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- Hasbro Gaming Mastermind Game Instruction Manual F6423

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Model: F6423

1. Introduction

The Hasbro Gaming Mastermind game is a classic code-breaking challenge designed for two players. One player acts as the Code Setter, creating a secret color code, while the other player, the Code Cracker, attempts to deduce the code through a series of guesses and logical deductions. This manual provides comprehensive instructions for setting up, playing, and maintaining your Mastermind game.



Image 1: The Hasbro Gaming Mastermind game, showing the game box and the game board opened for play, displaying various colored pegs.

2. SAFETY INFORMATION

WARNING: CHOKING HAZARD - Small parts. Not suitable for children under 3 years. Recommended for ages 8 years and up. Adult supervision is advised for younger players.

3. COMPONENTS

Before starting, ensure all components are present:

- 1 Mastermind game unit (folding board)
- 108 colored code pegs (6 colors, 18 of each)
- 30 key pegs (15 black, 15 white)
- Instructions



Image 2: The back of the Mastermind game box, illustrating the game components including the folding board, colored pegs, and key pegs.

4. SETUP

1. **Prepare the Game Board:** Open the Mastermind game unit. The unit unfolds to reveal the code-setting area, the guessing area, and storage compartments for pegs.



Image 3: The Mastermind game unit in its folded, compact state, suitable for storage or travel.

- 2. **Distribute Pegs:** Separate the colored code pegs by color and place them in the designated storage compartments on the game board. Place the black and white key pegs in their respective compartments.
- 3. **Choose Roles:** Players decide who will be the Code Setter and who will be the Code Cracker for the first round. Roles typically alternate after each round.

5. OPERATING (GAMEPLAY)

5.1. Code Setter's Role

1. **Create the Secret Code:** The Code Setter secretly chooses four colored code pegs and places them in the four holes behind the shield at one end of the game board. Duplicate colors are allowed, and pegs can be left blank if desired (though typically four colors are used). The Code Cracker must not see this code.

5.2. Code Cracker's Role

1. **Make a Guess:** The Code Cracker places four colored code pegs in the first row of holes on the main game board, attempting to match the Code Setter's secret code in both color and position.



Image 4: Two players, an adult and a child, playing Mastermind, with the child making a guess on the game board.

- 2. **Receive Feedback:** After each guess, the Code Setter provides feedback using the small black and white key pegs in the four smaller holes next to the guess row.
 - Black Key Peg: Placed for each code peg that is both the correct color AND in the correct position.



Image 5: A hand placing a red code peg into one of the holes on the Mastermind game board during a guess.

• White Key Peg: Placed for each code peg that is the correct color but in the WRONG position.



Image 6: A hand placing a white key peg into the smaller feedback holes next to a guess row, indicating a correct color in the wrong position.

• No Peg: If a guessed peg is not in the secret code at all, no key peg is placed for it.

Note: 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.

3. **Deduce and Guess Again:** The Code Cracker uses the feedback to make a more informed guess in the next row. This process continues for up to 10 guesses.

5.3. Winning the Game

 The Code Cracker wins if they successfully guess the secret code (four black key pegs) within the 10 allowed guesses.



Image 7: A child excitedly celebrating, indicating a successful code-breaking attempt in Mastermind.

• The Code Setter wins if the Code Cracker fails to guess the secret code within 10 guesses.

5.4. Scoring (Optional)

Players can keep score over multiple rounds. A common scoring method is for the Code Setter to score points equal to the number of guesses the Code Cracker took to solve the code. If the Code Cracker fails to solve the code, the Code Setter scores 11 points. The player with the lowest score after an agreed number of rounds wins.

6. MAINTENANCE

- Cleaning: Wipe the game board and pegs with a soft, dry cloth. Avoid using abrasive cleaners or solvents.
- **Storage:** Ensure all pegs are returned to their designated compartments before folding the game unit for storage. Store in a cool, dry place away from direct sunlight.
- Component Care: Handle pegs gently to prevent damage or loss. Keep small parts away from young children.

7. TROUBLESHOOTING

- **Missing Pegs:** If pegs are missing, check all compartments and the surrounding play area. Replacement pegs may be available from the manufacturer's customer service.
- Confusion with Key Pegs: Review Section 5.2 carefully. Remember, black pegs indicate correct color and position, while white pegs indicate correct color but wrong position. The order of key pegs does not matter.
- Game Not Folding Properly: Ensure all pegs are securely stored in their compartments and no pegs are
 obstructing the folding mechanism.

8. SPECIFICATIONS

Feature	Detail
Brand	Hasbro Gaming
Model Number	F6423
Product Dimensions	1.61 x 10.51 x 10.51 inches
Item Weight	13.58 ounces
Recommended Age	8 years and up
Number of Players	2
Language	English

9. WARRANTY INFORMATION

This product is covered by a limited warranty provided by Hasbro. For specific details regarding warranty coverage, duration, and claims process, please refer to the warranty card included with your product or visit the official Hasbro Gaming website. Please retain your proof of purchase for warranty purposes.

10. SUPPORT AND CONTACT

For further assistance, questions, or to report missing components, please contact Hasbro Gaming customer service.

- Website: Visit the official Hasbro Gaming website for FAQs and support contact information.
- Phone: Refer to the product packaging or Hasbro's website for regional customer service phone numbers.

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