

The Super Mastermind 98 Manual

Requirements:

The game works on almost any computer that runs Win95 Win98 Win NT. If you want sound then you must have a DirectX compatible sound card installed.

Installation:

To install the game unzip the files in mmind98.zip and then run setup.exe
Make sure you have visual basic runtime library msvbvm60.dll in your system directory

How To Play:

Click on the start button to start a normal mastermind game, then choose colors in the color-selector and put them on the first row. When you have filled all five slots then press the check button to make your guess, you will now hopefully get some black/white markers to the left of your color-combination. A black marker means that you have the correct color in the correct slot, and a white marker that you have the correct color in the wrong slot. Left-click on the row will put the chosen color at the selected slot, right-click will remove the color from the selected slot. If you want to exclude colors from the color-selector then right-click the color. Pressing the race button will make two race markers appear in lower left corner, this mode is for when you want to test your IQ against friends/enemies. For each guess you make your marker will increase by one, if you play best out of five rounds then the player with the lowest guessing rate will win the game. Names and best out of # info are inserted in the configuration window and will be saved when you exit the game. Race positions are also saved when exiting from the game and can be resumed later.

Feedback:

If you like this game then send me a email and tell me so.

Bugs:

None that I know of, but if you should find a bug then send me an email explaining how it happened and what the error message said.

Legal Stuff:

This game is freeware so you are free to use & spread it, but not for profit without my written consent.

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Super Mastermind 98:

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Fun Factory