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 an infinite amount of 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” cannot decrypt the code, the “hacker” will forfeit the guessing and concede their turn to the “encryptor” who will now become the “hacker” for the 2nd round. This will give the Encryptor 5 points. Points are awarded based on how many guesses it took starting from 10 points and decreasing for each turn. The winner is the player with the most points in the end.