Code Breaker
and
Code Breaker Race
2 Players

Solve the combination
as quick as you can!

The Object:
Crack the three card code in as few moves as possible or race your opponent to crack their code before they can crack yours!

The Deck:
Use two decks if available, or one deck with paper and pencil.
Separate the Ace, 2, 3, 4, and 5 of every suit. For and easy version for children or beginners, just use the Ace, 2 and 3 of Rock, Paper and Scissors.

Setting the Code:
In Code Breaker, one player is the Code Setter, the other is the Code Breaker.
The Code Setter chooses three cards between the Ace and 5 of any suit. These three cards are the Code for the game and the order does not matter.
If you have two decks, these three cards are held in secret by the code setter. If you have only one deck, the code setter writes down the code on a secret piece of paper so it can not be forgotten and the three cards are shuffled back in with the others.

Breaking the Code:
The Code Breaker begins to guess the code by putting any three cards (from Ace to 5 in any suit) down face up on the table. When the Code Breaker is ready, the Code Setter compares the cards to the actual code and reports back how close the guess is. The Code Setter says "You have (zero, 1, 2, or 3) numbers correct, (zero, 1, 2, or 3) suits correct and (zero, 1, 2, or 3) cards correct." The Code Setter then marks on the paper that one guess was made. If the Code Setter forgets to mark that guess before reporting on the next guess, it can not be written in later.
The Code Breaker may write down any notes he wants and continues to make guesses until he discovers all three cards of the code. The order of the cards in the code or the guess does not matter.

The End:
When the Code Breaker makes a guess where all three numbers, Suits, and cards are correct, the game ends. The Code setter makes a mark for the final guess, then adds all the guesses for a final score. Try to get the lowest score!

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Code Breaker Race

2 Players

Code Breaker Race:
Take turns trying to crack each other's codes to be the first!

The Deck:
Use two decks if available, or one deck with paper and pencil.
Separate the Ace, 2, 3, 4, and 5 of every suit. These are for Player one to guess.
Also separate the 6, 7, 8, 9, and 10 of every suit. These are for Player two to guess.
For and easy version for children or beginners, just use the Ace, 2, 3 and the 4,5, 6 of Rock, Paper and Scissors.

Setting the Code:
In Code Breaker Race, each player makes a code for the other to guess. One player chooses a code with the lower ranked cards, the other from the higher ranked cards. After the codes are set aside or written down, each player uses the appropriate set of cards to guess their opponent's code.

Breaking the Code:
Each player takes turns setting down three cards as their guess. The other player compares the guess to the secret code and says "You have (zero, 1, 2, or 3) numbers correct, (zero, 1, 2, or 3) suits correct and (zero, 1, 2, or 3) cards correct."
Each player may take notes as needed. The number of guesses is less important than before because now you are racing to be the first.
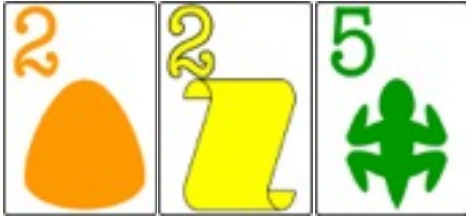
The End:
When either Code Breaker makes a guess where all three numbers, Suits, and cards are correct, the game ends. If the player who broke the code first was the first player to guess, the second player has one more guess for a chance at a tie game.

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Code Breaker

Sample rounds

Sample Code

As the Code Setter it is important to give to correct clues when the Code Breaker makes their guess. The guesses below are trying to break the sample code to the left and the correct clue for each guess. Remember that the order of the cards does not matter.

Sample Guesses

One number is correct
One suit is correct
Zero cards are correct
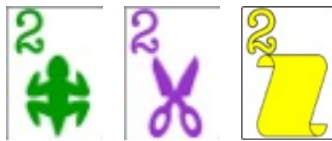
Two numbers are correct
Two suits are correct
One card is correct

One number is correct
Zero suits are correct
Zero cards are correct

One number is correct
One suit is correct
One card is correct

Zero numbers are correct
Three suits are correct
Zero cards are correct

One number is correct
Two suits are correct
Zero cards are correct

Three numbers are correct
One suit is correct
Zero cards are correct

Three numbers are correct
Three suits are correct
One card is correct

Three numbers are correct
Three suits are correct
Three cards are correct
You Win!

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