial default is User.

Number of Pegs:

Sets the number of pegs in each board line. The configurations available are 4, 5 or 6 pegs.   Initial default is 4.

Number of Colors:

Sets the number of colors to be used.   The configurations available are 4, 5, 6, 7 or 8 colors.   Initial default is 6.

Use Color Once only in the solution:

When selected, solutions created by the computer will use a color once only.   It also assumes you are doing the same in your solutions when in Computer or Solve modes.   This does not limit the number of times a color can appear in a try.   Initial default is off.

Show Solution:

Used as the initial setting for the Show Solution option in the Game Menu for each subsequent new game.   Initial default is off.

Related Topics

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♦   Mode Menu Commands to only set the mode of play

End of Game Popup Menu Commands

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This menu appears to the left of the main playing board at the end of a game and enables the immediate selection of a subset of the main Game Menu commands.   The actual menu displayed contains only those commands that are actually applicable.

The   shortcut keys available are shown after the menu command name.

OK:
Just removes the popup window to allow study of the board.

New (F2):
Starts a new game of MindMaster in the currently selected mode and configuration.

Restart (F3):
Restarts the game currently being played.   Not applicable in Computer mode.

Computer (Re)Solve (F4):
A request for the computer to solve the current game; displaying its solution in a second board to the right of the first. Not applicable in Computer mode.

Undo (Alt BackSpace):
Backs up one line in Computer mode when the game ended with a null result because of inconsistent result marking.   It provides the ability to correct the erroneously entered result markers that caused termination of the game.

Provide Solution (F7):
Only applicable in Computer mode when the game terminated due to inconsistent results being given.   It allows for entry of your solution which is then solved by the computer using a second board shown to the right of the first.   Until the tries diverge, you can see how the tries should have been marked.

Related Topics

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◆   Game Menu Commands
◆   Mode Menu Commands

Mouse

This section contains information about playing MindMaster using the mouse.

Entering Try or Solution Using the Mouse
Entering Result Using the Mouse

Related Topics

- ♦   Entering Try or Solution Using the Keyboard
- ♦   Entering Result Using the Keyboard

Entering Try or Solution Using the Mouse

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While entering tries in User mode or the solution in Solve mode, the current color and peg are indicated by two dotted rectangles.

When the current line being entered has all its pegs set, a pushbutton (labeled Accept Try or Accept Solution) is displayed that, when clicked, indicates that you are happy with the peg colors and their positions and that the line should be accepted by the computer.

Clicking a Sample Color.

Left Single Click	Change the current color indicator to the color selected.
Left Double Click	Change the current color indicator and set the currently selected peg to that color.The current peg indicator is moved forward to the next empty peg or, if all pegs have been set, to the next peg.
Right Single Click	Change the current color indicator and erase all pegs of that color from the current board line and, for entering tries, from all lines below. The selected peg becomes the current peg.
Right Double Click	Same as right single click.

Clicking a Peg.

Left Single Click	Set the selected peg to the current color. The current peg indicator is moved forward to the next empty peg or, if all pegs have been set, to the next peg.
Left Double Click	As above except, for entering a try only, the corresponding pegs in all lines below the current line are also set. Pegs 'pre-filled' in this manner remain set when new tries are entered.
Right Single Click	Remove the selected peg from the current line and, for entering tries, the corresponding peg from all lines below. The selected peg becomes the new current peg.
Right Double Click	Remove all pegs from the current line, and, for entering tries, from all lines below. The current peg indicator is set to the leftmost peg in the current line.

Related Topics

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Entering Result Using the Mouse

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This only applies to Computer mode.   When a computer created try is to be marked, a dotted rectangle is displayed surrounding all the result marker locations in the current line.   Since result markers can only be white or black, only those two colors are displayed as sample colors with a dotted rectangle surrounding the currently selected color.

Since a valid result can comprise zero markers, a pushbutton (labeled Accept Result) is always on display whenever result markers can be set.   Click on the button when the computer try has been fully marked.

Note that entry of result markers differs from entry of try or solution pegs in that individual markers are not being set; merely the number of each color that should be included.   Black markers are always shown first.   If, when a new marker is to be added to the result, all the markers possible have already been set, a marker of the opposite color is converted to the selected color.

If the computer determines that inconsistent results have been given, a warning message is displayed and the game is given a null result as far as record keeping is concerned.   See the Undo and Provide Solution commands in the Game Menu or End Of Game Popup Menu.

