



Welcome to MasterMind

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Overview

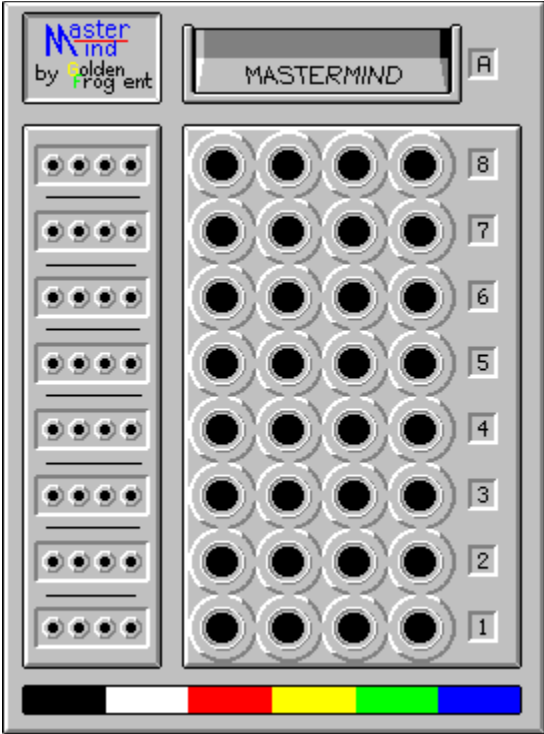
The object of MasterMind is to crack a hidden code consisting of 4 colored pegs. After each guess, the computer displays clues as to how many of your pegs are correct. You win a game by correctly guessing the order and color of the hidden pegs in 8 guesses or less to crack the code.

[Playing MasterMind](#)

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Playing MasterMind

Click on the area of interest for more information. 



Guess pegs

For each of the 8 guesses, there are 4 guess peg holes. You fill in the guess peg holes by clicking on a color in the color bar and then clicking on the desired guess peg hole.



Hint: *If you want all guess pegs to be the same color, simply click on the desired color in the color bar and then click on the guess counter number for the current guess.*

Clue box

When you have finished placing the colored pegs in the guess peg holes, click anywhere in the clue box to display a clue indicating how close you are to the correct answer.



A black peg indicates that you have placed a correct color peg in the correct position.



A white peg indicates that you have placed a correct color peg, but it is in the wrong position. The clue pegs are placed in the Clue box from left to right, black pegs first, then white.

Beware! The placement of the black and white pegs in the Clue box does not correspond with the guess pegs. For example, one black clue peg simply means that one of your four guess pegs is the correct color in the correct guess peg hole.

Color bar



When choosing a color for your guess, simply click on a color from the color bar and then click in the desired guess peg hole to place it.



Hint: *If you want all guess pegs to be the same color, simply click on the desired color in the color bar and then click on the guess counter number for the current guess.*

Guess counter numbers



These numbers represent the number of your current guess. You can also use the guess counter to help you play MasterMind in two ways: filling all the guess peg holes with one color or fill the guess peg holes with all the colors from any previous guess.

- To fill all the guess peg holes with one color, simply click on a color in the color bar and then click on the guess counter number of the current guess.

- To fill the guess peg holes with the colors from a previous guess, simply click on the guess counter number of any previous guess and then click on the guess counter of the current guess.

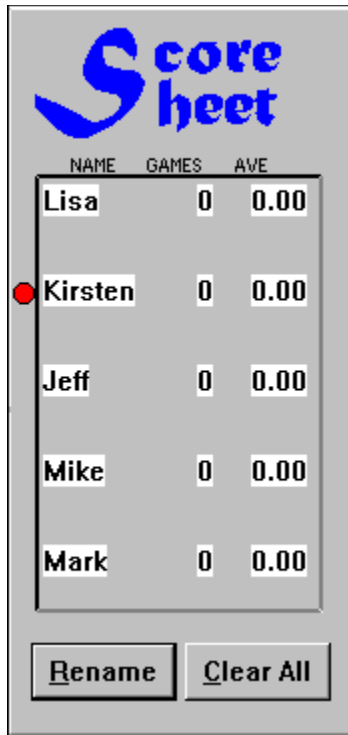
Answer shield



The answer shield is used to hide the answer. The answer will be revealed when you either win the game by correctly cracking the code, or guess incorrectly 8 times.

