

2 to 6 players **Ages 10 and up**



TALK IN TEXT™

**The Code Breaking
Puzzle Game**

Game Rules

Components:

Game rules and solutions booklet

160 puzzle challenge cards

6 phones

1 one-minute sand timer

1 die

Object:

Solve the most puzzles to collect the most cards. After 15 rounds of play the person with the most cards wins.

Set-up:

Players may find it helpful to have a pencil and paper handy.

Each player receives a phone.

Divide the cards into the four different categories. Place them in separate piles in the center of the playing surface.

Game Play:

Youngest player goes first. In turn, each player rolls the die and selects a puzzle card according to their roll:

Red: Phrases

Green: Twisters

Yellow: Riddles

Blue: Numbers

Purple: Player gets to choose a card from any category.

Orange: Opponent on the player's left gets to choose a card from any category.

Once the card is selected, player reads the message aloud, places the card face-up in the center of the playing area, and turns over the sand timer. All players compete to solve the puzzle before the timer runs out. Whoever solves the puzzle first wins the round, keeps that card, and play proceeds clockwise. If the timer runs out before the puzzle

is solved, the card is placed at the bottom of the deck and play proceeds clockwise.

Solving the Puzzles:

Each number from two to nine on the keypad on your phone also represents three or four letters of the alphabet. Those numbers can also be used to code messages.

Phrases:

There is a coded word or phrase on each card, shown in number form. Note that some letters and a clue have been provided. Simply turn the numbers back into letters and decipher the message. But remember, each number could represent three or four possible letters. In this category, you have two turns of the sand timer to solve the puzzle.

Twisters:

You are given a series of numbers, and you need to come up with a certain number of possible responses based on those numbers. For example – the number 233 could represent “bed,” “add” or “bee.” In this category, you have one turn of the sand timer to solve the puzzle.

Riddles:

These puzzles require you to arrive at the solution based on numbers and letters. In this category, you have one turn of the sand timer to solve the puzzle.

Numbers:

Use the letters to decipher the numbers and then solve the equation. In this category, you have one turn of the sand timer to solve the puzzle.

Ending the Game:

The player with the most cards after 15 rounds wins the game.

Phrases Solutions:

1. Never play with fire!
2. Can I borrow your phone?
3. My battery is dead!
4. I will win this game!
5. Friendship
6. The football game is going to start late!
7. Phrases
8. Ants in your pants.
9. What time is lunch?
10. Life is full of challenges
11. Paper cuts sting!
12. The water is too hot!
13. The train is running late!
14. My window needs cleaning!
15. Laughter
16. Harry Potter
17. Birthday Party
18. I live in the house behind the pizza place!
19. Your letter is in the mail!
20. I am running the marathon tomorrow!
21. University
22. Bicycle seat
23. Puzzle
24. Gas station and car wash
25. Computer screen
26. Monster
27. Optical illusion
28. Honeymoon period
29. Bookmark
30. Impressionable
31. Rainbow trout
32. Tractor trailer
33. Fisherman
34. Terrestrial
35. Onomatopoeia
36. What goes up must come down!
37. The grass is always greener on the other side
38. Loose change
39. Raining cats and dogs
40. I heard it through the grapevine!

Twisters Solutions:

- | | | | | | |
|-----------|--------|-------|------|------|------|
| 1. Sat | | Rat | Pat | | |
| 2. Until | | | | | |
| 3. Sunny | Stony | | | | |
| 4. Grave | Grate | Irate | | | |
| 5. Him | | Gin | | | |
| 6. Hello | | | | | |
| 7. Break | Creak | | | | |
| 8. Please | | | | | |
| 9. Pickle | Sickle | | | | |
| 10. Bat | Cat | Act | | | |
| 11. Nose | | | | | |
| 12. Deer | | | | | |
| 13. Hive | Give | | | | |
| 14. Spade | | | | | |
| 15. Meat | | | | | |
| 16. Ask | Ark | | | | |
| 17. Steel | | | | | |
| 18. Said | Page | Paid | Rage | Raid | Sage |
| 19. March | | | | | |
| 20. Rugs | | | | | |
| 21. Mango | | | | | |
| 22. Hold | Gold | Hole | Golf | | |
| 23. Thee | Tied | Tide | | | |
| 24. Bake | Cake | Bald | Able | Calf | Bale |
| 25. Ajar | Alas | Clap | | | |
| 26. Soup | Sour | Pour | Pots | | |
| 27. Home | Hood | Hoof | Hone | | |
| 28. Deed | Feed | | | | |
| 29. Off | Odd | | | | |
| 30. On | No | | | | |
| 31. War | Was | Yap | Zap | | |
| 32. Sure | Surf | Pure | | | |
| 33. Me | Of | | | | |
| 34. Jive | Kite | Live | | | |
| 35. Have | Hate | Gave | Gate | | |
| 36. Oar | Map | Nap | | | |
| 37. Site | Rite | | | | |
| 38. In | Go | | | | |
| 39. Trial | Trick | | | | |
| 40. Wipe | Wire | Wise | | | |

Riddles Solutions:

1. 7
2. 2 – cab
3. 6
4. 28
5. JKL, WXYZ
6. 7 and 3 are incorrect, 4 and 7 are correct
7. “Nessersary” should have been spelled “Necessary.” The first two 7s should be a 2.
8. 4
9. 45
10. The 3 button is not working
11. 3
12. 4 7 2 5 6 9 6
13. The 6 button
14. One (6 and 3)
15. Four (3 6 8 7), seven (7 3 9 6), three (3 4 7 8)
16. Banana
17. Black
18. Pink
19. House
20. Moon
21. 8
22. 4 2 5 7 6 2
23. 5
24. 8 4 6 5 3 8
25. Drum
26. 9 7 5 7 2 6
27. A D G J M P T W
28. C F I L O S V Z
29. 4
30. 7 (PQRS) and 9 (WXYZ)
31. 6
32. The 8 button
33. 20
34. 3
35. Once
36. 6 and 5
37. 6
38. 2 6 7 4 9
39. Blue
40. 5 2 3 4 6 7

Numbers Solutions:

1. 9
2. 527
3. 43
4. 2
5. 15
6. 6
7. 447
8. 3
9. 61
10. 336
11. 9
12. 1
13. 25
14. 66
15. 38
16. 8
17. 6
18. 10
19. 81
20. 111
21. 68
22. 440
23. 56
24. 11
25. 20
26. 154
27. 0
28. 192
29. 18
30. 7
31. 4
32. 135
33. 172
34. 0
35. 16
36. 0
37. 7
38. 600
39. 2
40. 128



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Created by the Happy Puzzle Company.
Dedicated to Rachel, Joel, Samuel and Orli.