

NewMasterMind

Lorens Younes

Copyright © CopyrightÂ©1994-1995 Lorens Younes

COLLABORATORS

	<i>TITLE :</i> NewMasterMind		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Lorens Younes	July 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	NewMasterMind	1
1.1	NewMasterMind Documentation	1
1.2	Copyright Notice	1
1.3	System Requirements	2
1.4	Installation	2
1.5	The Menu	2
1.6	The Gadgets	3
1.7	Tooltips	3
1.8	Version History	3
1.9	Plans for the Future	3
1.10	Troubleshooting	4
1.11	Acknowledgements	4
1.12	Contacting the Author	4
1.13	Localization	4
1.14	Other Products	5
1.15	The Game	5

Chapter 1

NewMasterMind

1.1 NewMasterMind Documentation

Wellcome to NewMasterMind!

This is an implementation of the famous mind puzzling game MasterMind.

- Copyright Notice
- Acknowledgements
- System Requirements
- Installation
- The Menu
- The Gadgets
- Tooltypes
- The Game
- Version History
- Plans for the Future
- Troubleshooting
- Contacting the Author
- Localization

If you like NewMasterMind you might want to take a look at my Other Products.

1.2 Copyright Notice

Install, NewMasterMind, NewMasterMind.info, NewMasterMind.guide and the Swedish catalog
Copyright © 1994-1995 Lorens Younes.

Danish catalog by Kenneth Fribert.

Install.info and NewMasterMind.guide.info by Martin Huttenloher (from his wonderful MagicWB-package).

This program may be freely distributed except for commercial purpose, so long as the files included are not separated or modified.

If any of the following files are missing, please contact me:

Install	- Installation script
Install.info	- Icon for installation script
NewMasterMind	- Executable file
NewMasterMind.info	- Icon for NewMasterMind (MagicWB style)
NewMasterMind.guide	- Documentation
NewMasterMind.guide.info	- Icon for NewMasterMind.guide (MagicWB style)
Catalogs/dansk/newmastermind.catalog	- Danish catalog for use with locale.library
Catalogs/svenska/newmastermind.catalog	- Swedish catalog
Catalogs/instructions	- How to translate NewMasterMind
Catalogs/newmastermind.cd	- Catalog description file
Catalogs/template.ct	- Catalog translation file
misc/palette.ilbm	- WB palette for 2.x
misc/palette3.0	- WB palette for 3.x
misc/NewMasterMind.info	- Icon for NewMasterMind (standard WB style)
misc/NewMasterMind.guide.info	- Icon for NewMasterMind.guide (standard WB style)

1.3 System Requirements

NewMasterMind will run on any Amiga computer with version 2.0 or higher of the OS (or at least I hope it will). If you have version 2.1 or higher NewMasterMind will try to use the language you have selected through Preferences. To get the most out of NewMasterMind (i.e. colored bricks) you need AmigaOS 3.0 or higher.

1.4 Installation

To install NewMasterMind from scratch or to update an old version just run the installation script.

If you choose to install the MagicWB style icons without having MagicWB installed you can still get them look nice. For this purpose you need at least an 8 color WB and you will have to load the correct color palette into the Palette Preferences. The palette can be found in the misc dir (one for 2.x and one for 3.x).

1.5 The Menu

Game	
New	- Start a new game.
About...	- Show info about program (i.e. version number and author).
Quit NewMasterMind	- Quit the program (same effect as pressing the closegadget).
Settings	
No Colors	- If the program was able to find eight different colors to use for the bricks, but you don't like them select this

item to use numbers instead.
Opponent - Select your opponent (human or computer).
Correction Method - Children or adults.
Number of Colors - 4, 6 or 8.
Save Settings - Save the settings (uses tooltypes).

1.6 The Gadgets

Select a brick to place on the board by pressing on it. Move the mouse to where you want the brick to be placed. Press the mousebutton again.

Press the OK gadget when you are satisfied with your guess.

