

= right color, wrong position
 = right color, right position

10	☆☆☆☆ □□□□	○	○	○	○
9	☆☆☆☆ □□□□	○	○	○	○
8	☆☆☆☆ □□□□	○	○	○	○
7	☆☆☆☆ □□□□	○	○	○	○
6	☆☆☆☆ □□□□	○	○	○	○
5	☆☆☆☆ □□□□	○	○	○	○
4	☆☆☆☆ □□□□	○	○	○	○
3	☆☆☆☆ □□□□	○	○	○	○
2	☆☆☆☆ □□□□	○	○	○	○
1	☆☆☆☆ □□□□	○	○	○	○

Mastermind

Separate the Secret Answer section of the page and fold it so that only the Scorer can see it.

Using markers or colored pencils, agree on a set of available colors you want to use. (More available colors makes for a more challenging game. If you're unsure, start with five.)

While the Guesser looks away, the Scorer colors in the four circles of the Secret Answer.

The Guesser now has 10 opportunities to guess the Secret Answer. Begin by coloring in the four circles on row 1. The Scorer now compares the circles on row 1 to the Secret Answer, and marks a number of stars and squares on row 1 as follows: A marked star indicates that the Guesser has correctly guessed the color for a circle. A marked square indicates that the Guesser has chosen the correct color, but placed it in the wrong circle. (Each circle in the Guesser's row should only receive at most one score mark. Likewise, no circle in the Secret Answer should be associated with more than one score mark for a given row.)

The Guesser uses the information from the marked score on row 1 to make a new guess on row 2. Play continues until the Guesser either deduces the Secret Answer for the win, or runs out of opportunities, in which case the Scorer wins.

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