SCORING

At the end of each game, the Codemaker scores one point for every line of Code pegs placed by the Decoder. Make a note of your score after each game until you have played the agreed number of games. Players switch roles at the end of each game.

When you have completed the agreed number of games, add up your scores – the player with the **highest** score is the winner.

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 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 seven 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 colour.

Storage

After use, lay all the pegs flat in the playing area of the unit and close the lid.

Games to Go!
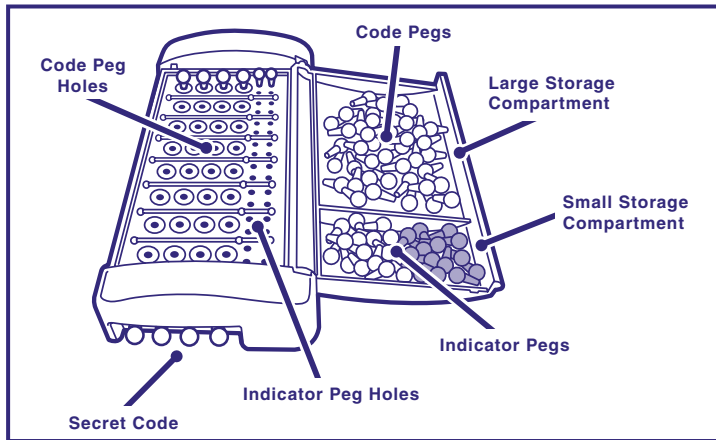
PARKER

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MASTERMIND®

THE BATTLE TO BREAK THE CODE!
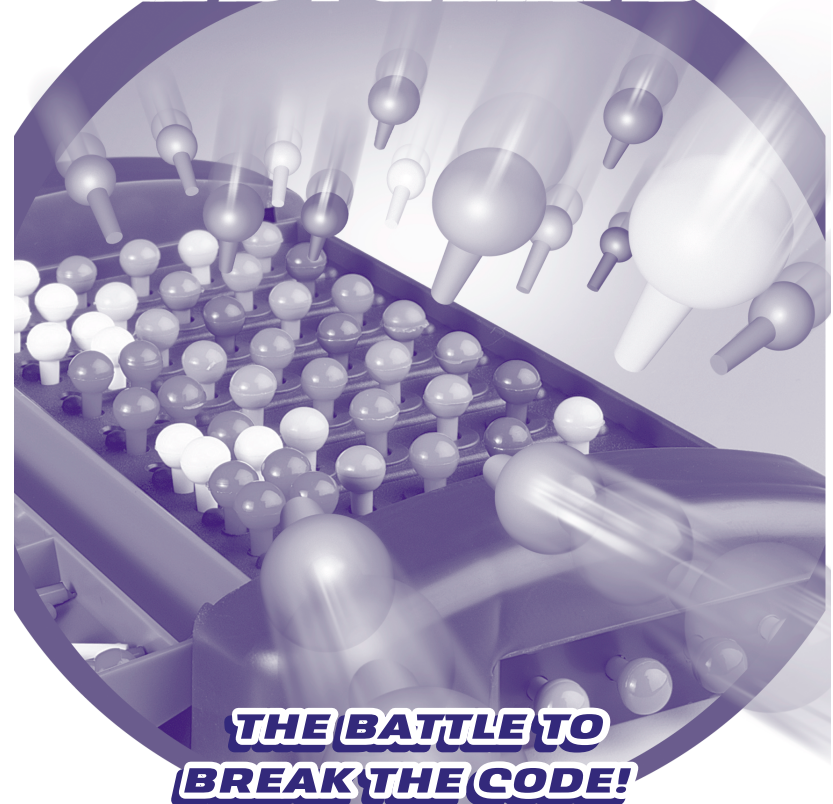
CONTENTS

Mastermind unit with storage lid, 60 Code pegs in 6 colours, 15 red Indicator pegs, 15 white Indicator pegs.

Code Pegs

Code Peg Holes

Large Storage Compartment

Small Storage Compartment

Indicator Pegs

Indicator Peg Holes

Secret Code

OBJECT OF THE GAME

MASTERMIND gives each player the chance to outsmart their opponent.

As the Codemaker: your goal is to set a mystery code so cunning that it'll keep your opponent guessing.

As the Decoder: you must break the secret code in the fewest number of guesses.

SET UP

• Open the unit.

• Separate the red and white Indicator pegs and place them in the small compartment of the storage lid.

• Place the coloured Code pegs in the large compartment.

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 four Code pegs (their secret code) in the secret code holes at the end of the unit.

Note: *when setting the code, ask the Decoder to look away. Before starting play, make sure that the code is completely hidden from the Decoder.*

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

Once the code is set, the Decoder can begin guessing, trying 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 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.

Decoders: if the Decoder breaks the secret code, the Codemaker places **four** red Indicator pegs adjacent to that row of Code pegs and reveals the hidden code by turning the unit around. That game is over. Tally the score (see Scoring below) and change roles.