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