

## MASTERMIND – INSTRUCTIONS

This is a game of logic. You and the computer will each think of a series of 4 colours and the game is a race to discover the series.

The colours available are:

RED, BLUE, YELLOW, GREEN, CYAN and ORANGE

The series may repeat a colour.

The left hand table on the screen is for you to guess the computer's series. Drag the colour from the colour template on the top above the table into the boxes you wish. If you change your mind, just re-drag the colour you want. When you are happy with your guess click 'GO'.

As soon as you do this, the box just to the right of your guess will display some white or black pegs. You will get a black peg for any colour you have guessed correctly and in the correct column, and a white peg for any colours guessed correctly in the wrong position. If nothing appears, then none of the colours chosen is correct.

Now the computer will guess your colour sequence in the right hand table. You must now enter, in the box on the bottom right the letter 'B' for any correct guess in the correct position and a 'W' for any correct guess in the wrong position. Your sequence of 'B' and 'W' letters do not have to be in the correct order. When you have typed in the correct letters, press ENTER. If the computer guessed no colours correctly, then just enter a space and press ENTER.

Now it is your turn again. The first to get four black pegs is the winner.