



MASTER MIND 44 - A GAME OF WIT AND LOGIC FOR 4 PERSONS, 5 HOLES, 6 COLOURS, 6480 PERMUTATIONS.

LIST OF PARTS.

4 Decoding Boards Each with holes, slots, peg storage holes and tray. **Code Pegs** Coloured round heads, approx 144 of 6 colours. **Key Pegs** Black and white small heads, approx. 60 pegs. **Code Counters** 5 black numbered 1-5 on face, 24 white coloured on face, 6 colours.

TO START - ALL PLAYERS

The 4 decoding boards may be positioned either: i) in centre of table to form a cross, storage trays inwards, ii) separately in front of each player.

Separate code and key pegs, place code pegs in trays, key pegs in storage holes (players should have similar quantities of pegs). Black and white code counters are placed face down and shuffled on table.

GAME NO. 1.

Decide who starts, then take turns in a clockwise direction. Each player takes a black and a white code counter and secretly places them with the colour and number facing him, in the slots in his decoding board. (This is now his part of the unknown code, eg. colour - red, position - hole no. 3.) The rest of the code counters are left face down on the table. The first player then places a row of code pegs in **row no. 1** across his decoding board. (They are left in position throughout the game.) Only the other 3 players in turn must then give information (about their own individual part of the hidden code) by placing either a black or white key peg in any key peg hole alongside the code pegs on the first player's board or by leaving the key peg hole vacant. The second player then takes his turn to place his code pegs in row no. 1 across his own board, the other three players then give correct information and the appropriate key pegs are placed as before. The other players then take turns themselves in the same way.

A Black Key Peg is placed in any one of the 4 key peg holes for a code peg which is the same colour and is placed in the correct numbered position as shown on the code counters of the player who is giving information.

A White Key Peg is placed in any one of the 4 key peg holes for each hidden code counter which is matched in colour but not numbered position. (NOTE: Only one white key peg is placed if the hidden code counter is red and 2 or more red code pegs have been placed in incorrect positions. Black always takes priority over white.)

A Vacant Key Peg Hole is left when a code counter cannot be matched by colour or position.

OBJECT AND STRATEGY: The winner is the first player to break the complete hidden code. At **any** time during the game, if any player thinks he has broken the hidden code he must shout 'Master Mind' and all play must stop. He must then place code pegs in the answer row of 5 holes which is separate from the other 4 rows on his decoding board. If his answer is incorrect then he must take no further part in the game, but must give correct information when it is his turn. **I.B.** As there are 5 holes per row and 5 numbered code counters but only 4 players one numbered hole in the answer row will always be vacant as one number will always be a random number which is never selected by any player. When placing code pegs during your turn you may bluff when placing the peg that corresponds to your own code counter (for example, if your hidden code is - colour red, number 3, you may place **any** colour code peg in hole position 3 or you may leave it vacant).

GAME NO. 2. is played as game no. 1 but is for 2 or 3 players using 2, 3 or 4 boards, eg. 2 players will play with 1 or 2 decoding boards each, 3 players will play with 1 decoding board each.