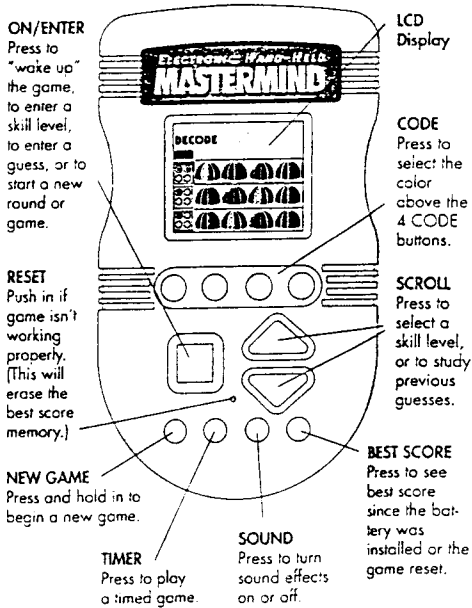## ELECTRONIC HAND-HELD

# MASTERMIND®

### Ages 8 and Up

**IMPORTANT!** If your game isn't working properly, push in RESET. *Note:* This will erase your best score.

## Object

Guess the computer's 4-color code in the fewest number of guesses.

## A Look at Your Game Unit

**ON/ENTER**
Press to "wake up" the game, to enter a skill level, to enter a guess, or to start a new round or game.

**RESET**
Push in if game isn't working properly. (This will erase the best score memory.)

**NEW GAME**
Press and hold in to begin a new game.

**LCD Display**

**CODE**
Press to select the color above the 4 CODE buttons.

**SCROLL**
Press to select a skill level, or to study previous guesses.

**BEST SCORE**
Press to see best score since the battery was installed or the game reset.

**TIMER**
Press to play a timed game.

**SOUND**
Press to turn sound effects on or off.

## Game Summary

Each game is played in 5 rounds. For each round, the computer secretly "thinks up" a secret code of 4 colors. You get 10 guesses to match the code *exactly*, guessing the correct colors in their correct order.

Each time you guess, the computer tells you how many colors you guessed correctly, and how many colors are in the correct order. Keep guessing until you match the computer's code or have made 10 guesses. Your goal is to guess the code in the fewest number of guesses!

## The Two Skill Levels

In Skill Level 1, the computer's secret code is made up of any combination of 4 colors: green, yellow, blue and red. Note: The 4 colors on your screen are

In Skill Level 2, the computer's secret code is made up of *any combination* of 6 colors: green, yellow, blue, red, black and rainbow. The 2 extra colors make this skill level an extra-tough challenge!

**Black**

**Rainbow**

*Repeating colors:* In both skill levels, the code may contain 2 or more of the same color. For example, a code could be *green, green, red, yellow;* or *blue, yellow, blue, yellow;* or even *red, red, red, red!*

## How to Play

**WAKING UP THE GAME:** If no buttons are pressed for about one minute, the game will go into "sleep" mode. To wake up the game, press ON/ENTER.

**STARTING A GAME:** Press NEW GAME and hold in for a couple of seconds. Press the arrows to select your skill level (1 or 2). Then press ENTER. The computer will "mix up" the top row of colors as it "thinks up" its code. ROUND 1 will appear on the screen and DECODE will flash. You're ready to play!

**A ROUND OF PLAY:** To play each round, do the following:

**1. Make a Guess.** Choose a color for each position by pressing the CODE button below it. Once you've chosen all 4 colors, press ENTER to make your guess. The example below shows a player's first guess.

**DECODE**
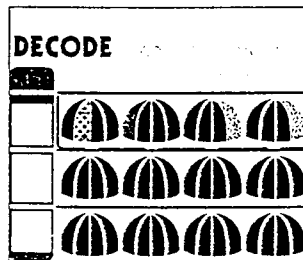
The player guessed *yellow, green, red, red,* and pressed ENTER.

**2. Check out the computer's response.** After you've entered your guess, the computer will immediately respond by placing symbols in the KEY box, if you guessed any correct colors.