Score sheet

Click on the area of interest for more information. 



The image shows a graphical user interface for a score sheet. At the top left is a logo with a large blue 'S' and the text 'core heet' in blue. Below the logo is a table with three columns: 'NAME', 'GAMES', and 'AVE'. The table contains five rows of data. The first row is 'Lisa', '0', '0.00'. The second row is 'Kirsten', '0', '0.00', with a red dot to the left of the name. The third row is 'Jeff', '0', '0.00'. The fourth row is 'Mike', '0', '0.00'. The fifth row is 'Mark', '0', '0.00'. At the bottom of the interface are two buttons: 'Rename' and 'Clear All'.

NAME	GAMES	AVE
Lisa	0	0.00
Kirsten	0	0.00
Jeff	0	0.00
Mike	0	0.00
Mark	0	0.00

The score sheet is made up of three columns. The first column contains the player name. The second column, the games column, indicates the total number of games played. The third column, the average column, indicates the average number of guesses per game. For example, if a player plays 2 games and solves one in 6 guesses and the other in 4, the average is 5.

Rename button

The Rename button allows you to change the name of the current player. The current player is marked by a red dot to the left of the name. When you click the Rename button, a message box appears asking if you would like to rename the player. The message box also warns that the score will be reset to 0.

- If you choose **Yes**, the [Rename dialog box](#) appears.
- If you choose **No**, you will be returned to the game.

Clear All button

The Clear All button resets all scores to 0. When you click the Clear All button, a warning box will appear asking if you want to reset all scores.

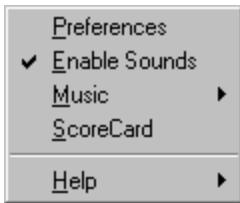
- If you choose **Yes**, all scores will be reset to 0.
- If you choose **No**, you will be returned to the game without any changes.

Rename dialog box



The Rename dialog box allows you to change the name of the current player. The dialog box appears with the name of the current player in the first edit box. To change the name of the current player, simply type the new name into the second edit box and click OK to accept the change. The program will return you to the game with the new player name in place.

Options Menu



Click the right mouse button to activate the Options Menu. The following options are available:

[Enable sounds](#)

[Music](#)

[Scorecard](#)

[Help](#)

Preferences dialog box

Click on the area of interest for more information. 



Show Score At Startup check box

When checked, the score sheet will appear at startup.

Play Music At Startup check box

When checked, the music specified in the MSTRMIND.INI file will play at startup.

Colored Cursor check box

When checked, the arrow cursor enlarges and changes to the currently selected color. When you select a new color, the cursor will become the selected color and remain that color until a new color is selected.



Hint: The Colored Cursor option can be used in conjunction with the Peg Cursor option so that you will have a colored peg cursor.

Peg Cursor check box

When checked, the cursor becomes a peg shape.



Hint: The Peg Cursor option can be used in conjunction with the Colored Cursor option so that you will have a colored peg cursor.

Finalize Turn Confirmation check box

When checked, a message box will appear whenever you end your turn by clicking in the clue box asking you if you are finished with the current guess.

- Click **Yes** if you are sure you want to finalize your turn.
- Click **No** if you want to make any further changes before you finalize your turn.

Fill Row Confirmation check box

When checked, a message box will appear whenever you click on the guess counter number to fill all the guess peg holes with one color. The message asks if you are sure you want to fill the guess peg holes with the currently selected color.

- Click **Yes** if you are sure you want to fill all the guess peg holes with the current color.
- Click **No** if you want to make any further changes before you go on.

Copy Row Confirmation check box

When checked, a message box will appear whenever you click on the guess counter of a previous guess to copy it to your current guess. The message asks if you are sure you want to fill the current peg holes with the color of the previous guess.

- Click **Yes** if you are sure you want to copy the previous guess to your current guess.
- Click **No** if you want to make any further changes before you go on.

New Game Confirmation check box

When checked, a message box will appear when you have finished a game asking if you would like to play again.

- Click **Yes** if you are sure you want to play another game.
- Click **No** if you do not want to play another game.

