## USING THE SCORE CARD

- Each vertical row represents a player.
- Each horizontal row represents a round.
- Write individual scores in the white boxes.
- When someone cracks the secret code, add up the scores in the green boxes.
- At the end of the round add up the codemaker's score in the yellow boxes.
- After the agreed number of rounds have been played, each player should add up their score for each round and mark their total score in their TOTAL box. The player with the highest score wins!

Scores for guesses in that round

1 3 3

7

Final score in that round
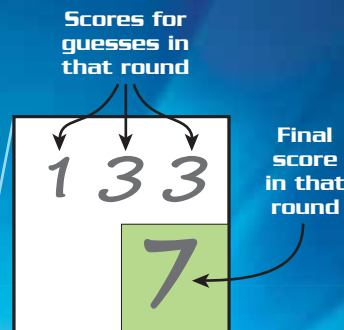
Codemaker's final score

rich steve rob

1 3 3 2 4 10

10 7 16

...or challenge your whole family!

SCORE CARD

NAME				
ROUND 1				
ROUND 2				
ROUND 3				
ROUND 4				
ROUND 5				
TOTAL				

PARKER

Hasbro

7 8

MASTERMIND

The classic code cracking game!

As codemaker, your goal is to create the perfect code that no one can break!

As codebreaker, you must try to break the code in the fewest number of guesses possible.

CONTENTS

Mastermind (including code-setting unit) and 88 coloured pegs in 8 colours:

white pink green red orange silver yellow blue

ASSEMBLY

1. Assemble Mastermind. See below.
2. Place Mastermind in the middle of the play area.
3. Empty the pegs into the tray and discard the bag.
4. Write out a score card or photocopy the score card from page 8.

2

2 PLAYER GAME

OBJECT

To win the most rounds.

- The codebreaker wins a round if they break the code within 12 guesses.
- The codemaker wins a round if the codebreaker fails to break the code.

PLAYING

1. Decide who will be the first codemaker. The codemaker sits behind the code-setting end of Mastermind with the codebreaker directly opposite.

2. Agree on an even number of rounds to play.

3. At the start of each round the codemaker takes the code-setting unit and dials in a colour combination. See below. Each of the colours must be different. Make sure the codebreaker cannot see your secret code!

4. The codebreaker can now begin guessing the code.

To make a guess:

Insert 4 pegs into the holes, starting with the row furthest away from the codemaker, moving towards the codemaker with each new guess.

If the guess is incorrect:

The codemaker scores the guess (see scoring section, page 4). The codebreaker continues guessing until the code is broken or they have used up all 12 guesses. The pegs and scores are left in place throughout the round.

If the guess is correct:

The codemaker reveals the code and the round is over. Note: When revealing the code, make sure you don't turn the code-setting unit around so that the code sequence appears back to front!

5. At the end of the round make a record of who won, then swap roles.

6. The game ends when the agreed number of even rounds has been played. The player that wins the most rounds in the winner!

SCORING FOR 2 PLAYER GAME

- For every colour that matches but is in the wrong place, pull out the white slider one notch.

- For every colour that matches and is in the right place, pull out the red slider one notch.

See page 6 for a scoring example.
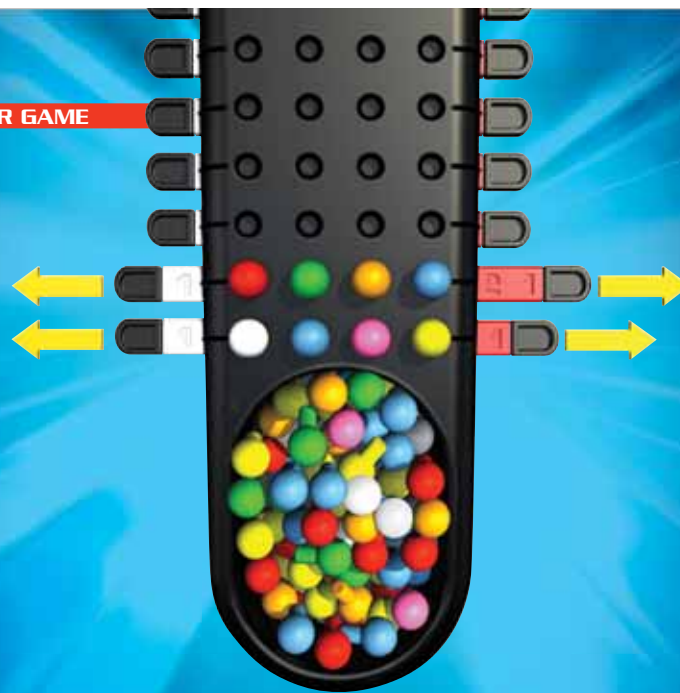
3-5 PLAYER GAME

OBJECT

To be the player with the highest score at the end of the game.

