

Mastermind WinLogic

Version 2.3

Logical Game with Various Difficulty Levels for All Age Categories - Mastermind

Description:

The game develops logical thinking, smartness, tenacity, the ability to combine facts, to classify and perceive the given system and environment in a very effective and relaxing way.

Thanks to the simplifying settings the game is also suitable for small children.

Mastermind

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The goal of the game is to assemble the single cubes in the correct sequence so that they correspond to the cubes hidden in the results area.

During this process the time and current scores can be recorded and then the record achieved in the particular game can be listed.

Installation:

This application is executable in Microsoft Windows operation system. There is no need to install it and it records no data in the registry.

Environment:

- *Cubes Area*
There are 2 - 25 cubes in the area.
- *Evaluation Area*
The individual lines of combinations of cubes entered are evaluated using white or black markings.
- *Results Area (Entry Area)*
This area hides the combination of cubes that was entered by the computer or another player.
- *Assembling Area*
The combinations of guessed cubes are put in this area.
- *Control Area*
The area with control buttons.
- *Menu*
- *Status Bar*
 - Number of game (1 to 192 - archive)
 - 1 - **EASY** the easiest game in archive,
 - 192 - **GOLD** the most difficult game in archive
 - Difficulty Level (1 to 13 - archive)
 - **A** - activation of the correct position of the cube
(the cube positioned correctly is displayed in the results area)
 - **K** - multiple cube
 - **N** - random distribution
 - **B** - possibility to block the cube
 - running time
 - current scores
 - record in a given game
 - info (www.rmSOFT.sk)

Settings:

Program WinLogic permits setting up to **2688** possible games combinations (192 games in archive) the difficulty level of which is defined by value 1 to 13 (archive). **The Archive** contains individual games with **11**, **19** or **25** cubes in **5**, **6**, **7** or **8** positions. Tree structure of available game settings - "WinL_EN.pdf"

The cubes can be entered using numerical description, colour coding or with the combination of both - mix.

The most difficult game **GOLD**,
with ordinal number 2688 (archive game **192** - the difficulty level **13**), reaches

152 587 890 625

possible variations (lines).

If computer display 1000 lines per second - need around
5 years!

Control:

The game is executed by graphic button New Game - Comp (F2 key) - the game is entered by the computer, or New Game - Player (F3 key) - the game is entered by another player who can secure his entry with a password and a verification code (text). This Verification code (text) show only after successfully managed game. Random game (Ctrl+F2 key).

The cube is put into place by double-clicking the left mouse button or by moving the cube to the given position. If item B is available in a given game - possibility of blocking the cube, the cube can be blocked by the right mouse button. Graphic button Delete Blocks removes all the blocks of the cubes.

Another 2 types of games:

- Training (F4 key). This game allows the computer to generate randomly few lines and evaluate them.

- Chaos (F4 key). This game allows the computer to generate randomly all lines and evaluate them.

The combination of assembled cubes must be confirmed by graphic button OK or Spacebar.

When setting the activation of correct position there is a graphic button Enter Hits (F6 key) available in the game that facilitates the putting the cubes guessed right in the results area.

Graphic button Btn (F7 key) - blocks all sure unused cubes (Training only).

Marked row - click the left mouse button on number of row (Training only).

Refresh game in row - F9 key (Training or Chaos only).

Quick Start (Shift+F2 key) - automated put all cubes in sequence (CLASSIC only).

Make 4 favourite games. Set favourite game - click the right mouse button on gr. button. Activate favourite game (Ctrl+1 - Ctrl+4 key). Clear favourite game - click the right mouse button on gr. button. Clear all favourite games (Ctrl+0 key).

Save game (CLASSIC / NEW GAME - PLAYER only) - **correspondence** or **tournament game**.

...How about the **World Championship in the MASTERMIND game?** :-)

Open game (Ctrl+O key).

Quick shut down application - ESC key or click the left mouse button on evaluation area.

Minimize application - F12 key or click the left mouse button on game's logo.

Evaluation:

- **black marking** - *hit* - the cube is guessed right and it is put in the right place

- **white marking** - *missed* - the cube is guessed right, but it is not put in the right place

NOTICE: **Regardless the sequence, the black markings are evaluated first, then the white ones.**

Scores:

Game scoring is running only when the timekeeping (stopwatch) is activated. The starting scores of 10000 points is retroactively reduced under certain circumstances, taking into account the time, the line, the cube returned, the line deleted etc. After surpassing the record limit, the information "Record Not Surpassed!" is displayed. This information means that there is no possibility of surpassing the current record in the given game.

Records Lists of Single Games:

The program lists all the best performances of single games, the records are recorded and displayed under the item View - Best Score (Ctrl+K key shortcut or right mouse button in Assembling Area). The single game in this list can be activated by double-clicking the left mouse button or pressing the Enter key.

Together with the record the course of the game is recorded that can be viewed anytime by pressing graphic button Archive, or by pressing A key. The right mouse button can be used in this list that displays a pop-up menu with local options.

The chosen record can be deleted by Del key. All the records can be deleted using Ctrl+Del key shortcut.

"Synchronize..." - this function sharing of all records with other users on one PC.

Synchronize at Start - synchronization of records at start application WinLogic.

Language Localization:

These language mutations can be set in the application: **English, Slovak, Czech**. The localizations are in text files (*.lng) and the expression in inverted commas can be fully modified by the user. The author would be thankful for every revision of individual localizations (or for every new localization, as the case may be - e. g. German, French...). Corrected or new localizations (please) can be sent to the undermentioned e-mail address.

Basic application settings:

It is possible to reset the application and enter the basic settings of the application, e.g. by deleting the **WinLogic.lcf** configuration file.

Print:

The whole graphic environment can be printed in the application ([Ctrl+P](#) key shortcut) or print this info file.
Save to picture - JPG.

Registration:

The logic game **Mastermind WinLogic** is a FREEWARE programme - the program is fully.

You can support the further development of this project with any contribution (**Donate**). **Thanks**.

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Enjoy relax and fun!

Author

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