Table of Contents

How To Play The Game

The Menus

Disclaimer

Author's Note

Object Of The Game

The object of the game is to guess the hidden code that the computer has created.   The code may contain 4 to 7 colors, depending on what you selected in Number of Tokens under the Options Menu.

What is the Hidden Code?

The Hidden Code is a set of four to seven colored tokens, depending on what you choose for Number Of Tokens under the Options Menu.

The hidden code may or may not contain empty spots, and color tokens may or may not be repeated, depending upon the settings you set in the Options Menu.

Shown below are the different colors by which the hidden code will be created from:

How Do I Solve The Hidden Code?

You solve the hidden code by making guesses.   You make a guess by dragging and dropping color tokens on the Guess Area.

The guess area is where you drag and drop the color tokens located at the left of the game area.   In the figure shown left, the hidden code consists of only 4 tokens, and each guess you make would consist of 4 tokens as well.   (Notice that some of the positions are empty.   This means that the Allow Empty Spot option was selected.)

The row number that is highlighted in green denotes the **active** row, and that is the only area you can drop your color tokens on.   To change the color of the tokens already dropped during gameplay, simply drop another token on top of it, and the new token will replace it.   To clear a position (to create an empty spot), simply double click on an already-dropped color token, and it will disappear.   (NOTE: You can only drop color tokens on the active row.   Once the "Enter Guess" button has been clicked, the active row shifts to the next row, and the previous row will no longer be considered active, and hence, you can no longer change any of the color tokens.)

Once you feel comfortable with the order of the color tokens on the active row as a representation of your guess, you can enter your guess by either clicking the button marked "Enter Guess" (to the left of the guess area), or simply click the green highlighted row number.

After entering your guess, you will get the results in the Results Area (immediately to the right of the active row).   For every one color token in your guess that matches the hidden code *in color **and** position*, a **black peg** will appear in the Result Area.   For every one color token in your guess that matches the hidden code *only in color but not in position*, a **white peg** will appear in the Result Area.   If the color tokens in your guess do not match any of the colors in the hidden code, no pegs will appear at all.

Winning the Game

The game is won when you meet two conditions:

1) When you have guessed all the colors in the hidden code, AND
2) When you are able to place these correct colors in the same order as they are in the hidden code.

The game will let you know when you have correctly guessed the hidden code by popping up a window telling you so.   (You will also notice that the <u>Result Area</u> will be fully occupied by black pegs).

Once you win the game, you will be given the following options:
1) To start a <u>New Game</u>;
2) To <u>Analyze</u> the game;
3) To <u>Quit</u> the game.

At anytime during the game, hitting the ESC (escape key) will <u>minimize</u> Code Hunt.

See Also

The following are the menus in the game:

Actions Menu

Options Menu

Help Menu

See Also

This game is distributed on an **as-is** basis with no implicit or explicit warranties, guarantees, assurances, in the present or future.

By using this software, you hereby agree not to hold the author liable or responsible for any direct or indirect consequential damages resulting from the use of this software.

See Also

This software is public domain (freeware).   You may distribute it freely, provided you disseminate it either as a .ZIP file (containing the entire disk contents) or in its unzipped form on a floppy disk.

I welcome any feedback from anybody.   My Compuserve address is 72750,3336.

David Onglatco

Code Hunt: Number of Tokens

The number of tokens represents the number of positions by which the hidden code will be created.   For example, if you selected 4 Tokens, the hidden code will consist of 4 colors.   However, if the <u>Allow Empty Spot</u> option is checked, then the hidden code may consist of a position without any color.

Code Hunt: Actions Menu

Please click the area you wish to inquire on.

Code Hunt: Options Menu

Please click the area you wish to inquire on.

Code Hunt: Other Options

Please click the area you wish to inquire on.

Code Hunt: Help Menu

Please click the area you wish to inquire on.

Inactive Guess Area

This is the inactive guess area.   This area can contain rows of your prior guesses or rows that are yet to be active.

Allow Color Repetitions

When this menu option is checked, the hidden code generated by the computer may consist of any color appearing more than once.   (NOTE: If the <u>Allow Empty Spot</u> option is checked, there could be one or more positions without a color token.)

Allow Empty Spot

When this menu option is checked, the hidden code generated by the computer may consist of a position with no color token.   NOTE: Empty spots are treated as a color and may occur more than once (if the Allow Color Repetition option is checked).

Only when this option is checked will your guesses be allowed to contain positions with no color token.

Drag and Drop

To **drag** and drop, you first click your mouse button on one of the nine (9) colors (located to the left of the guess area).   **While still holding** down the mouse button, you then **move** your mouse pointer until it is over the position in the *active* row (in the guess area).   Finally, let go of the mouse button, and the color token will be **drop**ped.

(For further questions on how to use the mouse, please consult your Microsoft Windows reference manual.)