Auto Copy Option check box

When checked, the color of the current guess will be copied directly into the next guess after you click in the clue box to finalize your turn.

Hilight Current Seg Option check box

When checked, an outline will appear around the current guess to hilight it.

Sound Option check box

When checked, sound effects are toggled on.

Cycle Cursor Option check box

When checked, every time you click on a guess peg hole, the colored peg inserted will cycle through the colors as shown from left to right in the color bar.

Enable sounds

Each time you click this option, sound effects are toggled on and off.

- If there is a check mark next to the Enable Sounds options, sound effects are on.
- If there is not a check mark next to the Enable Sounds option, sound effects are off.

Music

Play

If you have specified a song in the MASTERMD.INI file, the song will play when you choose this option. If you do not have a song specified in the MASTERMD.INI file, the Select Song dialog box appears allowing you to choose a *.mid file.

Stop

When you choose this option, the song currently playing will stop.

Select song

When you choose this option, the Select Song dialog box appears allowing you to select a *.mid file.



Hint: If you want music in MASTERMD.INI to always play on startup, select the Play Music At Startup option in the [Preferences dialog box](#).

Scorecard

This option toggles the scoresheet on and off.



Hint: If you want the scoresheet to always appear, select the Show Score At Startup option in the [Preferences dialog box](#).

Help

Index

This opens the help file.

Contacting Golden Frog

This option provides information about contacting Golden Frog.

About MasterMind

This option provides information about the author of MasterMind.

Sample Games

Two sample games have been provided just in case you want to see how **we** play MasterMind. By looking at the peg colors for each turn and the resulting clues, you will be able to determine the strategy we used.

[Sample Game #1](#)

[Sample Game #2](#)

Sample Game #1 - Screen 1 of 6

The screenshot shows the MasterMind game interface. On the left is the game board with 8 rows of pegs. The bottom row (row 1) has four red pegs. The second row (row 2) is highlighted with a red box. To the right is a score sheet with the following data:

NAME	GAMES	AVE
Lisa	83	6.60
Kirsten	14	6.21
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

At the bottom of the score sheet are two buttons: "Rename" and "Clear All".

Sample Game #1 - Screen 2 of 6

The screenshot shows the MasterMind game interface. On the left, there is a 4x8 grid of pegs. The top three rows are empty. The bottom row contains four red pegs. The second row from the bottom contains two green pegs and two red pegs. A red box highlights the third row from the bottom, which is currently empty. To the right of the grid is a color key with six colored squares: black, white, red, yellow, green, and blue. At the top left, the logo reads "MasterMind by Golden Frog Entertainment". In the top center, a display shows "MASTERMIND" with a refresh button. On the right side, a "Score Sheet" is displayed with the following data:

NAME	GAMES	AVE
Lisa	83	6.60
Kirsten	14	6.21
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

Below the score sheet are two buttons: "Rename" and "Clear All".

Sample Game #1 - Screen 3 of 6

The screenshot shows the MasterMind game interface. On the left, there is a 4x8 grid of pegs. The top row (row 4) is highlighted with a red box and contains four black pegs. The second row (row 3) contains two red and two blue pegs. The third row (row 2) contains two red and two green pegs. The bottom row (row 1) contains four red pegs. To the left of the grid are eight indicator lights, each with four small circles below it. At the top left, the logo reads "MasterMind by Golden Frog Entertainment". At the top center, a display shows "MASTERMIND" with a refresh button. At the bottom left, there is a color key with black, white, red, yellow, green, and blue segments.

On the right side, there is a "Score Sheet" section with the following table:

NAME	GAMES	AVE
Lisa	83	6.60
Kirsten	14	6.21
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

Below the table are two buttons: "Rename" and "Clear All".

Sample Game #1 - Screen 4 of 6

The screenshot shows the MasterMind game interface. On the left, there are six rows of pegs, each with four positions. The top three rows are empty. The fourth row has four black pegs, which are highlighted with a red box. The fifth row has four colored pegs: red, blue, yellow, and yellow. The sixth row has four colored pegs: red, blue, blue, and blue. To the right of the grid is a vertical column of numbers 1 through 8. Below the grid is a color key with six colored squares: black, white, red, yellow, green, and blue. At the top left, the logo says "MasterMind by Golden Frog Entertainment". In the top center, a box contains the word "MASTERMIND". On the right side, there is a "Score Sheet" table with columns for NAME, GAMES, and AVE. The table lists the following data:

NAME	GAMES	AVE
Lisa	83	6.60
Kirsten	14	6.21
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

Below the score sheet are two buttons: "Rename" and "Clear All".

