

Manuals+

[Q & A](#) | [Deep Search](#) | [Upload](#)

[manuals.plus](#) /

› [Pressman](#) /

› [Pressman The Original Mastermind: Strategy Game Codemaker Vs. Codebreaker 2 Players 8yr, 5", Multi-colored Instruction Manual](#)

Pressman 3018-06

Pressman The Original Mastermind: Strategy Game Instruction Manual

INTRODUCTION

Welcome to the world of Mastermind, the classic game of logic and deduction! This manual provides complete instructions for setting up, playing, and maintaining your Mastermind game. Test your code-cracking prowess as a Codebreaker or challenge your opponents as a Codemaker. With over 2,000 possible code combinations, every game offers a fresh and engaging challenge.

WHAT'S IN THE BOX

Your Mastermind game includes the following components:

- Game Console with Built-In Storage Tray and Code Peg Shield
- 108 Code Pegs in 6 Colors (Yellow, Red, Orange, Blue, Green, White)
- 30 Red & White Key Pegs
- Complete Instructions



Image: The Mastermind game box, displaying the game console and branding.

SETUP

To begin playing Mastermind, follow these simple setup steps:

1. Place the game console on a flat, stable surface.
2. Open the built-in storage tray by sliding out the red 'MASTERMIND' section.
3. Ensure all 108 code pegs (in 6 colors) and 30 key pegs (red and white) are stored within this tray.
4. The Codemaker will sit on one side of the board, and the Codebreaker on the opposite side.
5. The Code Peg Shield should be in the upright position, concealing the Codemaker's secret code area.



Image: The Mastermind game board, showcasing the peg holes for code pegs and key pegs.

OPERATING INSTRUCTIONS (HOW TO PLAY)

Objective

The Codemaker creates a secret code. The Codebreaker attempts to guess the code in the fewest possible turns, using logic and deduction based on clues provided by the Codemaker.

1. Setting the Secret Code (Codemaker)

1. The Codemaker secretly chooses four code pegs from the six available colors.
2. These four pegs are placed into the four holes hidden behind the Code Peg Shield.
3. The code can include duplicate colors or even empty holes (if agreed upon before starting, though typically 4 distinct colors are used for beginners).



Image: A close-up of the Mastermind game board, illustrating how colored pegs are placed during gameplay.

2. Making a Guess (Codebreaker)

1. The Codebreaker selects four code pegs and places them in the first available row of holes on their side of the game board.
2. This constitutes their first guess.

3. Giving Clues (Codemaker)

1. After each guess, the Codemaker provides feedback using the small red and white key pegs.
2. For each code peg that is the **correct color and in the correct position**, the Codemaker places a **red key peg** in one of the small holes next to the Codebreaker's guess.
3. For each code peg that is the **correct color but in the wrong position**, the Codemaker places a **white key peg** in one of the small holes.
4. No peg is given for incorrect colors or colors not present in the secret code.
5. The order of the key pegs does not correspond to the order of the guessed pegs; they only indicate the number of correct colors/positions.



Image: Two players engaged in a game of Mastermind, demonstrating the interaction between Codemaker and Codebreaker.

4. Continuing Play

1. The Codebreaker uses the clues to formulate their next guess, placing pegs in the next available row.
2. This process continues for up to 10 guesses.

Winning the Game

- The Codebreaker wins if they correctly guess the secret code (four red key pegs) within 10 turns.
- The Codemaker wins if the Codebreaker fails to guess the secret code within 10 turns.

MAINTENANCE

To ensure the longevity and optimal performance of your Mastermind game:

- **Cleaning:** Wipe the game console and pegs with a soft, dry cloth. Avoid using abrasive cleaners or solvents.
- **Storage:** Always store all game pieces in the built-in storage tray when not in use to prevent loss. Keep the game in a cool, dry place away from direct sunlight.
- **Handling:** Handle pegs gently to avoid bending or breaking.

TROUBLESHOOTING

- **Missing Pegs:** If you find you are missing pegs, check the storage tray thoroughly. Replacement pegs may be available from the manufacturer's customer service.
- **Difficulty Understanding Rules:** Re-read the 'Operating Instructions' section carefully. Online tutorials or videos can also provide visual guidance.
- **Game Board Malfunction:** If the game board's peg-holding mechanism seems faulty, ensure no debris

is obstructing the holes. If issues persist, contact customer support.

SPECIFICATIONS

Feature	Detail
Product Dimensions	12 x 2.44 x 6.5 inches
Item Weight	0.01 ounces
ASIN	B00000DMBF
Item model number	3018-06
Manufacturer recommended age	8 years and up
Release date	February 13, 2005
Manufacturer	Pressman

SAFETY INFORMATION

WARNING: CHOKING HAZARD - Small Parts. Not for children under 3 years.

WARRANTY AND SUPPORT

For warranty information or customer support regarding your Pressman Mastermind game, please refer to the contact details provided on the product packaging or visit the official Pressman website. Keep your proof of purchase for any warranty claims.