PLAYING

1. Play as many rounds as there are players. In each round a different player will be the codemaker while the others take turns to guess the code.

2. For each round the codemaker sets the code in the usual manner.

3. The player to the left of the codemaker guesses the code first. Turn Mastermind round to face this player.

4. The codemaker scores the guess (see scoring section, page 5).

If the guess is incorrect:
The next player guesses, using clues from the previous score(s). The pegs and scores are left in place throughout the round. This will help the codebreakers with their guesses.

If the guess is correct:
The codemaker reveals the code and the round is over. Start a new round with the next player being the codemaker.

5. The player with the highest score when all rounds have been played in the winner!

SCORING FOR 3-5 PLAYER GAME

For every colour that **matches but is in the wrong place**, the codebreaker scores 1 point. *Pull out the white slider one notch for each match.*

For every colour that **matches and is in the right place**, the codebreaker scores 2 points. *Pull out the red slider one notch for each match.*

For guessing the **correct colour combination** (all matching colours in the right places), the codebreaker scores 10 points. Refer to the box side panels for more examples on how to score the codebreaker's guesses.
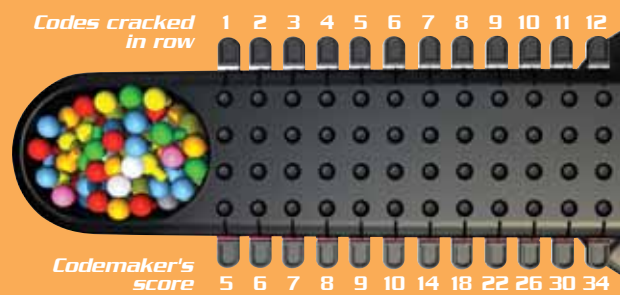
Mark the codebreaker's score on the scorecard as explained on page 7.

THE CODEMAKER'S SCORE
The codemaker's score won't be added up until the end of the round. For the group game, the codemaker's score is as follows:
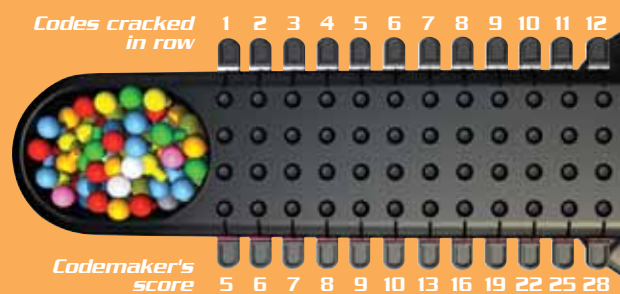
3 PLAYER GAME

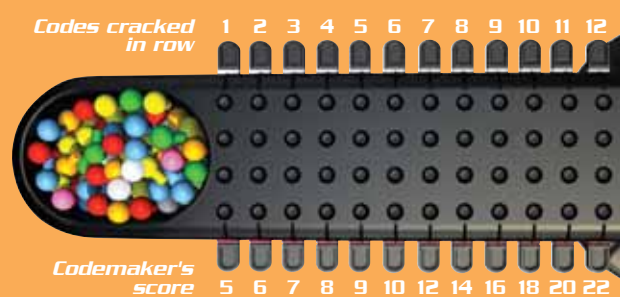If the codebreakers don't guess the code, the codemaker scores 40 points.

Codes cracked in row	1	2	3	4	5	6	7	8	9	10	11	12
Codemaker's score	5	6	7	8	9	10	14	18	22	26	30	34

4 PLAYER GAME

If the codebreakers don't guess the code, the codemaker scores 30 points.

Codes cracked in row	1	2	3	4	5	6	7	8	9	10	11	12
Codemaker's score	5	6	7	8	9	10	13	16	19	22	25	28

5 PLAYER GAME

If the codebreakers don't guess the code, the codemaker scores 25 points.

Codes cracked in row	1	2	3	4	5	6	7	8	9	10	11	12
Codemaker's score	5	6	7	8	9	10	12	14	16	18	20	22

ADVANCED PLAY

In this advanced game, the codemaker is allowed to use two or more of the same colour in the code. Agree before starting to play if this is allowed – but don't tell the codebreakers if you are using duplicate colours!

STORAGE

To store the game, put all the pegs in the tray and replace the peg cover. Disassemble Mastermind to store it in the box.

TIPS

SCORING EXAMPLE

The secret code in this example is pink – red – blue – yellow.

The codebreaker's guess has two matching colours in the wrong places and one matching colour in the right place.

The codemaker pulls out the white slider 2 notches and the red slider 1 notch.

In a game with 3 or more players, this would score 4 points.

MAKING A GOOD GUESS

At the start of the game there won't be many clues to base your guesses on. As the game progresses, you will see a pattern of colours and scores forming. Look carefully which lines scored well and compare these with other high-scoring lines when making your guess. Lines that have no score are also useful, as you know that none of these colours are in the secret code.