

Pressman 3020-06

Pressman Mastermind for Kids Codebreaking Game

MODEL: 3020-06

Brand: Pressman

INTRODUCTION

The Pressman Mastermind for Kids is a challenging game designed to develop logic and deduction skills. Players take turns creating and breaking secret codes using colorful jungle animal pegs. This game offers three levels of play, making it suitable for various skill levels and ages 6 and up. The game components are designed for easy storage within the game board itself.



Image: The Mastermind for Kids game box, illustrating the game's colorful animal pieces and the game board.

WHAT'S IN THE BOX

Verify that all the following components are included in your game box:

- 1 x Plastic Game Base with Rocky Mountain Tray
- 72 x Jungle Animals in 6 Colors (pegs)
- 15 x Red Scoring Pegs
- 15 x White Scoring Pegs
- 1 x Complete Instructions Manual



Image: A visual representation of the game's contents, including the game board, various colored animal pegs, and the red and white scoring pegs.

SETUP

1. **Prepare the Game Board:** Place the plastic game base on a flat surface. Ensure the Rocky Mountain Tray is securely attached to one end of the game board.
2. **Sort the Pegs:** Separate the 72 jungle animal pegs by color. Place them in the designated storage area at the opposite end of the game board from the Rocky Mountain Tray. Keep the 15 red and 15 white scoring pegs separate and accessible.
3. **Choose Roles:** Players decide who will be the *Codemaker* and who will be the *Codebreaker*. The Codemaker will create a secret code, and the Codebreaker will attempt to guess it.



Image: An overhead view of the Mastermind for Kids game board, showing the animal pegs stored in the designated area and the scoring pegs ready for use.

OPERATING INSTRUCTIONS

Mastermind for Kids offers three levels of play to accommodate different ages and skill levels. The objective for the Codebreaker is to guess the Codemaker's secret code in the fewest possible turns.

Levels of Play

- **Beginner:** Focus on matching colors only, without regard to position.

- **Intermediate:** Match both color and position of the animal pegs.
- **Expert:** Introduces a blank-space option for increased complexity.

How to Play

1. **Codemaker Sets the Code:** The Codemaker secretly selects a sequence of 3 animal pegs and places them in the hidden slots under the Rocky Mountain Tray. The Codebreaker must not see this code.
2. **Codebreaker Makes a Guess:** The Codebreaker selects 3 animal pegs and places them in the first row of holes on the game board.
3. **Codemaker Provides Clues:** After each guess, the Codemaker provides feedback using the red and white scoring pegs:
 - A **red peg** indicates an animal peg is the correct color AND in the correct position.
 - A **white peg** indicates an animal peg is the correct color but in the wrong position.
 - No peg indicates the animal peg is not part of the secret code.

The Codemaker places these scoring pegs in the small holes next to the Codebreaker's guess.

4. **Codebreaker Refines Guess:** Based on the clues, the Codebreaker makes another guess in the next row of holes. This process continues until the code is broken or all 9 rows are used.
5. **Winning:** The Codebreaker wins if they correctly guess the secret code. The Codemaker wins if the Codebreaker fails to guess the code within 9 turns.



Image: A child engaged in playing Mastermind for Kids, carefully placing an animal peg onto the game board during a turn.

MAINTENANCE

- **Cleaning:** Wipe the game board and pegs with a soft, damp cloth. Do not use harsh chemicals or abrasive cleaners.
- **Storage:** All game components, including the animal pegs and scoring pegs, can be stored within the game board's built-in storage tray and under the Rocky Mountain Tray for safekeeping. Ensure all pieces are stored to prevent loss.
- **Handling:** Handle pegs carefully to prevent damage. Avoid bending or forcing them into slots.

TROUBLESHOOTING

- **Lost Pegs:** If pegs are lost, the game can still be played with fewer colors or by substituting with other small objects, though the experience may vary. Replacement pegs are not available directly from the manufacturer.
- **Difficulty Understanding Rules:** Refer to the 'Operating Instructions' section or visit the official Pressman website for additional resources and visual guides. Start with the Beginner level of play to familiarize players with the core mechanics.
- **Pegs Falling Over:** Ensure the game board is on a stable, flat surface. Handle the pegs gently when placing them to prevent them from toppling.

SPECIFICATIONS

Feature	Detail
Product Dimensions	12.25 x 2 x 6.25 inches
Item Weight	11.2 ounces
Item Model Number	3020-06
Manufacturer Recommended Age	6 years and up
Number of Players	2
Manufacturer	Pressman
Release Date	January 1, 2011

SAFETY INFORMATION

WARNING: CHOKING HAZARD - Small Parts. This game contains small pieces that may pose a choking hazard. Not suitable for children under 3 years of age. Adult supervision is recommended for younger players to ensure safe play and proper handling of all game components.

WARRANTY AND SUPPORT

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

