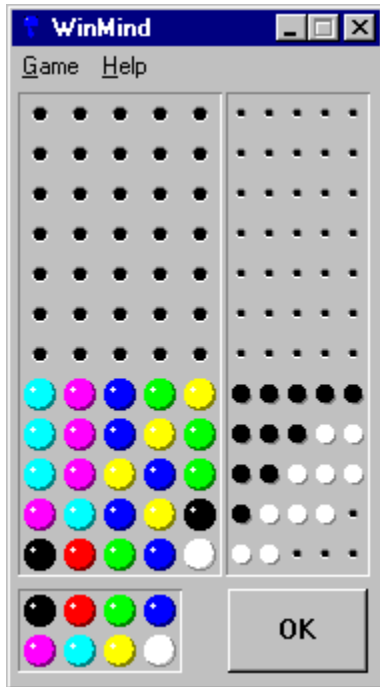# WinMind 2.1 - Developed by François Liger, 1994-96.

The index lists all WinMind help topics. For more information on help and how to use help, select the Use Help command from the Help menu or press F1 now.

To get help on WinMind panes, move the cursor to the pane you want to obtain help for and click on this pane.

How to play WinMind
    Rules of the game
    Playing with the keyboard
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Game menu commands

How to play WinMind - Rules of the game

WinMind is a single-player game. Your goal is to break the secret code created by the computer. This code is made of 5 slots which can be either empty (expert mode only) or contain a ball randomly chosen among balls from 8 different colors.

WinMind offers you three different modes: **beginner**, **intermediate** or **expert** that use different code creation schemes:

- Beginner mode: WinMind fills all slots with balls and each ball has its own color.
- Intermediate mode: WinMind fills all slots with balls and several balls may share the same color.
- Expert mode: WinMind may leave empty one or several slots and several balls may share the same color.

You have up to 12 guesses to break the code. If you fail to break the code, WinMind will display the code. When you suggest a code by pressing the OK button, the computer gives you the following information:

- Anytime a perfect match exists for a slot (same color, same place), a black peg is shown.
- Anytime a match exists (same color) a white peg is displayed.

See also: Playing with keyboard, Playing with the mouse, Commands

How to play WinMind - Playing with the mouse

WinMind has been designed to make playing with the mouse a breeze. Here is all you can do with the mouse:

◆   Change color of a ball: drag a ball in a line (current or previous) or in the ball pool and drop it at the right location. As a reminder, the mouse cursors changes to:

◆   Fill a line with balls of the same color. Drag a ball and drop it on the current line while pressing the CTRL key . Then, when you drop the ball, the current line is filled with balls of the chosen color. As a reminder, the mouse cursors changes to:

◆   Copy a preceding line. Drag a ball from the preceding line that you want to duplicate on the current line and drop it while pressing the CTRL key. As a reminder the mouse cursor changes to:

◆   Swap 2 balls on the current line. Drag a ball and drop it on the ball you want to swap with while pressing the SHIFT key. As a reminder, the mouse cursor changes to:

◆   Change current ball's color. You can also change the current ball's color by clicking on the right button. If you also press on the SHIFT key, colors will move backwards.

See also: <u>Playing with the keyboard</u>, <u>Rules of the game</u>

How to play WinMind - Playing with the keyboard

You can use the following keys to play WinMind:

←

   moves current position to the left.

→

   moves current position to the right.

↑

   changes current ball's color.

↓

   changes current ball's color (move colors backwards).

SPACE   validates a guess.

See also: <u>Playing with the mouse</u>, <u>Rules of the game</u>

Game menu commands

New

Enables you to start a new game.

Beginner

Turn **beginner** mode on: when WinMind creates a code, it fills all slots with balls and each ball has its own color.

Intermediate

Turn **intermediate** mode on: when WinMind creates a code, it fills all slots with balls and several balls may share the same color.

Expert

Turn **expert** mode on: when WinMind creates a code, it may leave one or several slots empty and several balls may share the same color.

Exit

Use it when you are done

See also: Playing with keyboard, Playing with the mouse, Rules of the game

Play area

The play area lets you create codes with color balls.

Ball pool

The ball pool lets you drag balls and drop them on the current line to create new codes quickly. Due to its virtual nature, it never ever gets empty !

OK button

Press this button when you want to enter a new code. You can either click with the mouse or press the SPACE bar to activate this button.

Score

This area displays indications about your code(s) using black and white pegs. Check out the rules of the game for a complete information on these pegs.