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Playing Cipher

Object: The object of the game is to <u>decipher</u> the puzzle shown on the right side of the screen.   The <u>puzzles</u> vary in difficulty and size.   When you solve the <u>puzzle</u> correctly a message will pop up on the screen to let you know.

Method of play: You play by alternately selecting letters from the alphabet on the left side of the screen and placing them in the correct position within the puzzle on the right side.   Exactly how this is done depends on whether you are playing in <u>mouse mode</u> or <u>keyboard mode</u>.   Your <u>score</u> depends on how quickly you solve the puzzle and how many mistakes you make along the way.

Cipher Scoring System

You start with 1000 points and one point is ticked off every second.   Clear Wrong Guesses and Get Hint will cost you 10 points each time you use them.   Show Letter Frequencies doesn't cost any points, but the clock does continue to run while you're looking at the frequency list so you're losing one point per second.   See Puzzle sets your score to zero.

When you solve the puzzle, you get a 100 point bonus.   You get an additional 100 points if you did not use any of the hint functions.   If you managed to solve the puzzle with no wrong guesses you get a 100 point bonus.   Finally, you get 20 points for each correct letter and lose 10 points for each wrong guess you made before solving the puzzle.

If your score is one of the top ten it will be entered into the Hall of Fame and the hall will automatically be displayed.

Puzzle Files

Each <u>puzzle</u> file actually contains a number of quotations.   Use the <u>File</u> menu to switch between puzzles.

Puzzle: Each puzzle is actually a quotation, often by a well known person. If present, the bottom line beginning with two dashes is the name of the quote's author.

Decipher: The letters in the puzzle have been scrambled; for example all the A's may have been replaced by Z's.   To decipher the puzzle you must determine how the alphabet has been scrambled.

Keyboard Mode Commands

If you're going to be playing the game with a mouse, skip down to the Mouse Mode Commands section.

When using the keyboard you will alternate between *select character* and *place character* modes.   You will see a prompt at the upper right corner of the screen to tell you what the game is expecting.

You must first select the letter of the alphabet that you want placed into the puzzle. Just type that single letter and it will be highlighted on the left side of the screen.

Then you must decide where to place the highlighted letter into the puzzle.   Hit the letter that you want translated to the letter you just selected.   You'll see your selection placed throughout the puzzle.

The game prevents you from using a letter to translate more than one encrypted letter. Thus, if you change your mind on the translation of a letter you can just reuse the translated letter somewhere else and your previous use will be erased.

If you want to erase a guess without placing it somewhere else, hit the space bar when asked to select a letter and then choose where to place it in the puzzle.

Mouse Mode Commands

If you're going to be playing the game with the keyboard, go to the Keyboard Mode Commands section.

At the left side of the screen you'll see the alphabet displayed.   Click on the letter you want to use in the puzzle.   The letter you choose will be highlighted.

On the right side of the screen you'll see the puzzle.   After you have selected a letter point to the position in the puzzle where you want that letter used and click the mouse. The letter will be placed at that position and at all other positions that have the same enciphered letter.

The game prevents you from using a letter to translate more than one encrypted letter. Thus, if you change your mind on the translation of a letter you can just reuse the translated letter somewhere else and your previous use will be erased.

If you click on the top half of a letter pair on the right side, all occurrences of that letter throughout the puzzle will be highlighted but not filled in.   Clicking the right mouse button instead of the left one will remove your guess from the position in the puzzle being pointed to.

Highlighting

Various forms of highlighting are used on individual letters during the game.   The alphabet on the left side of the screen shows unused characters in black.   The currently selected character is highlighted in red and characters that have already been used in the puzzle solution are gray.

In the puzzle, the encrypted letters are normally green but the last one played is highlighted in red.

How to Register

Please remember that Cipher for Windows is not free software.   As with all <u>Shareware</u> you are expected to purchase it after you've given it a reasonable trial.

The registration price for Cipher is $15, which includes a disk with the latest version plus over 200 additional puzzles to solve. Other sets of puzzles (over 200 puzzles per set) are also available for $5 each; contact the author for availability.   Please include $2 shipping.

A deluxe version of Cipher is also available.   This includes a storage case, printed manual plus the registered version of the program with over 200 puzzles.   This version is available for $22.   Please include $4 for shipping.

