

```
{\rtf1\ansi \deff0\deflang1024
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{\f1\froman Symbol;}
{\f2\fswiss MS Sans Serif;}
{\f3\froman Courier PS;}
{\f4\fswiss MS Sans Serif;}
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\red0\green255\blue255;
\red0\green255\blue0;
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}
{\stylesheet
{\s244 \f3\fs16\up6\lang1033 \sbasedon0\snext0 footnote reference;}
{\s245 \f3\fs20\lang1033 \sbasedon0\snext245 footnote text;}
{\f3\fs20\lang1033 \snext0 Normal;}
}
{\info
{\author Mike Kuhnkey}
{\creatim\yr1993\mo2\dy24\hr19\min8}
{\version1}
{\edmins150}
{\nofpages0}
{\nofwords65536}
{\nofchars65536}
{\vern16417}
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\linex0\endnhere \pard\plain \qc\li90\ri720\tx7920 \f3\fs20\lang1033
{\fs16\up6 *}
{\footnote \pard\plain \s245 \f3\fs20\lang1033
{\fs16\up6 *}
WCDBRK
}
}
{\fs16\up6$
{\footnote \pard\plain \s245 \f3\fs20\lang1033
{\fs16\up6$}
CodeBreaker
}
}
{\fs16\up6#
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{\footnote \pard\plain \s245 \f3\fs20\lang1033
{\fs16\up6#}
IDH_Code
}
}
{\fs16\up6+
{\footnote \pard\plain \s245 \f3\fs20\lang1033
{\fs16\up6+}
WCDBRK:000100
}
}
{\fs16\up6K {\footnote \pard\plain \s245 \f3\fs20\lang1033
{\fs16\up6K}
CodeBreaker
}
}
{\fs16\up6 \par }
\pard \tx8640
{\b\cf9 Kenneth Fogel}
{\b\cf9 [74646,2157] }
{\b\fs40\cf6 Code Breaker }
{\b\cf9 Mike Kuhnkey[74250,1501]}
{\b\cf11 }
{\plain \b\f3\cf6\lang1033 \par }
\pard \tx7920
{\plain \f3\lang1033 \{ }
{\plain \f3\lang1033 bml display.bmp}
{\plain \f3\lang1033 \{ }
{\plain \f3\lang1033 Your task is to discover the secret }
{\plain \f3\ul\lang1033 code}
{\plain \w\f3\ul\lang1033 IDH_code_pop}
{\plain \f3\lang1033 created by the computer.}
{\plain \f3\lang1033 }
{\plain \f3\lang1033 Use the mouse to point and click on a colored button (on the right).}
{\plain \f3\lang1033 }
{\plain \f3\lang1033 Next , point and click on a square of the gameboard to place your color. Start from the
bottom row, and after each ro}
{\plain \f3\lang1033 und you advance to the next row. You may change your selections until ready to see if
you have been successful.}
{\plain \f3\lang1033 }
{\plain \f3\lang1033 Click the "Did I Get It Right" Button to See.....If you have not filled all the squares in
the current row you will be ignored. Otherwise the computer will either declare you the winner or provide
clues to assist you in uncovering the code. }
{\plain \f3\lang1033 \{ }
{\plain \f3\lang1033 bmc blclpeg.bmp}
{\plain \f3\lang1033 \{ }
{\plain \f3\lang1033 Right Color, Wrong Position. }
{\plain \f3\lang1033 \{ }
{\plain \f3\lang1033 bmc whclpeg.bmp}
{\plain \f3\lang1033 \{ }
{\plain \f3\lang1033 Right Color, Right Position.}
{\plain \f3\lang1033 \page }
{\fs16\up6*
{\footnote \pard\plain \s245 \f3\fs20\lang1033
{\fs16\up6 *}
WCDBRK

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}
}
{\fs16\up6 #
{\footnote \pard\plain \s245 \f3\fs20\lang1033
{\fs16\up6 #}
IDH_code_pop
}
}
{\fs16\up6 $
{\footnote \pard\plain \s245 \f3\fs20\lang1033
{\fs16\up6 $}
Code_PopUp
}
}
{\plain \f3\lang1033 }
{\plain \f3\lang1033 \par }
\pard \tx720\tx1440\tx2160\tx2880\tx3600\tx4320\tx5040\tx7200\tx7920
{\plain \f3\lang1033 \tab }
{\plain \f3\lang1033 The code is made up of 4 out of 8 possible colors. Colors may, or may not repeat.}
\par
}
```