Sample Game #1 - Screen 5 of 6

The screenshot shows the MasterMind game interface. On the left, there are eight rows of four pegs each, numbered 1 to 8. The top two rows (1 and 2) are currently empty. The third row (row 3) contains four black pegs and is highlighted with a red border. The fourth row (row 4) contains four red pegs. The fifth row (row 5) contains one red, one yellow, one blue, and one white peg. The sixth row (row 6) contains one red, one blue, one yellow, and one white peg. The seventh row (row 7) contains one red, one blue, one blue, and one blue peg. The eighth row (row 8) contains one red, one green, one green, and one green peg. Below the grid is a color key with six colored squares: black, white, red, yellow, green, and blue.

On the right, there is a score sheet titled "Score sheet" with a table showing player names, the number of games played, and the average score. The table is as follows:

NAME	GAMES	AVE
Lisa	83	6.60
Kirsten	14	6.21
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

Below the table are two buttons: "Rename" and "Clear All".

Sample Game #1 - Screen 6 of 6

The screenshot shows the MasterMind game interface. On the left, there is a control panel with a logo for 'MasterMind by Golden Frog Entertainment', a set of four colored pegs (red, black, yellow, blue), and a grid of 8 rows and 4 columns of pegs. The grid contains the following colors from top to bottom: Row 8: 4 black; Row 7: 4 black; Row 6: 1 red, 1 black, 1 yellow, 1 blue; Row 5: 1 red, 1 yellow, 1 blue, 1 white; Row 4: 1 red, 1 blue, 1 yellow, 1 yellow; Row 3: 1 red, 1 blue, 1 blue, 1 blue; Row 2: 1 red, 1 green, 1 green, 1 green; Row 1: 4 red. To the right of the grid is a 'Score Sheet' with the following data:

NAME	GAMES	AVE
Lisa	83	6.60
Kirsten	14	6.21
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

At the bottom of the score sheet are two buttons: 'Rename' and 'Clear All'. A color bar at the bottom of the interface shows black, white, red, yellow, green, and blue segments.

[Sample Game #2](#)

Sample Game #2 - Screen 1 of 6

The screenshot shows the MasterMind game interface. On the left, there is a grid of 8 rows and 4 columns of pegs. The bottom row (row 1) contains four blue pegs. The second row (row 2) is highlighted with a red border. To the right of the grid is a vertical column of numbers 1 through 8. Below the grid is a color key with six colored squares: black, white, red, yellow, green, and blue. At the top left, the logo reads 'MasterMind by Golden Frog ent'. In the top center, a box contains the word 'MASTERMIND'. On the right side, there is a 'Score sheet' section with a table of player statistics. Below the table are two buttons: 'Rename' and 'Clear All'.

NAME	GAMES	AVE
Lisa	85	6.56
Kirsten	16	6.13
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

Sample Game #2 - Screen 2 of 6

The screenshot shows the MasterMind game interface. On the left, there is a control panel with a logo for 'MasterMind by Golden Frog Entertainment'. The main area features a grid of 32 pegs arranged in 8 rows and 4 columns. The rows are numbered 1 to 8 on the right. Row 1 has four blue pegs. Row 2 has two blue, two red, and two red pegs. Row 3 has four black pegs and is highlighted with a red border. Rows 4 through 8 are empty. Below the grid is a color calibration bar with black, white, red, yellow, green, and blue segments. On the right, a 'Score Sheet' window is open, displaying a table with columns for NAME, GAMES, and AVE. The table lists the following data:

NAME	GAMES	AVE
Lisa	85	6.56
Kirsten	16	6.13
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

Below the table are two buttons: 'Rename' and 'Clear All'.