Hidden Code

The hidden code area is where the hidden code is hidden (and will be revealed).   The number of   tells you how many positions the hidden code is comprised of.

Row Number

The row number has different purposes:

1) The most obvious is that it is an aid to your visual enumeration as to how many guesses you have made.
2) It also tells you which row is the active row where color tokens are to be dropped.   This is denoted by the green highlit row number.   Clicking on this green number serves the equivalent of clicking the "Enter Guess" button (located to the left of the game area).
3) If you click the scroll bar all the way to the end until you could no longer scroll further, the largest row number is the maximum allowable number of guesses.   This varies, depending on how many tokens are in the hidden code.   (See Number of Tokens).   A summary is listed below:
   a) For a 4-Token game, the maximum allowable tries is 20.
   b) For a 5-Token game, the maximum allowable tries is 30.
   c) For a 6-Token game, the maximum allowable tries is 40.
   d) For a 7-Token game, the maximum allowable tries is 50.

Active Row

The row number that is highlighted in green denotes the active row, and this is the only area you can drop your color tokens on.   To change the color of the tokens already dropped during gameplay, simply drop another token on top of it, and the new token will replace it.   To clear a position (to create an empty spot), simply double click on an already-dropped color token, and it will disappear.

Results Area

After entering your guess, you will get the results in the Results Area (immediately to the right of the active row).   For every <u>one</u> color token in your guess that matches the hidden code *in color **and** position*, a **black peg** will appear in the Result Area.   For every <u>one</u> color token in your guess that matches the hidden code *only in color but not in position*, a **white peg** will appear in the Result Area.   If the color tokens in your guess do not match any of the colors in the hidden code, no pegs will appear at all.

Scroll Bar Area

The Game Area can only display ten (10) rows of guesses at a time.   The Scroll Bar serves as an aid in perusing back through previous guesses that are no longer showing on the screen.

If you click the scroll bar all the way to the end until you could no longer scroll further, the largest row number is the maximum allowable number of guesses.   This varies, depending on how many tokens are in the hidden code.   (See Number of Tokens).   A summary is listed below:

      a)   For a 4-Token game, the maximum allowable tries is 20.
      b)   For a 5-Token game, the maximum allowable tries is 30.
      c)   For a 6-Token game, the maximum allowable tries is 40.
      d)   For a 7-Token game, the maximum allowable tries is 50.

New Game

The two most obvious ways to start a new game is through the <u>Actions Menu</u>, and by simply pressing F2 at anytime during the game.

However, the option to start a new game will also pop up at certain stages of the game:
1) When an option in the menu necessitates a new game to be started, you will be forewarned that continuing will reset the game.   For example, if you were in the midst of playing a 4-token game, changing the options to play a 5-token game will naturally require a new game to be started.
2) When you press the button "I Give Up", the hidden code will be revealed to you, and you will be given the chance to browse through your guesses.   However no further guesses may be entered, and you will be prompted that you would need to start a new game when your browsing is over.
3) When you successfully guess the hidden code, you will be given the chance to browse a little bit, and you will be prompted that you would need to start a new game when your browsing is over.

Ending The Game

The quickest way to end the game is to press Ctrl-X anytime during the game.   You may also double-click the control box ().

At certain stages of the game, the option to Quit or exit will also be provided where appropriate.

Analyze

The Analyze mode is an option provided under three circumstances:

1) When you have successfully guessed the hidden code;
2) When you have given up and have decided to have the computer reveal the hidden code to you.
3) When you have reached the maximum allowable tries, the computer will terminate the game and give you the option to start a new game, to analyze, or to quit.

The Analyze mode is available simply to allow you to browse through your guesses.   This is particularly most useful if you have decided to give up and simply wished to check where you went wrong in your prior guesses.

No further guesses will be allowed under this mode.   The only option is to scroll up and down through the guess area to browse through your guesses, or to start a New Game.

Result Area

After entering your guess, you will get the results in the Results Area (immediately to the right of the active row).   For every <u>one</u> color token in your guess that matches the hidden code *in color **and** position*, a **black peg** will appear in the Result Area.   For every <u>one</u> color token in your guess that matches the hidden code *only in color but not in position*, a **white peg** will appear in the Result Area.   If the color tokens in your guess do not match any of the colors in the hidden code, no pegs will appear at all.

Using Help

This option opens up the online Help on how to use the Windows 3.1 Help system.

About Code Hunt

This pulls up the About Box for **Code Hunt**.   The About Box contains miscellaneous information about the game.

Code Hunt Contents

This brings you to Code Hunts <u>Table of Contents</u>.

Minimizing Code Hunt

Code Hunt can be minimized by either one of two ways:

1) By hitting the   key at anytime;
2) By clicking the   button with your mouse.

The Menus

Disclaimer

Author's Note

How To Play The Game

Disclaimer

Author's Note

How To Play The Game

The Menus

Disclaimer