1.7 Tooltypes

The following tooltypes are recognized by NewMasterMind:

PUBSCREEN=<name of public screen>

Use this to open the window on other public screens than the default one (if there is no public screen with the given name, the program will try to open its window on the default public screen).

NOCOLORS

Use this to turn of the use of colors for the bricks.

NUMCOLORS=<4 | 6 | 8>

Use this to set the initial value of the number of colors.

CORRECTION=<Children | Adults>

Use this to set the initial correction method.

OPPONENT=<Human | Computer>

Use this to set the initial opponent.

1.8 Version History

v1.0 (94-12-24) First public release.

v1.1 (95-02-08) Now the PUBSCREEN tooltype really works!

1.9 Plans for the Future

Write more catalogs (if you help me).

Add "online-help".

Let the user select colors for the graphics.

1.10 Troubleshooting

If you get the message "Screen is too small!" when you run NewMasterMind, you are either using a too big screen font or you're trying to run NewMasterMind on a too small public screen. NewMasterMind is guaranteed to open on a 640 x 200 screen with a screen font of resonable size.

If you get a message about opening libraries make sure you've got at least version 37 of the system libraries.

Any other messages are probably due to lack of memory. They're not likely to show up.

1.11 Acknowledgements

I would like to thank Kennet Fribert for the danish translation and for some great suggestions on improving the game.

I dedicate this program to my computer teacher in "college" Maria Flodkvist. During her lessons I developed a PC version of this game. Now three years later I've finally made the Amiga version.

Special thanks go to Jesper Graetsch (a friend from my early collage years who came with some suggestions on how to improve the game) and Torbjörn "saltis" Magnusson (who was the first to introduce me to the game).

1.12 Contacting the Author

If you discover any bugs please let me know. Also if you have any suggestions for improvements, if you have written an additional catalog or if you just want to tell me how great this program is, I would appreciate to hear from you.

This is where you can reach me:

snail-mail: Lorens Younes
Sandkullsv. 16
S-163 57 Spånga
Sweden

Internet: d93-hyo@nada.kth.se

1.13 Localization

NewMasterMind is localized, so if you have v2.1 or higher of the OS NewMasterMind will try to use the language you have set in Preferences. If there is no catalog for your language, English will be used as default.

Since I'm not very good at languages I've only written one additional catalog (the Swedish one). However I've included some files so that you easily can make NewMasterMind support your language too. Read Instructions in the Catalog directory for more information.

1.14 Other Products

ASokoban v2.0

The famous warehouse keeper game. Includes:

- 85 tricky levels.
- A high score for each level.
- Undo, backup, restore, load and save functions.
- Font sensitive graphics.
- AmigaGuide documentation.
- Installation script.
- Support for locale.library (2 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

LazyMines v2.3

A colorful minesweeper game. Includes:

- 3 difficulty levels.
- Warnings, Auto Mark and Safe Openings.
- 10 high scores for each difficulty level.
- Font sensitive graphics.
- AmigaGuide documentation.
- Installation script.
- Support for locale.library (2 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

Yahzee v2.3

Probably the best free Yahtzee game available. Includes:

- 1 to 6 players.
- American and Traditional scoring method.
- Maxi and Original Yahtzee.
- 10 high scores for each type of game.
- Font sensitive graphics.
- AmigaGuide documentation.
- Installation script.
- Support for locale.library (8 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

1.15 The Game

The purpose is to guess the hidden combination (generated either by the computer or by a human opponent). When you have made a guess, your guess is compared to the hidden combination and black or white bricks appears in the small holes according to how good your guess was. Each black brick indicates that one of the bricks in your guess is in the correct position. Each white brick indicates that one of the bricks in your guess has the right color, but is in the wrong position. If the correction method for children is active each small hole represents a big hole (see below).

1 3
2 4

1

2

3

4

If the correction method for adults is active there is no relationship between the small holes and the big holes.

When you make the correct guess you get four black bricks and the hidden combination will be shown. If you don't find out what the hidden combination look like in ten turns you loose, and the hidden combination will be shown anyway.
