

PLUZZABLES

Code Breakers War Edition

(January 3, 2022)

PLUZZABLES are “playable puzzles”, a series of games you play during or after assembling a puzzle.

In the **War** edition, one or more players examine a puzzle composed of vintage war posters and are challenged to find secret words.

Game play can be solo, cooperative or competitive and each challenge may take 5-20 minutes to solve after 10-15 minutes of initial puzzle assembly.

COMPONENTS:

- 23x17 inch puzzle with 36 lasercut wooden pieces
- 60 initial decoder challenges and their solutions
- 6 player markers.

Unlimited decoder challenges can be further found at

www.Pluzzables.com



Each of two war puzzles is composed of a collection of vintage war posters.

Puzzle Orientation: Challenges contain directional clues. They are based on players facing the puzzle as shown above, with the top of the puzzle being “north”.



Overview:

Vintage war posters contain words hidden in plain sight. Move from poster to poster using clues. Depending on the game mode, you either race to be first or decode a series of challenges to win.

Game Modes:

There are two modes of play:

1. Decoding.
2. Racing.

Initial Setup:

1. Cooperatively build the puzzle. The puzzle is more like a brainteaser with only one solution.

Competitive Decoders Setup:

1. Give each player their set of unique decoder challenges (one page of four) and a pen or pencil.

Cooperative Decoding Setup:

1. Grab or print a page of challenges.
2. Designate one player as the documenter and give them a pen or pencil.

Decoders Game Play:

Each decoder page has four challenges to find four secret words.

Use clues to decode each challenge's hidden word.

Find the initial starting poster and place your marker.

Using the directional clues, move your marker from poster to poster, examining and writing down watch words (keywords).

Watch words are listed at the bottom of each challenge. There are more watch words than in the solution and it's possible to find more than one watch word in a specific poster.

Write down the code word found in each poster.

Circle all of the correct watch words.

Circle the last poster found in your search.

Use the self verifier to determine the identity of the hidden word (details below).

If playing competitively, write down your answer, but do not verify until all players have completed all challenges. Players get ten points for each correctly decoded secret word and ten points for circling the correct final poster.

Winning the Decoding Game:

The person with the most points is the winner. In case of a tie, play another round.

Directional Clues:

Use the directional clues to navigate from one poster to another. The clues contain a direction and a word related to the target poster. The word may be specific or conceptual. For example, “fist” will refer to a poster with an illustrated fist, not the word “fist”.

The poster may contain one “watch word” needed to decode the secret word. If a word is in the list of watch words, one of its letters will be in the secret word.

Start challenge 1 here: Go **SE**. Find: **GAS**. What's the watch word here?



Go **WEST**. Find: **AUSTRALIAN**. What's the watch word here?

Go **WEST**. Find: **PRODUCTION**. What's the watch word here?

Go **NORTH**. Find: **TRIP**. What's the watch word here?

Go **SW**. Find: **1917.WOMEN**. What's the watch word here?

Secret Word Unlock Code: **32001**. What's the secret word?

Solution verification code: **507910**. The last poster found must be in this set. Circle it for 10 points.



Here are your watch words:

EXTINGUISHER KITCHEN LETS MAN PERSONAL SCHOOL TOUCH TRIP WAR WASTIN WIN

Watch Words: A list of words to watch for in the posters. Only three to six of these words will be those used in the solution.

Decoding Words:

The “secret word unlock code” is a series of digits. They indicate which words and letters are to be used to decode each challenge’s secret word.

Each digit is used in two ways:

1. The position refers to which watch word is used
2. The number (1-9) indicates that the Nth letter in the watch word is in the secret word.

A “0” indicates that the watch word was not used.

Secret words will be 3 to 5 letters in length.

Examples:

Unlock Code	Watch Words Found	Solution
012300	FIRST <u>T</u> ANKS <u>B</u> ONDS <u>O</u> VER VICTORY RATS	TOE
520015	METAL <u>F</u> IGHT NAVY PRODUCTION <u>E</u> NEMY <u>I</u> DEAS	LIES
130232	<u>B</u> RITONS AIR <u>R</u> EPORT <u>B</u> UY <u>G</u> OSSIP <u>C</u> HANCE	BRUSH

Verifying the Secret Word:

Use the cross-reference code to find your decoded word on the solutions page. If your code matches the word, then you have correctly solved the challenge.

Verifying the Last Poster Found:

It is important to end up on the correct poster. Once you have traversed to the last poster, circle it in the list of posters. If not present, retrace your steps as you have made an error in your navigation.

Notes:

1. Use the challenge page to write down your answers.
2. You may find that two or more watch words can be found in one poster. Use the decoder to try out all words in that position to find the solution. If the decoding generates an invalid word, try a different code word. Record all words decoded, as one should be the correct solution.

Race Game Play:

In this mode, players use their cellphones to generate a challenge and compete to be first to find the last poster in a series of movements. No decoding skills are required – simply move from poster to poster.

Using your cell phone's browser, visit www.Pluzzable.com and select the race that matches your puzzle's image (1 or 2).

Find the initial starting poster and place your marker. Press [Next] for each directional clue. Move your marker to the poster that matches the clue. Repeat until all moves have been made.

Press [Verify] to determine if you have correctly ended up on the final poster. If incorrect, quickly generate and play another game.

Winning the Race:

The first person to end up on their correct destination is the winner.

More Pluzzables:

Scavenger Hunt: find and claim items after building the puzzle.

Destinations: fly airplanes across vintage travel posters to collect valuable suitcases.

DNA: strategically connect cells to collect points.

Maze: strategically connect pathways to collect items.

HexaSpell: Claim territory by spelling four-letter words.

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