Sample Game #2 - Screen 3 of 6

The screenshot shows the MasterMind game interface. On the left, there is a 4x8 grid of pegs. The top row (row 4) is highlighted with a red box and contains four black pegs. The second row (row 3) contains two green and two blue pegs. The third row (row 2) contains two blue and two red pegs. The bottom row (row 1) contains four blue pegs. To the left of the grid are eight rows of four small circles each, representing the peg selection mechanism. Below the grid is a color key with six colored squares: black, white, red, yellow, green, and blue. At the top left, the logo reads "MasterMind by Golden Frog Entertainment". A text box at the top center contains "MASTERMIND" with a refresh button. On the right, a "Score Sheet" table displays player names, games played, and average scores. A red dot is next to the name "Lisa". At the bottom right, there are "Rename" and "Clear All" buttons.

NAME	GAMES	AVE
Lisa	85	6.56
Kirsten	16	6.13
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

Sample Game #2 - Screen 4 of 6

The screenshot shows the MasterMind game interface. On the left, there are eight rows of pegs, each with a number from 1 to 8 on the right. The top four rows (rows 5, 6, 7, and 8) are currently empty. The bottom four rows (rows 1, 2, 3, and 4) contain colored pegs: Row 1 has four blue pegs; Row 2 has one blue, one red, one red, and one red peg; Row 3 has one green, one blue, one green, and one green peg; Row 4 has one yellow, one yellow, one blue, and one yellow peg. A red box highlights the top four rows. Below the grid is a color key with black, white, red, yellow, green, and blue segments. On the right, a 'Score sheet' table lists player names, the number of games played, and the average score. A red dot is next to the name 'Lisa'.

NAME	GAMES	AVE
Lisa	85	6.56
Kirsten	16	6.13
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

Buttons:

Sample Game #2 - Screen 5 of 6

The screenshot shows the MasterMind game interface. On the left, there are eight rows of pegs, each with a number from 1 to 8 on the right. The top two rows (8 and 7) are black. The third row (6) is highlighted with a red border and contains four black pegs. The fourth row (5) contains two yellow, one black, and one blue peg. The fifth row (4) contains two yellow, one blue, and one yellow peg. The sixth row (3) contains one green, one blue, one green, and one green peg. The seventh row (2) contains one blue, one red, one red, and one red peg. The eighth row (1) contains four blue pegs. To the left of the grid are eight sets of four small circles, each corresponding to a row of the grid. At the bottom left is a color key with segments for black, white, red, yellow, green, and blue. At the top left is the 'MasterMind by Golden Frog Entertainment' logo. At the top center is a 'MASTERMIND' label with a refresh icon. On the right is a 'Score Sheet' table with columns for NAME, GAMES, and AVE. The table lists six players: Lisa (85 games, 6.56 average), Kirsten (16 games, 6.13 average), Shelby (1 game, 8.00 average), Puddle (0 games, 0.00 average), and Mike Jr. (0 games, 0.00 average). Below the table are 'Rename' and 'Clear All' buttons.

NAME	GAMES	AVE
Lisa	85	6.56
Kirsten	16	6.13
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

Sample Game #2 - Screen 6 of 6

The screenshot shows the MasterMind game interface. On the left, there is a control panel with a logo for 'MasterMind by Golden Frog Entertainment'. Below the logo are several rows of indicator lights and buttons. The main area is a 4x8 grid of colored pegs. The top row has four black pegs. The second row has four black pegs. The third row has a white, yellow, yellow, and blue peg, which is highlighted with a red box. The fourth row has a yellow, black, yellow, and blue peg. To the right of the grid are numbers 1 through 8. At the top right, there is a 'Score Sheet' section with a logo and a table. The table has columns for NAME, GAMES, and AVE. Below the table are 'Rename' and 'Clear All' buttons.

NAME	GAMES	AVE
Lisa	85	6.56
Kirsten	16	6.13
Shelby	1	8.00
Puddle	0	0.00
Mike Jr.	0	0.00

About the Authors

Help file authors....

This help file was written by DocWorks. DocWorks is a Hard Hat Area production designed from only the finest ingredients by Lisa Barry and Kirsten Sutton, Documentation Engineers. We have experience not only with help files, but also technical and non-technical manuals, web pages (design and creation), graphic design, desktop publishing, and much, much more. (Our products have not been tested on animals.)

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MasterMind Author

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