Send your registration to:

Nels Anderson
92 Bishop Drive
Framingham, MA 01701-6515

If you live in the U.K. you can register through Nildram Software.   Please print the file UKORDER.TXT for an order form all ready to go or just send £12.95 to:
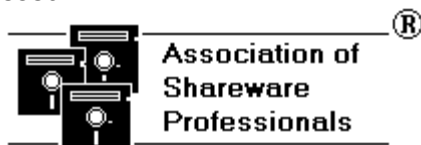
Nildram Software
26 Stanley Hill Avenue
Amersham
Bucks HP7 9BD

If you have friends who are not Windows users, there is a non-Windows version of <u>Cipher</u> available as well for the same price as Cipher for Windows.

Association of Shareware Professionals

This software is produced by Nels Anderson who is a member of the Association of Shareware Professionals (ASP).   ASP wants to make sure that the shareware principle works for you.   If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help.

The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products.   Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442, USA or send a CompuServe message via email to ASP Ombudsman 70007,3536.

Info Command

Provides some basic information on the game and how to <u>register</u>. Hit Enter or click on OK to remove the window.

File Menu

The file menu has a number of functions:
Next Puzzle
Previous Puzzle
Select By Number
Change Puzzle File
Save Game
Load Game
Make Puzzle
Clear Guesses

Next Puzzle

If you're stuck on the current puzzle or don't want to play it select next puzzle to get the next consecutive puzzle in the puzzle file.

Previous Puzzle

If you want to go back to a previous puzzle use this command.   You will use this command fairly seldom because previous puzzles are ones you've already played.

Select by Number

Lets you select any puzzle within the current <u>puzzle file</u> by entering its number.   Handy if two people want to play the same puzzle.

Change Puzzle File

This allows you to open a different puzzle file.   All <u>puzzle files</u> end with the file extension `CPZ`.

Save Game

Use this command to save the current puzzle along with your guesses to a disk file.   All saved game files use the file extension **SAV** though you do not need to type this when entering the name.

Load Game

Use this command to reload a puzzle that you saved previously.   Select the name of the saved game file you want from the displayed list.

Make Puzzle

This function lets you enter puzzles from other sources and later play them using Cipher.   There are two types of puzzles that Cipher understands, puzzles that are already encrypted ("user puzzles"), and plain language quotes that Cipher will scramble for you ("standard puzzles").

When you bring up the make puzzle window you'll have three edit boxes to fill in.   The upper box is for the actual quote.   The middle box is for the author's name; leave it blank if you don't know the author. The lower box is for the overall puzzle topic for the entire puzzle file; you only need to enter the topic once per puzzle file.

When you've entered the puzzle use the buttons to select either user or standard puzzle type and then click on the "OK" button. A standard file selection box will appear for you to choose which file you want the puzzle saved into.   If you decide not to save the puzzle, click on the "Cancel" button.

Note that user puzzle files are slightly different from standard puzzles, so do not try to add your own puzzles into the standard puzzle files.   You also lose one normal feature of the game when using your own puzzles: the game can't determine when you've solved the puzzle.   Several of the hints functions also don't work with user puzzles.

User Puzzles: User defined puzzle files are slightly different from standard Cipher puzzles since they are already encrypted, so do not try to add your own puzzles into the standard puzzle files.   You lose a few game features with user defined puzzles because Cipher cannot offer hints or determine when the puzzle is solved.

Standard Puzzles: Standard puzzles allow usage of all Cipher features, including hints and automatic detection when the puzzle is solved.   You can enter your own standard puzzles from any plain language source or use the puzzles provided with the game.

Puzzle Topic: Each puzzle file has an overall topic, which is displayed at the bottom of the screen below the player's name.

Clear Guesses

Use this function if you want to clear **all** your previous guesses and start the current puzzle over again.   It also marks the puzzle as being unplayed; use this if you want to quit but play the current puzzle next time you play.   The Hints menu includes an option to clear wrong guesses.

Hints Commands

There are several types of hints available if you have trouble solving the puzzle:
See Puzzle
Get Hint
Clear WrongGuesses
Show Letter Frequencies

See Puzzle Hint

If a puzzle gets too frustrating you can "cheat" and see the solution.   Once you've done this the puzzle is marked in the <u>puzzle file</u> as having been played to completion.

