

Super Decoder
Version 1.1
by Lars F. Brandt

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Game Play:

The idea of the game is to solve the secret color combination before the number of levels run out. When starting a new game (or continuing a saved game), the eight color options appear on the left side. There are two methods to supplying color to the empty boxes: 1) click the color from the tool box on the far left with the **right** mouse button, or 2) simply click on the color, keep the **left** mouse button pushed down, and drag the color on top of the square you wish to fill in. When you are ready to submit your code for analysis, press the OK button.

When starting a new game, a button will appear Last Profile. This is considered a fast button since a player usually gets accustomed to starting a game with the same color sequences.

The current active color code that you are working on can be manipulated by clicking on the color, and dragging it on top of another color. This will interchange the colors in case you want to change the orders of the colors you are playing with.

After you OK your selection (or if the timer selected for you), two numbers appear at the left of the code. This first number represents the how many colors are correct, and the second number indicates how many of the correct colors are in the proper sequence. In duplicate mode, if you have one BLUE and the code has 2 BLUEs, then the correct number of colors would read only one for that color. For instance:

Code:	Blue	Red	Green	Black
Yours:	Blue	Green	Red	White
The return numbers would reveal:	3,1			

Code:	Blue	Blue	Red	Yellow
Yours:	Blue	Green	Red	White
The return numbers would reveal:	2,1			

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Game Options:

Super Decoder is completely customizable.

From the menu bar, under the header Options, select Defaults. This will open up a form that allows you to change the settings of the game. You can select how many columns are in play (4, 5, or 6), whether or not duplicate colors are allowed in the code and in play, how many maximum levels (10 - 50) are used to solve the puzzle, and whether or not to enable the timer.

Note: Levels greater than 10 do not get recorded in the statistics sheet.

The timer has the following default settings:

4 Columns: 15 seconds
5 Columns: 20 seconds
6 Columns: 25 seconds

With the timer enabled, when it reaches zero, the computer will submit the current code. If the code is not completed, it will complete it for you based on a random method and according to the current modes in play.

Changes made to these options do not take place until a new game is started.

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Environment:

This game was ideally created for a color monitor with more than 256 color resolutions. In 256 color mode, background forms do not get colorfully shaded, nor do the game pieces. But if you can go higher, I make the game real pretty to play.

The object and the abilities of the game do not change between resolutions, only the aesthetics, which I tried to make as pleasing as possible, even in 256 mode.

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Menu:

Header	Option	Description
Menu:	New Game:	Starts a new game with the default options. If a game is currently in play and the last action has not been saved, the game will prompt you to save the current game. Games that are not saved are registered as a loss.
Menu:	Open Game:	Opens a previously saved game with the options that were used for that game. If a game is currently in play and the last action has not been saved, the game will prompt you to save the current game. Games that are not saved are registered as a loss.
Menu:	Save Game:	Saves a game currently in play.
Menu:	Save Game As:	Saves a game currently in play with a different file name.
Menu:	Exit:	Exits the game. If a game is currently in play and the last action has not been saved, the game will prompt you to save the current game. Games that are not saved are registered as a loss.
Options:	Defaults:	Specifies the options of the game. User controls how many columns, if a color can be used more than once, and how many tries a user gets to solve the game.
Options:	Statistics:	Opens a form that shows the current statistics on winning and losing games. The Clear button sets all the scores to zero.
Options:	Tool Tips:	Turns on or off the tool bar tip. With the tool tip on, a description of each button is revealed when the mouse goes over the button.
Help:	Contents:	Opens up this current help file.
Help:	About:	Reveals the credits of the game and some of the windows environment information.

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Credits:

This program was written by Lars F. Brandt

All thoughts, comments, and wishes, both good and bad, would be greatly appreciated. This game is freeware, so I am liable for nothing, but I would like to hear what is good and bad about it.

Please e-Mail all comments to my CompuServe address:

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