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How To Play

The following topics explain how to play Deduce:

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Game Menu Commands

New Game

Begins a new game. You can issue this command at any time. If you choose it before completing a game, the current game is terminated and a new one is started.

Exit

Terminates the Deduce program.

Playing the Game

When you run Deduce, the program starts a new game. You can later begin a new game at any time -- even before the current game is completed -- by choosing the New Game command from the Game menu.

When the program starts a game, it generates a random arrangement of the numbers 1 through 6, which it keeps "hidden." The object of the game is to deduce this sequence in as few attempts (guesses) as possible.

Each number in the hidden sequence occurs one time only. Therefore, the following are possible sequences:

4 2 5 3 1 6 6 3 1 4 5 2

while the following are *not* possible sequences:

2 3 2 6 4 1 3 2 4 3 6 4

Mathematically, the sequence is termed a permutation of six items taken six at a time.

In Deduce, sequences are represented using six dice. You begin by placing your first guess within the row labeled 1. Drag each of the dice from the top of the window to a position within this row. You can freely rearrange the dice as often as you want. When you are satisfied with your arrangement, click the Next button or press Enter. The program now displays a die in the column under the Next button; the number shown on the die indicates the number of dice that you positioned correctly in row 1. If none of the dice is in the correct position, the program displays a blank die to the right of the row. The program also places a new set of six dice at the top of the window.

Note: After you click the Next button or press Enter, you cannot undo your move.

Now enter your second guess by dragging each of the dice from the top of the window to a position within row 2. Click Next (or press Enter) when you are done. The program displays a die at the far right of the row, indicating the number of dice positioned correctly.

Continue in this manner until you have guessed the correct sequence. When you succeed, the computer displays a 6 on the die to the right of the row, and a message flashes at the bottom of the screen. Your score is indicated by the number of the row containing your final guess (the correct one).

Only six rows are displayed at a time. If you make six or more guesses, only the current row plus your five most recent guesses will be visible, and the program will display a vertical scroll bar. To view previous guesses that are not shown, use the scroll bar to move up and down through the rows.

Note: The maximum number of guesses you can make is 18.

Strategy and Hints

Your first move is pure guesswork, so the number of dice you place correctly is strictly a matter of luck. Beginning with the second move, however, your arrangements should be influenced by the previous moves and the scores obtained from them. You can use the information obtained from previous moves to eliminate many of the possible arrangements. If you ignore this evidence and simply continue to try random arrangements until you get lucky, the game could -- in theory -- require as many as 720 unique guesses! (Six items have 720 permutations. However, the game allows you to make only 18 guesses.)