

English

original MASTER MIND

MASTER MIND 'GAME OF THE YEAR'

A battle of wits and logic between two players. Break the Secret Code.

LIST OF PARTS

De-Coding Board with holes. *Shield:* Place in position to hide hidden code. **Code Pegs:** Coloured, round heads. Approximately 72 pegs in six colours. **Key Pegs:** Black and White, small heads. Approximately 30 pegs.

TO START

To Both Players, The Codemaker and The Codebreaker

Separate the Code Pegs from the Key Pegs. Position the De-Coding Board between the two players so that the 4 shielded holes face the Codemaker.

GAME No. 1 (1296 Permutations)

The Codemaker secretly puts 4 Code Pegs behind the shield. Use any combination of the 6 colours. Use 2 or more Code Pegs of the same colour if you wish. The Codebreaker will try to duplicate the exact colours and positions of the secret code. Each time the Codebreaker places a row of Code Pegs (they are then left in position throughout the game), the Codemaker must give information by placing the black and white Key Pegs in the Key Peg holes alongside the Code Pegs, or by leaving holes vacant. When the Codebreaker duplicates the secret code, the Codemaker places 4 black Key Pegs and reveals the hidden code. You now change positions. The winner is the player with the least number of lines used. Agree how many games you will play before starting. An agreed time limit may be set for each row.

A Black Key Peg is placed *in any* of the 4 Key Peg holes for every Code Peg which is the same colour and in exactly the same position as one of the Code Pegs in the shielded holes.

A White Key Peg is placed *in any* of the 4 Key Peg holes for each hidden Code Peg which is matched in colour but not position by a peg placed by the Codebreaker. For example, one white Key Peg is placed if one red Code Peg is hidden, and the Codebreaker has placed 2 or more red Code Pegs in the wrong position.

A Vacant Key Peg hole is left for every Code Peg placed by the Codebreaker that is incorrect.

GAME No. 2 (2401 Permutations)

For the Advanced Player

This game is played exactly the same as Game No. 1 but vacant Code Peg holes can be used so this game is equivalent to using 7 colours of Code Pegs. Think of a vacant hole as being another peg colour.

Playing two games at the same time gives even greater excitement and involvement as each player is a Codemaker and a Codebreaker.

THIS IS ONE OF A SERIES OF EXCITING MASTER MIND GAMES: Original Master Mind, Mini Master Mind, Super Master Mind, Grand Master Mind, Master Mind for the Blind, Word Master Mind and Number Master Mind.

For the Deaf. Master Mind requires no oral communication between players. It is therefore an ideal game for people with hearing or speech deficiencies.

For the Blind. A special version called 'Master Mind for the Blind' is available. Braille type pegs are substituted for the coloured pegs. This enables two blind people to play or a blind person to play a sighted person with equal opportunity.

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