MASTERMIND

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Mastermind unit, 96 Code pegs in 8 colours, 15 small red Indicator pegs, 15 small white Indicator pegs.

Scoring holes

Indicator pegs

Code peg holes

Secret code

Shield

Indicator peg holes

Storage compartment

Code pegs

Figure 1

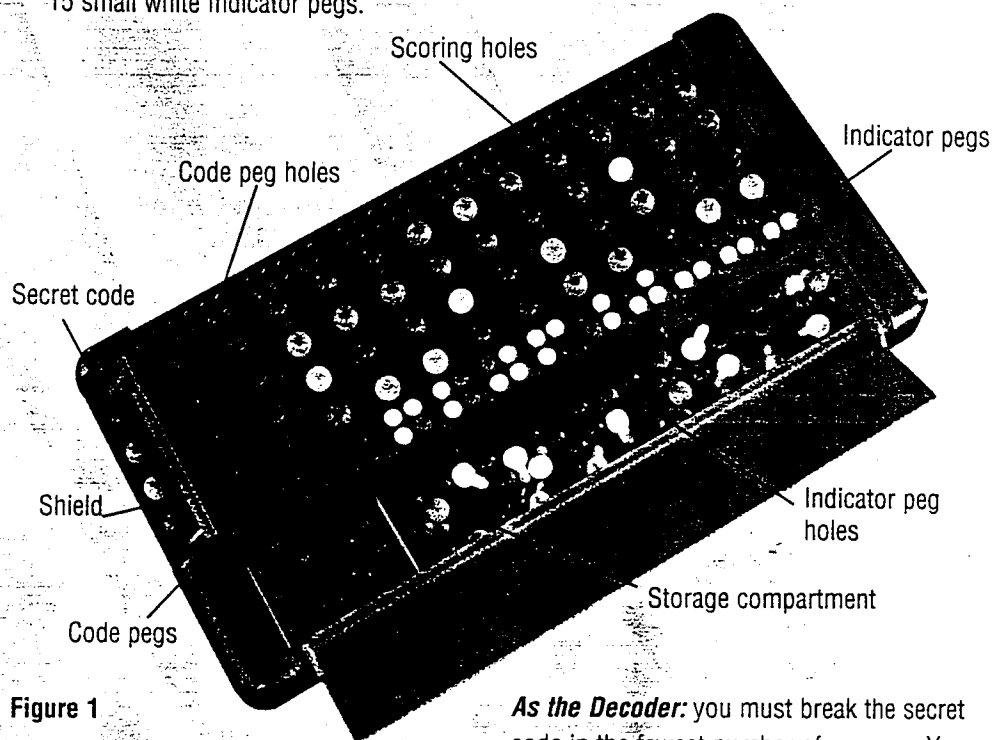## OBJECT OF THE GAME

MASTERMIND gives each player the chance to outsmart their opponent.

As the Codemaker: your goal is to mastermind a mystery code so cunning that it'll keep your opponent guessing. Your code can be made up of any combination of the eight coloured Code pegs.

As the Decoder: you must break the secret code in the fewest number of guesses. You have up to 12 chances to match your opponent's code (guessing the correct colours in the correct order).

SETUP

Separate the large coloured Code pegs from the small red and white Indicator pegs. These can be kept in the storage compartment on the side of the Mastermind unit (see Figure 1).

Before starting, agree on the number of games you will play, bearing in mind that an even number must be played for each person to have an equal chance of winning.

PLAYING THE GAME

Decide who will be the first Codemaker. That player must set up a line of Code pegs (their secret code) in the holes in front of the rotating shield.

Note: when setting the code ask the Decoder to look away. Before starting play, rotate the shield forward so that the code is completely hidden from the Decoder.

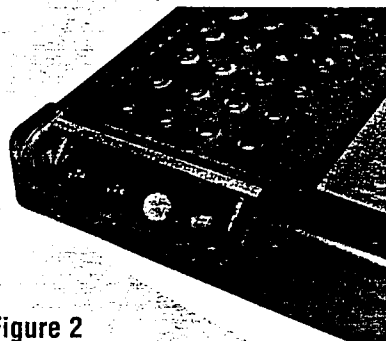The code can be made up of any combination of the eight coloured pegs. You may use two or more pegs of the same colour.

Figure 2

Red, Red, Yellow, Blue.

Once the code is set, the Decoder can begin guessing, aiming to duplicate the exact colours and positions of the hidden Code pegs.

Each guess is made by placing a row of Code pegs on the Mastermind unit. Each row of pegs should be left in position throughout the game.

After every guess, the Codemaker must inform the Decoder of their progress as follows:

Red Indicator Pegs:

Place one of these in the Indicator peg holes for each Code peg of the **correct colour** in the **correct position**.

White Indicator Pegs:

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

Blanks:

Leave a blank Indicator peg hole for each Code peg of an incorrect colour.
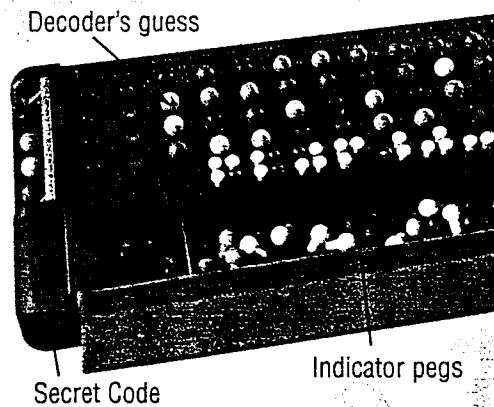
Decoder's guess

Indicator pegs

Secret Code

Figure 3

Decoders: remember, your goal is to break the code in the fewest number of guesses, so study the Codemaker's responses very carefully to narrow down the possibilities.

If the Decoder breaks the code, the Codemaker must roll back the shield to reveal the hidden code. The game is over. Tally the score (see Scoring below), and change roles.

SCORING

At the end of each game, the Codemaker scores one point for every line of Code pegs placed by the Decoder. Keep track of your score using one of the small Indicator pegs in the row of scoring holes (see Figure 1). One player should use a white peg and the other a red peg.

Indication Errors

If the Codemaker makes a mistake when giving information to the Decoder, replay the game and award three extra points to the Decoder.

The series is over when you have finished the agreed number of games.

WINNING THE GAME

The player with the **highest** score is the winner.

THE ADVANCED GAME

This more challenging version of the standard game allows the Codemaker to leave one or more blank spaces when setting the Code. This means you have the equivalent of nine colours from which to choose.

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