Mastermind

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Resizable

Color wheel

Logic behind checking a guess

Rules:

The objective of Mastermind is to solve your opponent’s hidden code in as few turns as possible. Each player will assume the role of both the Codemaker, as well as the Codebreaker. The “code” is composed of four colored pegs chosen by the Codemaker. These colored pegs may be any combination of the eight possible colors (blue, cyan, red, green, lime, pink, orange, and yellow) and can include two or more of the same color.