In this version of mastermind, multiple clients connect to the server and are given their own instance of a shared Game. Each client has 12 guesses to guess the secret code, if they run out of guesses they lose and are disconnected. If a player guesses correctly, all current players are notified of a winner and then disconnected.

HISTORY prints out the player's unique guess history
Feedback is given after each guess with the number of Black and white pegs