

Mind for Windows

Object of the Game

The object of Mind for Windows is to break a computer generated code. The number of permutations is based upon which level of play is selected. Each guess results in feedback from the computer narrowing down the possibilities of the code.

Levels of Play

For each level of play there is a limit on the number of marbles in the code and the number of colors to choose from.

Easy -----	Four colors and four marbles.	256 Permutations
Standard ----	Six colors and four marbles.	1296 permutations
Hard -----	Six colors and six marbles.	46,656 permutations
Expert -----	Eight colors and six marbles.	262,144 permutations
Master -----	Ten colors and six marbles.	1,000,000 permutations

On the 'Easy' and 'Standard' levels you are allowed nine plays to deduce the secret code. On the other levels you are allowed twelve plays.

Playing the Game

To begin configure the level and time limits as desired using *Game/Level* and *Game/Time*. Then click the 'Start' button or use *Game/Start* menu option. At this point you will see the different colors of marbles to select from in making your code. The marbles you select will be placed in any position on the row indicated by the flashing arrow.

To place a marble place mouse arrow on desired marble and press and hold the left mouse button. The cursor will now change to the desired marble. Drag the marble to the desired position and release the mouse button. If you release the marble in an invalid area the marble will be returned and you place another marble. If after selecting the marble you wish not to use it then move the marble to an area except the currently indicated row and release it.

Once a marble is placed it can't be moved, but you can drop another marble on top of it. The new marble will replace the old one.

After you have placed the required number of marbles the 'Play' button will be enabled. At this point you may click on the 'Play' button or change your code by dragging marbles to desired positions. After you have the marbles as desired click on 'Play' button.

The computer will check your code against the computer generated code. Results are presented in the form of colored pegs. Black pegs mean that a marbles is of the correct color and in the correct position. White pegs mean that a marble is the correct color but in the wrong position. The pegs will be presented in the peg area to the right of the game board. The peg positions do not correlate to how the marbles are placed on the board.

You are then allowed to make other attempts at breaking the code until you have reached the limit allowed for that level. The game ends after reaching the limit and the computer secret code is uncovered.

You may end a game at any time by using the *Game/End* option.

Configuration File

Whenever a level or time limit change is made this will be updated in the WIN.INI file. This allows the program to be configured the way you last played when you load Mind for Windows. The best score attained is also saved

to the WIN.INI file.

