

wrong information, the game is replayed and 3 extra points are given to the Codebreaker.

8) Play continues for a series of games, the number being determined in advance. The winner is the player with the most points in the series.

GAME NO. 2

(59,049 permutations)

The sequence of play is exactly the same as in Game No. 1, but the Codemaker may leave 1 or more Code Peg holes vacant, making the number of code pegs used in the game equivalent to 9. Think of a vacant hole as being another Code Peg color.

TO SCORE A SERIES OF GAMES

One player takes a white Key Peg for scoring, the other player takes red. The Codemaker inserts his score peg at the start of each score line and moves his score peg along his score line for each row of Code Pegs placed by the Codebreaker. Scoring is continuous throughout the series of games. Highest score wins.

TIME LIMITS:

If the Codebreaker continually takes too long a time at his turn, a time limit of 3 or 4 minutes per turn may be set.

We appreciate your comments on this game.

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EXAMPLE D

Codemaker's secret code



Codebreaker's attempt to duplicate Secret Code



Codemaker's response

The 2 Key Pegs   are for the 2 magenta Code Pegs corresponding to the 2 magenta Code Pegs in the secret code.

For 2 players
Ages 8 to adult

ADVANCED

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INSTRUCTIONS

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OBJECT:

Guess a secret code consisting of a series of 5 colored pegs. Each guess results in feedback narrowing down the possibilities of the code. The winner is the player who solves his opponent's secret code with fewer guesses.

CONTENTS:

De-Coding Board-featuring built in storage area for pegs, built in scoring table and hinged shield to conceal secret code.

Code pegs-approximately 144 large round headed pegs (about 18 of each 8 colors). Peg colors may vary.

Key Pegs-approximately 40 small flat headed pegs (about 20 each of red and white).

TO BEGIN:

Separate the Code Pegs from the Key Pegs. Decide which player will be the Codemaker and which will be the Codebreaker. Position the board between the 2 players so that the 5 shielded holes for the secret code face the Codemaker.

GAME NO. 1:

(32,768 permutations)

The play of the game goes as follows:

1) One player, known as the Codemaker, secretly places any combination of 5 Code Pegs in 5 holes which are covered by the plastic shield to conceal them from the opponent's sight. The Codemaker can use any combination of the 8 colors he chooses. He can also use 2 or more Code Pegs of the same color if he wishes.

2) The other player, known as the Codebreaker, sits opposite the Codemaker and places Code Pegs in the 1st row of Code Peg holes (closest to him). The Codebreaker is attempting to duplicate the exact colors and positions of the secret code.

3) The Codemaker responds by placing 0,1,2,3,4 or 5 Key Pegs in the Key Peg holes on the 1st row as follows:

- A red Key Peg to indicate a Code Peg of the right color and in the right position (without indication of which Code Peg it corresponds to).
- A white Key Peg to indicate a Code Peg of the right color but in the wrong position.

KEY TO EXAMPLES

CODE PEGS:

 MA = Magenta	 OR = Orange
 BU = Blue	 PU = Purple
 YW = Yellow	 WH = White
 GN = Green	 BK = Black

KEY PEGS:

 = White	 = Red
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- No Key Peg to indicate a color that does not appear at all in the secret code.

There is nothing about the placement of the Key Pegs to indicate which particular Code Pegs are meant. It is part of the challenge of the game for the Codebreaker to figure out which Code Pegs correspond to particular Key Pegs. The response when 2 pegs of the same color appear in the secret code and/or in the Codebreaker's row can cause some confusion. The basic principles are that one key Peg corresponds to one Code Peg and that a red Key Peg takes precedence over a white one. (see EXAMPLE B).

Study the examples.

4) The Codebreaker places another set of Code Pegs in the 2nd row and the Codemaker places the Key Pegs in the 2nd row as appropriate. The pegs played in each row are left in position until the secret code is broken.

5) The Codebreaker keeps placing rows of Code Pegs and getting feedback from the Codemaker until he guesses the code exactly. At this point the Codemaker places 5 red Key Pegs and reveals his secret code.

6) If all 12 rows are used and the Code has not been broken, the game is over, and the Codemaker is awarded 13 points (12 points + 1 bonus point). The players then switch roles.

7) Provided he has given correct information, the Codemaker gets 1 point for each row of pegs played by the Codebreaker. The players then switch roles for the next game. However, if the Codebreaker can show that the Codemaker has given

EXAMPLE A

Codemaker's secret code

 **MA**  **OR**  **BU**  **GN**  **BK**

 **OR**  **YW**  **BU**  **PU**  **WH**

Codebreaker's attempt to duplicate Secret Code



Codemaker's response

The response   at the right indicates 1 right color in the right place **BU**, 1 right color in the wrong place **OR**, and 3 wrong colors. The Key Pegs do not indicate which colors are which.

EXAMPLE B

Codemaker's secret code

 **MA**  **BU**  **GN**  **PU**  **BU**

 **OR**  **YW**  **GN**  **GN**  **WH**

Codebreaker's attempt to duplicate Secret Code



Codemaker's response

The response shows 1 right color in the right place **GN**. Note that the Codemaker plays only one Key Peg even though 2 green Code Pegs were played, because he has only 1 green Code Peg in the secret code. Note also that he plays a red Key Peg in preference to a white Key Peg.

EXAMPLE C

Codemaker's secret code

 **YW**  **BU**  **YW**  **PU**  **PU**

 **MA**  **YW**  **GN**  **OR**  **BK**

Codebreaker's attempt to duplicate Secret Code



Codemaker's response

Just 1 white Key Peg is played **YW**.