

THE RULES

SECRET CODE GAME

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The aim of the game is to be the player that guesses the code in the fewest turns.

SET THE CODE

At the end of the board you will see 4 holes separate from the rest. This is where the original code is set, so only the player that set the code should be able to see this part of the board.

GUESS THE CODE

The other player must now try and guess this code.

In order to do so, the other player guesses a random colour code on their first turn. The code setter will then give feedback about this code. Next to the first code guess is a smaller set of holes for the smaller black and white pegs included. The code setter will use these pegs to tell the other player how close the code they guessed is to the original code. In no particular order the code setter places the black and white pegs according to the colour and position. A black peg means the coloured peg is in the right place and the right colour. A white peg means that the colour is correct but in the wrong place. If there has been a coloured peg guessed which is not at all correct the code setter will leave a blank hole.

From this information you then take another guess. You must learn from the code setter's hints and make alterations with each guess.

EXAMPLE

The code set is Red, White, Red, Yellow.

The code guessed is Green, Blue, Black, Yellow. The code setter will then put in just one black peg because the yellow is in the right place.

From this information the player knows that just one colour is correct and in the right place. Obviously the player doesn't know which so has to make an alteration accordingly.

The next guess is White, Red, Black, White. This player hopes that the black is the correctly placed peg and changes the rest.

As a response to this the code setter places two white pegs. The other player now knows she has gotten rid of the correctly positioned one so therefore the black was not in the right place.

The other player will learn from each guess until they guess the full code.

Once the code has been guessed, swap the board around and the other player will now set the code.