

Super MasterMind Help Index

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Rules of the MasterMind Game

The game's objective is to discover the secret code in a minimum of tries. This secret code is a row of coloured pegs.

The player discovers the code as follows:

- The player places a row of coloured pegs
- Then the computer checks whether there are pegs which have the correct colour and position and whether there are pegs which only have the right colour
- The player analyses this information and places a new row of pegs
- The computer checks this row
- and so on...

Pegs which have the right colour and position are rewarded with a little black peg, those which have the right colour but a wrong position will be marked with a little white peg. However, it is up to the player to figure out which little peg matches which coloured peg.

The game MasterMind knows many different implementations which all differ in the number of different colours of pegs and the number of pegs in the secret code.

However, this program allows you to select your favourite game setting by the settings option in the menu.

See also:

[Example of a MasterMind Game](#)

[Using Super MasterMind](#)

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Example of a MasterMind Game

This is an example of a MasterMind game to make you better understand the rules of the game.

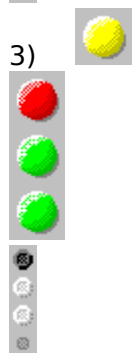
The initial settings are active during this example.

Move the mouse cursor over the pegs and click when the cursor changes to get more information.

Keep in mind that the first row is the one at the bottom



Continue explanation



Continue explanation





1)



[Continue explanation](#)



[Begin explanation](#)

See also:

[Rules of the MasterMind Game](#)

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The Secret Code

The secret code is the code the player must try to discover. The code is hidden during the game, of course. If the player has found the code ends the game and the code will be shown.

Losers can discover that what they were not able to find by choosing Game|Reveal code.

Coloured Peg

The secret code consists of a row of coloured pegs.
These pegs are the ones that the player must use to discover the secret code.

Little White or Black Peg

Whenever the player has input a row of coloured pegs , the computer will check his guess. For every peg which has the right colour and the right position a little black peg will be placed.

For every peg which has the right colour but a wrong position a little white peg will be placed.

Begin Explanation of the Example

The first row is always a blind guess...

As you can see, one peg has the right colour and position (the second yellow peg)

The first yellow peg could have earned a white peg, but not in this case because the other yellow peg got a little black peg and the code only has one yellow peg.

Next row...

Explanation of the Example

Continued...

In the last row there was one correct peg. Of course, the player cannot know which one. The player guessed it was the fourth peg, a blue one. Now there is one peg which has the right colour, but it is placed at a wrong position.

Newt row...

Explanation of the Example

Continued...

The player can conclude from the last row that his guess was wrong, so it has to be one of the three other ones from the first row. It is unlikely that the other blue one is correct, because the solution would then be 1 blue and 3 green pegs. (Of course, it is possible) (Explanation: The little white peg in row 2 is for the blue peg, and the black one in row one too, and green is the only colour which has not been used yet)

The player now guesses that the first yellow in row one is correct and that the little white peg in row 2 is for the red peg. The other spaces are filled up with green, the only colour which has not been used yet.

Apparently there is now one correct peg and of 2 other pegs the correct position must still be found.

Next row...

Explanation of the Example

Continued...

The player now reasons that it is the second yellow peg in row one which is correct. He guesses the first green peg in the last row is correct. The 2 other positions are filled up with red because that colour must appear at least once to confirm to the results of row 2 and 3. The other red one is because the other colours either do not appear or can only appear once to keep the followed reasoning valid.

And what turns out...

The secret code has been found !!!

Using Super MasterMind

When you execute Super MasterMind, the Super MasterMind window appears. If you want to change the initial settings you must do it first.

Then you pick Game|New.

The computer now generates a secret code. The computer hides the code and a first row of empty positions appears.

You can select a position with ARROW-LEFT and ARROW-RIGHT or with the mouse by clicking on the position.

You can place a peg by selecting Game|Place peg in the menu and then picking a colour. But it is also possible to press the short cut letter in the menu directly to place a peg. Mouse users can use the row of buttons above the play field.

If you have entered your guess you can let the computer check it by pressing ENTER or picking Game|Check Try in the menu.

If you have made a good guess a row of little black and white pegs will appear on the right. (See Rules of the MasterMind game for more information.)

If you have not discovered the code yet, a new empty row will appear.

If you need more tries than the window is large, the bottom lines will disappear from the screen. You can call them back by pressing ARROW-UP and ARROW-DOWN or by using the scrollbar on the right of the window. Pressing another key will automatically display the active line of pegs.

If you have found the code you will be congratulated and the code will be shown. Now, you can change the settings if you like and start a new game.

If it seems to be impossible to find the code, you can show it by picking Game|Reveal code in the menu...

See also:

Settings

Rules of the MasterMind game

Keyboard

R: Red

G: Green

Y: Yellow

B: Blue

P: Purple

C: Cyan

A: grAy

N: None

ARROW-UP, ARROW-DOWN:
Scroll

ENTER:
Check Try

Super MasterMind Settings

When you select this option, the settings dialog box will appear.
This dialog box contains three groups

- Number of pegs
- Number of colours
- Colours may occur multiple times

Number of Pegs

This group consists of 4 "radiobuttons" which carry values from 3 until 6. Value 4 is the default one.

With this group you can select the number of coloured pegs the secret code consists of. Of course, the more pegs, the harder the game.

Number of Colours

This group also consists of 4 "radiobuttons", but these carry the values from 5 until 8. Value 6 is the default value.

With this group you can set the maximum number of colours that can appear in the game. If you select 8 colours, some places in the code will be left empty.

And of course, the more colours, the harder the game.

If there are more colours than places in the secret code or if colours can occur multiple times, some colours will be unused. It is up to you to find out which ones. (See the example.)

Colours may occur multiple times

This "checkbox" determines whether a colour may occur more than once in the secret code. Default, this option is on.

If this option is off, a colour either appears in the code or not.

If this option is in, a colour can occur not at all, or it could be the only colour in the code! (However, it is very unlikely.)

Remarks:

This option is disabled during the game.

If colours may not occur multiple times and you have selected more places than colours, the number of colours will be made equal to the number of places.

See also:

[Rules of the MasterMind game](#)

[Using Super MasterMind](#)

About Super MasterMind

Super MasterMind is written by Jan Goyvaerts, using Borland Pascal with Objects 7.0

This program may be copied freely, as long as all the files are included without any modification.

You cannot charge any money for this program, except for a low fee to cover disk and distribution costs.

Remarks and suggestions (and bugs) can always be reported at the following address. If you include some money for the return stamp, you will always get an answer.

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Belgium

Have lots of fun with Super MasterMind !!!

The author of this program, nor anyone else, can be held responsible for any damage that has been caused directly or indirectly by the proper or improper use of this program.