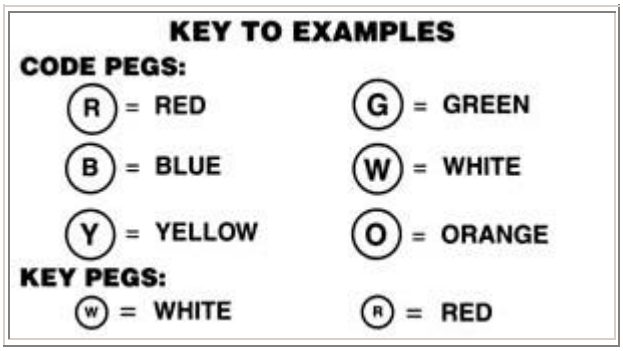
MASTERMIND
For 2 players ages 8 to adult

Object: Solve your opponent's code in fewer turns than it takes your opponent to solve your code.

Contents: Gameboard with storage area and code shield; Code Pegs in 6 different colors, red and white key pegs.

Set up: Decide which player will be the Codemaker and which will be the Codebreaker. Also decide how many games you will play. Place the board between you so that the code shield faces the Codemaker.



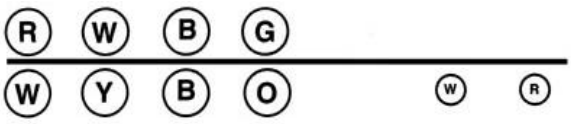
Playing:
1. The Codemaker secretly places any four Code Pegs in the code area then conceals them with the code shield. The Codemaker can use any combination of colors, including using two or more of the same color.
2. The Codebreaker places four Code Pegs in the 1st row of holes attempting to duplicate the exact colors and positions of the secret code.
3. The Codemaker places key pegs in the key holes on the 1st row as follows:

- A red key peg for each Code Peg that's the right color and in the right position.
- A white key peg for each Code Peg that's the right color, but not in the right position.
- No key pegs indicate a color is not used in the code.

The Codemaker does not put the key pegs in any particular order. It's part of the challenge for the Codebreaker to figure out which Key Pegs correspond to which Code Pegs. The Codebreaker should remember that one Key Peg corresponds to one Code Peg and a red Key Peg takes precedence over a white one.

Example # 1: _____

Codemaker's secret code:

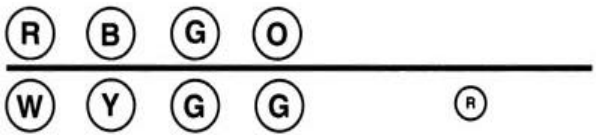


The response W R at the right indicates one right color in the right place [B], one right color in the wrong place [W] and two wrong colors. The Key Pegs do not indicate which Key Code they refer to.

Codebreaker's attempt to duplicate the secret code. **Codemaker's response**

Example #2: _____

Codemaker's secret code:

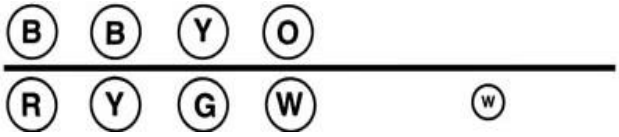


The response shows one right color in the right place [G] Note that the Codemaker plays only one Key Peg even though two green Code Pegs were played. That's because he has only one green Code Peg in his secret code. Note also that he plays a red Key Peg in preference to a white Key Peg.

Codebreaker's attempt to duplicate the secret code. **Codemaker's response**

Example #3: _____

Codemaker's secret code:

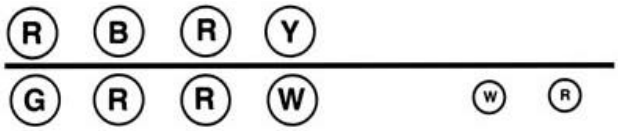


Just one white Key Peg is played for the Y

Codebreaker's attempt to duplicate secret code. **Codemaker's response**

Example #4: _____

Codemaker's secret code:



The two Key Pegs W and R are for the two R Code Pegs.

Codebreaker's attempt to duplicate secret code. **Codemaker's response**

4. The Codebreaker places another set of Code Pegs in the second row and the Codemaker places Key Pegs in his second row. The pegs played in each row are left in position until the secret code is broken.

5. The Codebreaker keeps placing rows of Code Pegs and keeps getting feedback from the Codemaker until he guesses the code exactly. When this happens, the Codemaker places four red Key Pegs and reveals the secret code.

6. The Codemaker gets 1 point for each row of pegs played by the Codebreaker and players switch roles. If the Codebreaker can show that the Codemaker has given wrong information, the game is replayed and the Codebreaker gets 3 points.

7. If all 10 rows are used and the Code has not been broken, the game is over and the Codemaker gets 11 points (10 points + 1 bonus point). The players now switch roles.