

BRAINMASTER

INSTRUCTIONS

CONTENTS

1 BRAIN MASTER BOARD
1 CODE COVER
95 CODE PEGS IN 5 DIFFERENT COLOURS
20 WHITE INDICATOR PEGS
20 BLACK INDICATOR PEGS
1 STORAGE BAG
INSTRUCTIONS

OBJECT

To crack the code set by your opponent in the fewest moves, Players take turns to be either the code maker or the code breaker.

SET UP

Place the board between the two players with the hidden code cover end facing the code maker as shown on box.

Place the large code pegs near the code breaker.

Place the small indicator pegs near the code maker.

PLAYING THE GAME

The code maker (decide who this will be) sets up a line of 4 coloured pegs in the row of holes under the code cover. This is the code which must be guessed by the code breaker. The code breaker must not see this code at any time. (A code can contain any variation of the five coloured code pegs. A colour may be used any number of times in the code. There must always be 4 pegs used to make up the code).

The code breaker now has the chance to work out the code by placing code pegs of any colour along the first row of the board. When this has been done, the code maker checks to see how many (if any) of the pegs in the row in the match exactly. By using the small indicator pegs, the code maker then confirms as follows:

For each code pegs of the right colour and in the right positions, places a Black indicator peg into one of the 4 indicator holes along side the row of code pegs.

For each code pegs of the right colour but in the wrong position, places a White indicator peg into one of the indicator holes.

(Note: if no code pegs are of the correct colour leave the indicator holes empty).

The indicator pegs do not indicate any particular order of the code pegs.

The code breaker now studies this answer and places a new row of code pegs in the next row. The code maker responds in the same way as before. When the code breaker cracks the code, the code maker places 4 black indicator pegs in that row and removes the cover to reveal the code.

The roles of the code maker and code breaker are now reversed and the game is repeated.

When the code has been cracked by the second code breaker the round is over. The player who cracked the code in the fewest moves scores one point for that round. If a player does not crack the code after using all the rows of the board, the codemaker scores 1 point.

WINNING

The winner is the player who scores the most points over an agreed number of the rounds.