

*1\$²#³+⁴K⁵K.Fogel[74646,2157] **Code Breaker** M.Kuhnkey[74250,1501]

{bml display.shg} Your task is to discover the secret code created by the computer.

{bmc bulb.bmp} Use the mouse to point and click on a colored button (on the right).

{bmc bulb.bmp} Point and click on a square of the gameboard to place your color. Start from the bottom row, after each guess you advance to the next row.

{bmc bulb.bmp} You may change your selections at any time.

{bmc bulb.bmp} Click the "Did I Get It Right" Button to See.....

{bmc bulb.bmp} The computer will declare you the winner or provide clues to assist you in uncovering the code.

{bmc blclpeg.bmp} Right Color, Wrong Position.

{bmc whclpeg.bmp} Right Color, Right Position.

{bmc yuck.bmp} The clues only indicate the presence of a correct color and position.

You are not told which position or color is correct!

1WCDBRK

2 CodeBreaker

3IDH_Code

4WCDBRK:000100

5CodeBreaker

*6#7\$8 The code is made up of 4 out of 8 possible colors.
Colors may, or may not repeat.

6WCDBRK
7IDH_code_pop
8Code_PopUp

*9#10\$11{bml hotspot.bmp}
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COMPUSERVE [74250,1501]

9WCDBRK
10IDH_Bright_Idea
11Bright Idea

*¹²#¹³\$¹⁴ The "squished bug" identifies the color currently selected

12WCDBRK
13IDH_Color_Select
14Color Select

*15#16\$17 Click on the "Colored Spot" to Select
Watch the "Squished Bug" jump to the Selected Color

15WCDBRK
16IDH_Color_Bar
17Color Bar

*18#19\$20 Simple Concept...Difficult to Understand!

If "Red" is one of the colors in the "code" the position must also be identified.

However...If "Red" is placed in all the boxes: One will be correct in color and position while three will be correct only in color.

18WCDBRK

19IDH_Clues_Area

20Clues Area

*21#22\$23 Put "color selections" for each round here..

21WCDBRK
22IDH_Guess_Here
23Guess Here

*24#25\$26 Click this button after color selections have been made.

24WCDBRK
25IDH_DIGIR_Area
26Did I Get It Right

*27#28\$29 The Secret Code is kept Here!

27WCDBRK
28IDH_Secret_Code
29Secret Code

