On the Subject of Cruel Mastermind
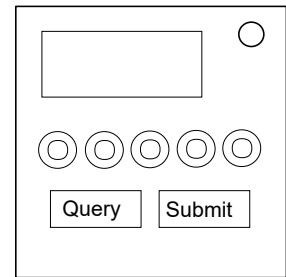
The game from your childhood. Only advanced. And harder to memorize. And the feedback isn't what it used to be...

- To solve this module you must find the correct 5 color code.
- The colors used in this module are: White, Magenta, Yellow, Green, Red and Blue.
- Note that each color may be used multiple times.
- The LED colors can be cycled through by clicking the LEDs.
- By pressing the "Query" button, information about the currently entered code will be displayed.
- When the correct code is entered, the module will be solved by pressing the "Submit" button. Submitting the wrong code will invoke a strike.

Each query will generate two numbers on the display. These numbers each represent the <u>total</u> sum of two of the values listed in the table below.

A = Number of correct colors in the correct positions.
B = Number of correct colors in the wrong positions.
C = Number of colors not in the solution at all.

Color on the display:		Left number	Right number
White	Left color:	A	B
	Right color:	# of batteries	# of solved modules
Magenta	Left color:	C	A
	Right color:	# of lit indicators	Last digit of the serial number
Yellow	Left color:	B	C
	Right color:	Sum of all numbers in the serial number	# of ports
Green	Left color:	B	A
	Right color:	# of modules on the bomb	# of unlit indicators
Red	Left color:	C	B
	Right color:	# of unique ports	# of strikes
Blue	Left color:	A	C
	Right color:	First numeral digit in the serial number	# of battery holders