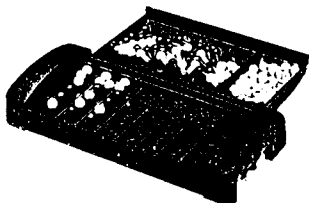




MASTERMIND[®]

The two-player battle of wits and logic



INSTRUCTIONS

Age: 8 years - adult
2 players

Contents

Mastermind unit with:

- 8 rows of Code peg holes
- 8 groups of scoring peg holes
- 4 holes (for the hidden code)
- Lid for storage of pegs

60 Code pegs in 6 colours

15 red scoring pegs

15 white scoring pegs

Object of the game

For the Codemaker: to outsmart your opponent with a code so difficult that they are unable to solve it.

For the Codebreaker: to break the code set by your opponent in as few attempts as possible

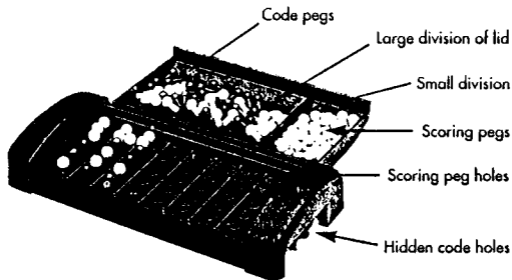
Setting up

Open the unit.

Separate the red and white scoring pegs and place them in the small division of the lid of the unit. Place the other coloured pegs in the large compartment.

Decide who will be the first Codemaker. Place the Mastermind unit between the two players with the secret code holes at the end of the unit facing the Codemaker. The Codebreaker must not be able to see the code at any time.

MASTERMIND gives each player a chance to outsmart their opponent. The Codemaker secretly sets up a line of Code pegs in the secret code holes at the end of the unit and the Codebreaker has to try to duplicate the colour and exact position of the hidden Code pegs without ever seeing them.



Scoring

Before starting, agree on the number of games you will play. You must play an even number of games so you have an equal chance of winning.

At the end of each game the Codemaker scores one point for each line of Code pegs placed by the Codebreaker. Make a note of your score after each game until you have played the agreed number of games.

Players switch positions at the end of each game.

The series is over when you have finished the agreed number of games. Add up your scores: the player with the highest score is the winner.

Errors in scoring

If the Codemaker makes a mistake in giving information to the Codebreaker (see below), replay the game and award three extra points to the Codebreaker.

The standard game

The Codemaker secretly sets up four Code pegs in the holes at the top of the unit. Use any combination of the six colours. You may use one or more Code pegs of the same colour if you wish.

The Codebreaker tries to duplicate the exact colours and positions of the secret code. Each time they place a row of Code pegs (each row of Code pegs should be left in position throughout the game), the Codemaker must inform them of their progress.

To let the Codebreaker know how accurate their guess is, the Codemaker informs them as follows:

● Red scoring pegs:

Place one of these in the scoring peg holes for each Code peg of the correct colour which is also in the same position as the hidden Code peg.

● **White scoring pegs:**

Place one of these in the scoring peg holes for each Code peg of the correct colour in an incorrect position.

● **Blanks:**

Leave one blank scoring peg hole for each Code peg of an incorrect colour. If the Codebreaker duplicates the secret code, the Codemaker places four red scoring pegs adjacent to that row of Code pegs and reveals the hidden code, turning the unit around. That game is over. Tally the score and change positions.

The alternative game

This game is essentially the same as the standard game. In this version, however, the Codemaker may choose to leave one or more blank spaces when setting the Code. This means that you have the equivalent of seven colours from which to choose.

Use the red and white scoring pegs in exactly the same way as in the standard game, treating a vacant hole as you would a colour.

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