

Mastermind™

Parker Brothers trademark for its color code game equipment
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Ages 10 to Adult / 2 Players

OBJECT

To duplicate the exact color and position of your opponent's hidden tiles in the least number of moves.

EQUIPMENT

A Mastermind Game Device
A Quantity of Colored Tiles
A Quantity of Black and
White Tiles
2 Code Shields

PREPARATION

Do not remove the game device from the bottom of the box. Position the game between the two players so that each player is seated in front of a Secret Code Area (Diagram 1). Equally divide the black and white tiles and place them in the two small trays. Place the colored tiles in the center tray.

RULES FOR PLAY

Each player secretly chooses any combination of three colored tiles, places them in his Secret Code Area (Diagram 2) and covers them with a shield. It may be helpful to play the first few games using three tiles of different colors.

The first player selects three colored tiles from the center tray and places them on the row directly in front of his opponent's Secret Code. His opponent "scores" this play by placing black and white tiles in the adjacent row according to the following code:

- A white tile indicates that the player has correctly identified a color but that color is not in the correct position.
- A black tile indicates that the player has correctly identified a color and position.
- Each vacant space indicates an incorrect color.

NOTE: It is not necessary to place the black and white tiles in any particular order. A player should mix them up so that his opponent will not readily identify the exact location of the tiles being scored.

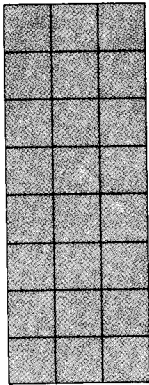
This procedure is now repeated by the second player. The game continues in this manner until one or both codes have been deciphered.

All tiles remain on the board until the end of the game. Thus, on each turn a player is able to review all the information he has gained on previous turns.

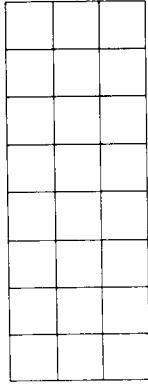
WINNING THE GAME:

The player who successfully identified his opponent's code in the fewest moves is the winner. The game is a draw if both players identify each other's code in the same number of moves or if neither player is able to break his opponent's code after eight moves.

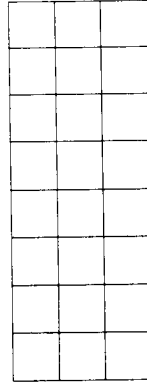
Small tray



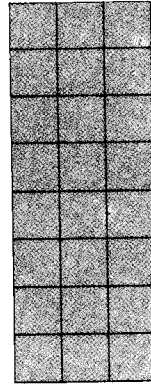
Player A



1

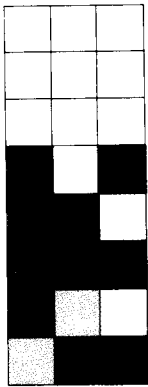


Player B

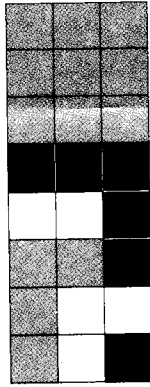


Small tray

B's Scoring area



Secret code area



2

5. Correct secret code

4. Two* correct colors and one correct color in position

3. One correct color in position

2. Two correct colors

1. One correct color and one correct color in position

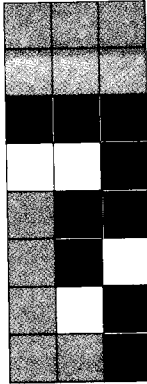
*Note: At this time, Player B knows that Player A's colors are Blue, Yellow and Red.

The following example shows a game using 2 of the same colors in The Secret Code Area.

B's Scoring area



Secret code area



6. Correct Secret Code

5. Two correct colors and one correct color in position

4. Two correct colors in position

3. One correct color and one correct color in position

2. One correct color and one correct color in position

1. One correct color in position