

For 2 players
Ages 8 to adult

Attaché

MASTERMIND®

It's the CodeMaker vs the CodeBreaker

Object:

Solve your opponent's code in fewer turns than it takes your opponent to solve your code.

Contents:

Attaché case with gameboard and storage area and code shield; Code Pegs in 6 different colors, magenta and white key pegs.

Set Up:

Decide which player will be the Codemaker and which will be the Codebreaker. Also decide how many games you will play.

Place the board between you so that the code shield faces the Codemaker.

Playing:

1. The Codemaker secretly places any four Code Pegs in the code area then conceals them with the code shield. The Codemaker can use any combination of colors, including using two or more of the same color.
2. The Codebreaker places four Code Pegs in the 1st row of holes attempting to duplicate the exact colors and positions of the secret code.
3. The Codemaker places key pegs in the key holes on the 1st row as follows:

- A magenta key peg for each Code Peg that's the right color and in the right position.
- A white key peg for each Code Peg that's the right color, but not in the right position.
- No key pegs indicate a color is not used in the code.

The Codemaker does not put the key pegs in any particular order. It's part of the challenge for the Codebreaker to figure out which Key Pegs correspond to which Code Pegs. The Codebreaker should remember that one Key Peg corresponds to one Code Peg and a magenta Key Peg takes precedence over a white one.

KEY TO EXAMPLES

CODE PEGS:

(M) = MAGENTA

(G) = GREEN

(P) = PURPLE

(B) = BLUE

(Y) = YELLOW

(O) = ORANGE

KEY PEGS:

(W) = WHITE

(M) = MAGENTA

EXAMPLE #1:

Codemaker's secret code:

(M) (B) (P) (G)

(B) (Y) (P) (O)

(W) (M)

Codebreaker's attempt
to duplicate the secret code.

Codemaker's response

The response (W)(M) above indicates one right color in the right place [(P)], one right color in the wrong place [(W)] and two wrong colors. The Key pegs do not indicate which Key Code they refer to.

EXAMPLE #2:

Codemaker's secret code:

(M) (P) (G) (O)

(B) (Y) (G) (G)

(M)

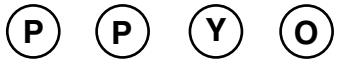
Codebreaker's attempt
to duplicate the secret code.

Codemaker's response.

The response shows one right color in the right place [(G)] Note that the Codemaker plays only one Key Peg even though two green Code Pegs were played. That's because he has only one green Code Peg in his secret code. Note also that he plays a magenta Key Peg in preference to a white Key Peg.

EXAMPLE #3: _____

Codemaker's secret code:



Codebreaker's attempt to duplicate secret code.

Codemaker's response

Just one white Key Peg is played for the (Y)

EXAMPLE #4: _____

Codemaker's secret code:



Codebreaker's attempt to duplicate secret code.

Codemaker's response

The two Key Pegs (W) and (M) are for the two (M) Code Pegs.

4. The Codebreaker places another set of Code Pegs in the second row and the Codemaker places Key Pegs in his second row. The pegs played in each row are left in position until the secret code is broken.

5. The Codebreaker keeps placing rows of Code Pegs and keeps getting feedback from the Codemaker until he guesses the code exactly. When this happens, the Codemaker places four magenta Key Pegs and reveals the secret code.

6. The Codemaker gets 1 point for each row of pegs played by the Codebreaker and players switch roles. If the Codebreaker can show that the Codemaker has given wrong information, the game is replayed and the Codebreaker gets 3 points.

7. If all 10 rows are used and the Code has not been broken, the game is over and the Codemaker gets 11 points (10 points + 1 bonus point). The players now switch roles.

Ending and Winning the Game

The player with the most points after playing the agreed amount of games is the winner.

FOR EXTRA CHALLENGE!

Play the same way except that the Codemaker may leave one or more Code Peg holes empty, making the number of Code Pegs used in the game equivalent to seven. Think of an empty hole as being another Code Peg color.

We appreciate your comments on ATTACHÉ MASTERMIND .
Please address your correspondence to:

Pressman Toy Corp.
Dept: ATTACHÉ MASTERMIND ATTACHÉ
121 New England Avenue
Piscataway, NJ 08854

Our Consumer Service number is 1(800) 800-0298. Calls are accepted Monday through Friday from 10:00 until 4:00 EST.



© 2006 Pressman Toy Corporation. All rights reserved.
By agreement with Invicta Toys and Games Ltd.
MASTERMIND® is a registered trademark.