CODE BREAKING GAME

6+ YEARS

The aim of the game:
The codemaker creates a secret code with any four pegs, then the codebreaker tries to match the code by using logic, deduction, and maybe even a little bit of luck to win the game!

Contents:
1 X Game Board with storage area and code shield
108 X Code Pegs in 6 different colors
30 X Key Pegs (black and white)

Set up:
Decide which player will be the Codemaker and which will be the Codebreaker. Also decide how many games you will play.

How to play:
1. The codemaker secretly sets any four code pegs in the code area. The codemaker can use any combination of colours (two or more of the same colour).

2. The codebreaker places four code pegs in the first row of the hole, trying to copy the exact colours and location of the secret code.

3. The codemaker places key pegs in the key holes as a cue after codebreaker places code pegs each time.
   • black key pegs indicate the right colour and in the right position.
   • white key pegs indicate the right colour, but not in the right position.

Note: The codemaker can put the key pegs in any particular order. The codebreaker needs to figure out which key pegs correspond to which code pegs. The codebreaker should note that one key peg corresponds to one code peg and the black key peg takes precedence over a white one.
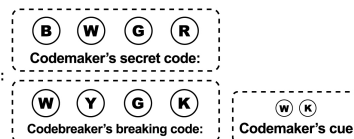
KEY TO EXAMPLES

CODE PEGS:
(B) = BLUE   (R) = RED

(G) = GREEN   (W) = WHITE

(Y) = YELLOW   (K) = BLACK

KEY PEGS:
(w) = WHITE   (k) = BLACK

Example #1:

(B) (W) (G) (R)
Codemaker's secret code:

(W) (Y) (G) (K)
Codebreaker's breaking code:

(w) (k)
Codemaker's cue
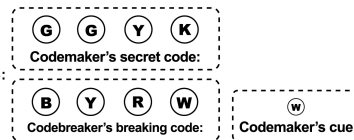
The cue (w) (k) above indicates one right colour in the right place (G), one right colour in the wrong place (W) and two wrong colours. The keypegs do not indicate which key code they refer to.

Example #2:

(B) (G) (R) (K)
Codemaker's secret code:

(W) (Y) (R) (R)
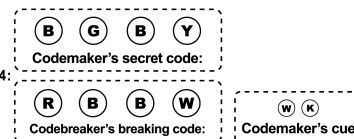**Codebreaker's breaking code:**

(k)
Codemaker's cue
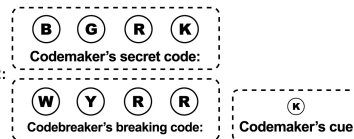
The cue shows one right colour in the right place (R). The codemaker places only one key peg even though two red code pegs were placed as it has only one red code peg in the secret code. Note that codemaker should place the black key peg in precedence to the white key peg.

Example #3:

(G) (G) (Y) (K)
Codemaker's secret code:

(B) (Y) (R) (W)
Codebreaker's breaking code:

(w)
Codemaker's cue

Only one white key peg is placed for the (Y).

Example #4:

(B) (G) (B) (Y)
Codemaker's secret code:

(R) (B) (B) (W)
Codebreaker's breaking code:

(w) (k)
Codemaker's cue

The two key pegs (w) and (k) are for the two (B) code pegs.

4. The codebreaker places another set of code pegs in the second row and the codemaker places key pegs in the next row. Please keep all the pegs in place until the secret code is cracked.

5. The codebreaker keeps placing rows of code pegs and keeps getting cues from the codemaker until the secret code is cracked. Once the secret code be cracked, the codemaker will place four black key pegs and reveals the secret code.

6. The codemaker gets 1 point for each row of pegs placed by the codebreaker. If the codebreaker can show that the codemaker has given the wrong information, the game will be replayed and the codebreaker will get 3 points.

7. When all 10 rows are placed and the code has not been cracked, the game is over and the codemaker will get 11 points (10 points + 1 bonus point). The players now switch roles.

How to win the game:
The player with the most points after playing the agreed amount of games is the winner!