Codebreaker Instructions

Directions: You and your partner will each play the role of **Person A** and **Person B** at least once. Between the two of you, choose who gets **Person A** first and who gets **Person B** first. Once you have finished, switch roles and play again.

Each secret code contains four numbers, using only the digits 1, 2, 3, 4, 5, 6. Digits may be repeated.

Person A writes the code on the **Secret Code** Slip, without showing their partner. Make it hard to guess!

Person B writes a guess on the **Codebreakers Worksheet** and hands it to the codemaker.

Person A fills in the **Codemaker's Response** column corresponding to their guess. Here is what you write in it:

1. First write the number of digits that are CORRECT and in the RIGHT LOCATION.
2. Next write the number of digits that are CORRECT but in the WRONG LOCATION.

For example, if your code was **2235** and your partner guessed **5221**, mark 1-2 (2 is in the right location, the other 2 and digit 5 are in the wrong location).

As a second example, if your code was **4121** and your partner guessed **1421**, mark 2-2 (1 and 4 are in wrong locations, but 2 and 1 are in the right location).

Person B continues to guess and get responses from Person A until either:

- Person B gets a response of 4-0 (all correct). Person B wins!
- Person B has filled in 10 guesses without figuring out the code. Person A wins!

Codemakers Worksheet

Secret Code - Person A

Digit A	Digit B	Digit C	Digit D

Secret Code - Person B

Digit A	Digit B	Digit C	Digit D

Secret Code Slip - Person C/extra

Digit A	Digit B	Digit C	Digit D

Codebreakers Worksheet

	Digit A	Digit B	Digit C	Digit D	Codemaker's Response
Guess 1					
Guess 2					
Guess 3					
Guess 4					
Guess 5					
Guess 6					
Guess 7					
Guess 8					
Guess 9					
Guess 10					