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REMASTERED

CODEMAKER VS. CODEBREAKER

2 Players • Ages 8 and Up

Pressman®
SINCE 1922

OBJECT:

Solve your opponent's code in fewer turns than it takes your opponent to solve your code.

CONTENTS:

Game Console with Built-in Storage Tray and Code Peg Shield, 108 Code Pegs in 6 Colors, 30 Red & White Key Pegs.

SET UP:

Decide which player will be the Codemaker and which will be the Codebreaker. Also decide how many games you will play.

Place the board between you so the side with the Code Peg Shield faces the Codemaker.

Pull open the Storage Tray, keeping the Code Pegs in the larger compartment and the Key Pegs in the smaller compartment.

SCORE TRACKER

CODE PEGS

CODE PEG SHIELD

KEY PEGS

MASTERMIND

STORAGE TRAY

PLAYING:

1. The Codemaker raises the Code Peg Shield by lifting up on the tabs on either side of the Shield. Once it is raised, the player can secretly place any four Code Pegs in the code area. The Codemaker can use any combination of colors, including using two or more of the same color.

2. The Codebreaker places four Code Pegs in the first row of holes, attempting to duplicate the exact colors and positions of the secret code.

3. The Codemaker places Key Pegs in the key holes on the first row as follows:

   • A red Key Peg for each Code Peg that's the right color and in the right position.

   • A white Key Peg for each Code Peg that's the right color, but not in the right position.

   • No Key Pegs indicate a color is not used in the code.

The Codemaker does not put the Key Pegs in any particular order. It's part of the challenge for the Codebreaker to figure out which Key Pegs correspond to which Code Pegs. The Codebreaker should remember that one Key Peg corresponds to one Code Peg and a red Key Peg takes precedence over a white one.

EXAMPLE #1

Codemaker's secret code

Codebreaker's attempt
to duplicate secret code

Codemaker's
response

The response ●◎ above indicates one right color in the right place ●, one right color in the wrong place ◯ and two wrong colors. The Key Pegs do not indicate which Code Pegs they refer to.

EXAMPLE #2

Codemaker's secret code

Codebreaker's attempt
to duplicate secret code

Codemaker's
response

The response ● shows one right color in the right place ●. Note that the Codemaker plays only one Key Peg even though two green Code Pegs were played. That's because he has only one green Code Peg in his secret code. Note also that he plays a red Key Peg in preference to a white Key Peg.

EXAMPLE #3

Codemaker's secret code

Codebreaker's attempt
to duplicate secret code

Codemaker's
response

Just one ◎ white Key Peg is played for the ◯ Code Peg.

EXAMPLE #4

Codemaker's secret code

Codebreaker's attempt
to duplicate secret code

Codemaker's
response

The two Key Pegs ●◎ are for the two ●● Code Pegs.

4. The Codebreaker places another set of Code Pegs in the second row, and the Codemaker places Key Pegs in his second row. The pegs played in each row are left in position until the secret code is broken.

5. The Codebreaker keeps placing rows of Code Pegs and keeps getting feedback from the Codemaker until he guesses the code exactly. When this happens, the Codemaker places four red Key Pegs and reveals the secret code by pushing down on the tabs on either side of the Code Peg Shield to lower it.

6. The Codemaker gets 1 point for each row of pegs played by the Codebreaker, and players switch roles to start the next game. However, if the Codebreaker can show that the Codemaker has given wrong information, the game is replayed, and the Codebreaker gets 3 points while the Codemaker gets no points.

7. If all 10 rows are used and the secret code has not been broken, the game is over, and the Codemaker gets 11 points (10 points + 1 bonus point). The players now switch roles.

SCORE TRACKER:

Players can keep track of their scores using the Score Tracker. The Score Tracker has two rows of peg holes, one row for each player to use. One player should use a red Key Peg to track their score, and the other player should use a white Key Peg to track their score. After each game, players should move their Key Peg equal to the number of points they earned for that game.

ENDING AND WINNING THE GAME:

The player with the most points after playing the agreed amount of games is the winner.

FOR AN EXTRA CHALLENGE!

Play the same way except the Codemaker may leave one or more Code Peg holes empty. Think of an empty hole as being another Code Peg color.

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