Clicking a Sample Color.

Left Single Click	Change the current color indicator to the color selected.
Left Double Click	Change the current color indicator and add one marker of that color to the result.
Right Single Click	Change the current color indicator and remove one marker of that color from the result.
Right Double Click	Change the current color indicator and remove all markers of that color from the result.

Clicking in the Result Area.

Left Single Click	Add one marker of the current color to the result.
Left Double Click	As above.
Right Single Click	Remove one marker of the current color from the result.
Right Double Click	Remove all markers from the result.

Related Topics

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♦   Entering Try or Solution Using the Mouse
♦   Entering Try or Solution Using the Keyboard
♦   Entering Result Using the Keyboard

Keyboard

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This section contains information about playing MindMaster using the keyboard.

[Entering Try or Solution Using the Keyboard](#)
[Entering Result Using the Keyboard](#)
[Accelerator Keys](#)

Related Topics

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♦   [Entering Try or Solution Using the Mouse](#)
♦   [Entering Result Using the Mouse](#)

Entering Try or Solution Using the Keyboard

While entering tries in User mode or the solution in Solve mode, the current color and peg are indicated by two dotted rectangles.

When the current line being entered has all its pegs set, a pushbutton (labeled Accept Try or Accept Solution) is displayed indicating that, when you are happy with the peg colors and their positions, the line will be accepted if the Enter key is hit.

Up/Down Arrows	Move the current color indicator.
Left/Right Arrows	Move the current peg indicator.
Color Number	Change the current color indicator and set the currently selected peg to that color.The current peg indicator is moved forward to the next empty peg or, if all pegs have been set, to the next peg.
Shift + Color Number	As above except, for entering a try only, the corresponding pegs in all lines below the current line are also set. Pegs 'pre-filled' in this manner remain set when new tries are entered.
Insert	Set the current peg to the current color. The current peg indicator is moved forward to the next empty peg or, if all pegs have been set, to the next peg.
Shift + Insert	As above except, for entering a try only, the corresponding pegs in all lines below the current line are also set. Pegs 'pre-filled' in this manner remain set when new tries are entered.
0 or Delete	Remove the current peg from the current line and, for entering tries, the corresponding peg from all lines below. The current peg position is not changed.
Shift + Delete	Remove all pegs from the current line, and, for entering tries, from all lines below. The new current peg indicator is set to the leftmost peg in the current line.
BackSpace	The current peg position is first moved to the last peg entered. This peg is then removed from the current line and, for entering tries, the corresponding peg removed from all lines below.

Related Topics

- Entering Result Using the Keyboard
- Entering Try or Solution Using the Mouse
- Entering Result Using the Mouse

Entering Result Using the Keyboard

This only applies to Computer mode.   When a computer created try is to be marked, a dotted rectangle is displayed surrounding all the result marker locations in the current line.   Since result markers can only be white or black, only those two colors are displayed as sample colors with a dotted rectangle surrounding the currently selected color.

Since a valid result can comprise zero markers, a pushbutton (labeled Accept Result) is always on display whenever result markers can be set.   Hit the Enter key when the computer try has been fully marked.

Note that entry of result markers differs from entry of try or solution pegs in that individual markers are not being set; merely the number of each color that should be included.   Black markers are always shown first.   If, when a new marker is to be added to the result, all the markers possible have already been set, a marker of the opposite color is removed.

If the computer determines that inconsistent results have been given, a warning message is displayed and the game is given a null result as far as record keeping is concerned.   See the Undo and Provide Solution commands in the Game Menu or End Of Game Popup Menu.

Up/Down Arrows	Move the current color between black and white indicator.
Color Number	Change the current color indicator and add one marker of that color to the result.
Insert	Add one marker of the current color to the result.
0 or Delete	Remove one marker of the current color from the result.
Shift + Delete	Remove all markers from the result.
BackSpace	Remove the marker just added.

Related Topics

◆   Entering Try or Solution Using the Keyboard
◆   Entering Try or Solution Using the Mouse
◆   Entering Result Using the Mouse

Accelerator Keys

This section provides a quick reference for the accelerator keys available.

F1   Help
F2   New Game
F3   Restart
F4   Computer (Re)Solve
F5   Show Solution
F6   Display Second Board
F7   Provide Solution

All the actions, except Help, are part of the Game Menu and are defined in that section.