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About Logic Master

Logic Master is a game that tests your analytical skills. You have to guess a color sequence (hereafter called "code" or "secret code") picked at random by the computer. You are aided in your quest by answers that tell you how many of your colors are right and how many are in the right spot (although you're not told which ones are which, that would be too easy). A more detailed explanation of the way to play the game can be found in the section [How to Play Logic Master](#).


Options are available (only in the Registered version) that enable you to pick how many colors are in the secret code, how many colors you get to pick from, whether empty holes are allowed in the code, and whether sound is enabled. Options are described in detail in the section [Options Menu](#)

Comments, criticisms, and suggestions are welcome. If you have the Sample version, you may purchase the Registered version by sending \$15 U.S. to the address below. Send your name, snailmail, and email address and a check or money order to:

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How to Play Logic Master

The object of the game is to guess the secret code that is picked by the computer. You have ten guesses to guess the code. The code is represented by an assortment of colored pegs at the top of the gameboard and are covered at the start of the game and labeled "Secret Code".


Your first guess is just that, a guess. Place the cursor on a basket of pegs . Press the mouse button. The cursor will change to a peg. Drag the peg to one of the large holes in row 1 on the gameboard and release the mouse button.




Continue to do this until you have filled the row (if you are using empty holes, you do not need to fill the row).

You can change colors by placing another peg on top of the one you want to change. If you just want to remove a peg, double click the mouse button on the peg you want removed.

NOTE: There may be up to three holes filled with the same color (or empty).

Press the Enter button to the right side of the board. If any of the colors you guessed are in the code you will receive your answer to the right of your guess in the form of smaller black or white pegs. 

. You score a black peg if one of the colors you picked is the right color AND in the right place. You get a white peg if one of the colors you picked is the right color but in the wrong place.

Continue until you either make ten guesses, give up by picking New Game or Exit from the File Menu, or guess the secret code.

Menus

The File menu allows you to start a new game or quit Logic Master.

The Option menu allows you to choose number of pegs in the code, number of and which colors to choose from, whether to use empty holes, and toggle sound.

File Menu

Options Menu

File Menu

New Game: Shows the solution to the current game and waits until you are ready to start a new game

Exit: Quits Logic Master. If any options have been change, you are asked if you want to save them. If you answer yes, the next time you start Logic Master the currently picked options will be in effect.

Options Menu

Colors: Displays a dialog box where you can change the skill level by choosing how many colors you want in the code. Click on how many colors you want and then pick which colors you want in the code. There is also a box where you can toggle empty holes for use as another color.

Pegs: Allows you to adjust your skill level by using 4, 5, or 6 pegs in the secret code.

Sound: Toggles the sound on or off.

Use Empty Holes: Allows you to use empty peg holes in the code, effectively adding another color. A reminder will be printed above the peg baskets.

