Mastermind is a two player game, where players take turns making and guessing a code comprised of 6 colours. In this version, the “hacker” will try to decrypt the code that the “encryptor” has made, and has 10 turns to do so. Once the “encryptor” has made the code, the “hacker” will make guesses and be provided the amount of colours that are correct and correctly placed, as well as the amount of colours that are correct but placed wrongly within the code. In the event that the “hacker” does not decrypt the code within 10 turns, the “hacker” will forfeit the guessing and concede their turn to the “encryptor” who will now become the “hacker” for the 2nd round. The winner is the person who guesses the code in the least amount of turns.