○ Each *black circle* means you guessed a correct color.

◉ Each *black dot* means you guessed a correct color in the correct order.

The example below shows the computer's response to the player's first guess.

**DECODE**
**KEY**
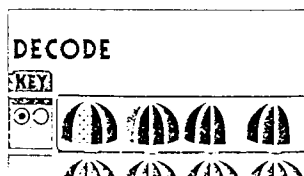
The KEY shows that the player guessed 2 colors. The black dot means one is in the correct order.

Keep guessing! Follow Steps 1 and 2 for each guess, as you study the computer's responses and narrow down the possibilities.

**SCROLLING:** At any time, you can use the SCROLL arrows to review past guesses. The computer's responses may provide clues for your next guess!

**ENDING A ROUND:** A round of play ends when either of the following happens:

• You guessed the code. Congratulations! The screen will flash WIN and your score for the round. Now press ENTER to start the next round.

• You made 10 guesses, but didn't match the code. Too bad! The computer's code will appear in the top row, and your score for the round will flash. Press ENTER to start the next round.

The example below shows a player guessing the code after 6 guesses.
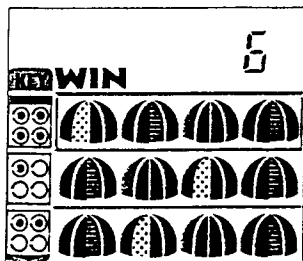


On the 6th try, the player guessed yellow, blue, green, blue. The KEY shows four black dots. That's the code!

← Guess 5
← Guess 4

**ENDING A GAME:** A game ends after 5 rounds of play. Your score for the game will flash. Press ENTER to start a new game.

**SCORING:** For each round, you score 1 point for each guess you made. If you made 10 guesses without matching the code, you score 20 points: 1 point for each guess, plus 10 penalty points. The lower your score, the better!

For each game, you score the average of your points for all 5 rounds. For example, if you scored the following in each round:

Round 1: 7 guesses (7 points)
Round 2: 3 guesses (3 points)
Round 3: 1 guess (1 point)
Round 4: 6 guesses (6 points)
Round 5: 10 guesses without matching the code (20 points)

Your score for the game is 37 points divided by 5, which is a 7.2 point average. Not bad!

## Using the Timer
So you want the ultimate challenge? Press the TIMER button before you start a game. An hourglass will appear on the screen.

In both skill levels, the timer gives you about 10

## Replacing the Battery
This game is powered by one AA size battery. For extra-long life, use an alkaline battery. DO NOT USE A RECHARGEABLE BATTERY.

1. Loosen the screw and remove the battery cover.

2. Insert one AA size battery, matching the "+" and "–" symbols inside. Then replace the battery cover and tighten the screw.
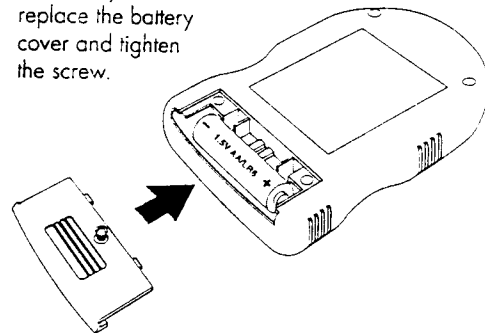


## CAUTION: To Avoid Battery Leakage
• Always insert the battery correctly and follow the toy and battery manufacturers' instructions.
• Always remove a weak or dead battery from the product.

## Maintenance
• Handle the game carefully.
• Store the game away from dusty or dirty areas.
• Keep the game away from moisture and temperature extremes.
• Do not disassemble the game. If a problem occurs, replace the battery or reset the game.

## Get Interactive with Mastermind® CD-ROM!



Features fun 3D graphics, sound effects and exciting game variations! Play solo against the computer, or challenge a friend over a LAN or the internet!

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