Get Hint

This allows you to get a hint on a single letter.   Enter the encrypted letter from the puzzle that you would like to see the matching unencrypted letter for and this letter will be entered throughout the puzzle.

Clear Wrong Guesses

Selecting this will remove all letters from the puzzle that are incorrect.   There is also another function available under the File menu to <u>clear all guesses</u>.

Show Letter Frequencies

It's well known that some   letters of the alphabet are used much more often than others.   In the English language, the most common letters, in order, are generally ETOANIRSH.   Knowing this fact and knowing which letters in the puzzle appear most often is a strong clue.   This hint shows the alphabet along with the number of times each letter appears in the puzzle.

Game Options

Cipher has a number of options available, allowing you to effect how the game is played:
     See Hall of Fame
     Select Player
     Select Colors
     Switch Mouse/Keyboard

See Hall of Fame

Using this option you can see the all time high score list at any time.

If you wish to clear the Hall of Fame, just delete the file `HALLFAME.LST`.

Select Player

Use this option to let a different player use the game.   You will select the player name you want from a list, or you can enter a new player name or change an existing player name and use that.

Select Colors

You can customize your screen colors with this option.   Your selected colors will be stored so that your last selections will automatically be loaded whenever you play. Each player can have their own color selections.

Switch Mouse/Keyboard

Though the Windows environment is quite well suited to mouse control, some people find Cipher easier to play by keyboard.   This option lets you toggle between mouse and keyboard play.

About Shareware

Shareware is a method of distributing software where the user may freely copy and use the program but is expected to register with the author and pay the requested registration fee after a reasonable evaluation.   Registration brings advantages such as upgrades to the latest version of the program.

Other Software by Nels Anderson

The author of Cipher for Windows has a number of other products available:

Cipher for MS-DOS
Mah Jongg solitaire
EGATrek space/strategy game
Shooting Gallery arcade game
SuperFly action game

Cipher for MS-DOS

A version of Cipher is also available that runs under MS-DOS without Windows.   The game functions are virtually identical to the Windows version.   The MS-DOS game will run with EGA or VGA graphics modes as well as in color or monochrome text modes. To <u>order</u>, contact the author.

EGATrek

A space strategy battle game, using high resolution EGA graphics, based on the classic minicomputer game.   Battle the enemy ships while having full control of your ships weapons, scanners, shields, computer, etc.   Winner of Public Brand Software's 1988 software contest.
To <u>order</u>, contact the author.

Mah Jongg

Solitaire game played with Chinese tiles.   Supports VGA, EGA and Hercules graphics; mouse optional.   Includes editor to create your own playing tiles.   See reviews in December 1988 *PCWorld* and April 1989 *Compute!*.   To <u>order</u>, contact the author.

Shooting Gallery

Shooting Gallery tests your aim and reflexes in a number of different rounds of shooting. Uses MCGA (works on VGA cards and low-end PS/2 models) graphics mode for 256 colors and also requires a mouse.   See review in *PC Magazine* vol. 9 #20.   To order, contact the author.

SuperFly

An action game using hi-res EGA/VGA graphics.   Chase the flies and other insects through twenty different rounds. Includes three levels of difficulty, hall of fame, shell to DOS, etc.   Keyboard/joystick/mouse supported.   See review in *PC Magazine* vol. 10 #17. To order, contact the author.

Ordering Information

All games by Nels Anderson (Arcanum Computing) are $15 each.   There are "deluxe" versions of each game also available; the deluxe version includes the software disk plus a binder, printed instruction manual and in some games a quick reference card. Deluxe versions are $22 each.

Order from:

Nels Anderson
92 Bishop Drive
Framingham, MA 01701-6515

Please include $2 shipping for any number of standard versions.   Include $4 shipping if your order includes any deluxe version or if you are located outside North America. Your total shipping cost is always either $2 or $4 per order, not per item.

If you live in the U.K. you can register through Nildram Software.   Please print the file UKORDER.TXT for an order form all ready to go or just send £12.95 to:

Nildram Software
26 Stanley Hill Avenue
Amersham
Bucks HP7 9BD