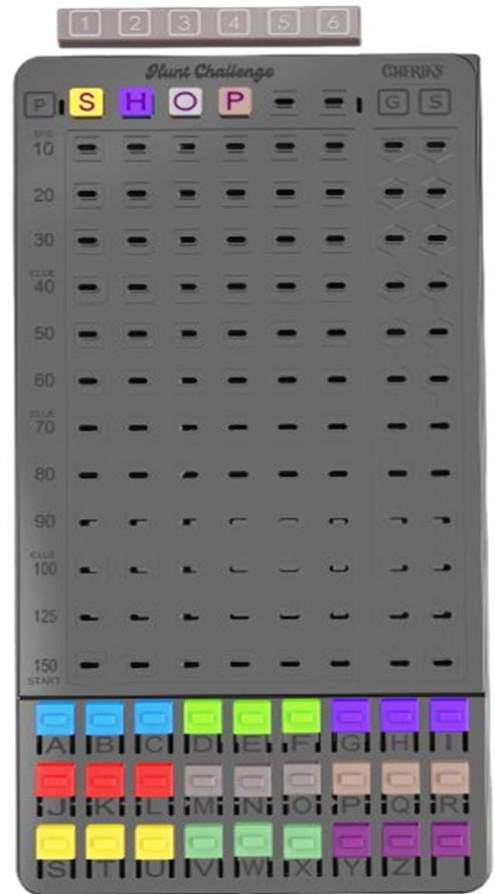


PIC 1

Now the game starts with the code maker will randomly make any word,

For example "SHOP" which is a four-letter word,

And hide it with the hider, creating a sense of eagerness for the breaker to guess the word.



PIC 2

As shown in the image above, the word maker has selected the word "SHOP" and concealed it.

Now, the code breaker will randomly guess a four-letter word, such as "BULK," to begin the game, using the alphabetic slider to choose their letters.



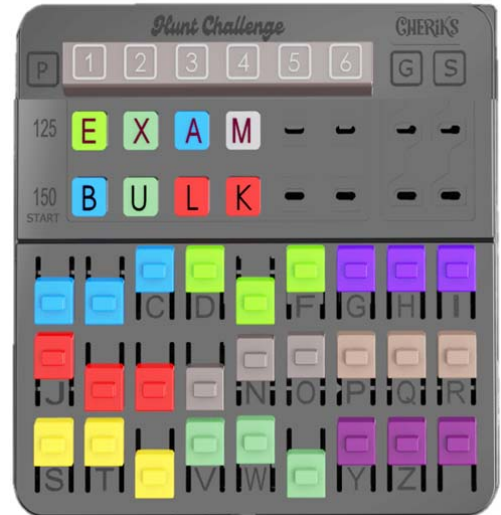
PIC 3

The breaker will slide the alphabetic slider below each chosen letter, making it easier for players to identify which letters have already been used in the word.

The Maker randomly guess the "EXAM" Since none of the letters in both words match, the code maker will award no points to the code breaker.

The code breaker will slide the specific letters in the letter slider, making it easier to see that these letters are not present in the word guessed by the code breaker.

This helps simplify the process of eliminating incorrect letters.



PIC 4

The code breaker will make a third attempt, this time for 100 points, where a clue becomes available.

The new word created by the player is "OPEN." The code maker will award 2 silver points and reveal which specific letters are in the word but not in the correct positions.

For example, the letters "O" and "P" are in the word but not in the right places.

The breaker will also learn that the letters "E" and "N" are not in the word, and these will be marked on the slider to eliminate them from future guesses.



PIC 5

In the next step, the code breaker guesses the word "KNOW."

Based on the clues given in the previous step, the breaker checks the letters in "KNOW."

Upon doing so, they realize that the letter "O" is in the correct position in the word.



PIC 6

The code maker awards one point to the code breaker for correctly placing the letter "O" With this information,

The code breaker now has a better understanding, of which letters are not in the word,

So here the code breaker made the word "FROM".

Helping them refine their guesses moving forward.

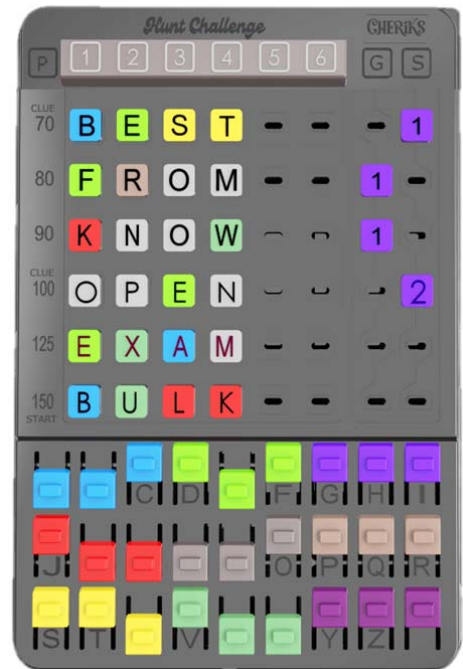


PIC 7

The code breaker will slide the specific letters in the letter slider, making it easier to see that these letters are not present in the word guessed by the code breaker.

This helps simplify the process of eliminating incorrect letters. The code maker awards one point to the code breaker for correctly placing the letter "O." With this information, the code breaker now has a better understanding of which letters are not in the word, helping them refine their guesses moving forward.

In the next round, the code breaker keeps the letter "O" in the same position and tries the word "FORM." The code maker awards one gold point, indicating that "O" is in the correct place once again. Meanwhile, the rest of the letters will be slide down in the slider section to show that they are not part of the word.

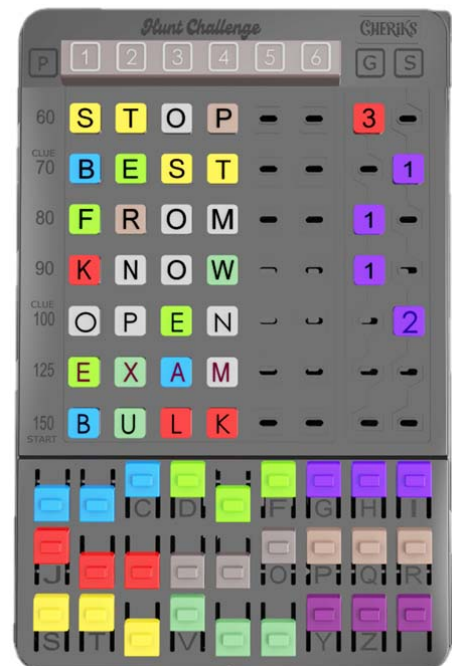


PIC 8

Moving forward in the game, the code breaker tries using other letters besides "O" and guesses the word "BEST."

The code maker awards 1 silver point to the code breaker. At this point, the code breaker seizes the opportunity and asks for a clue.

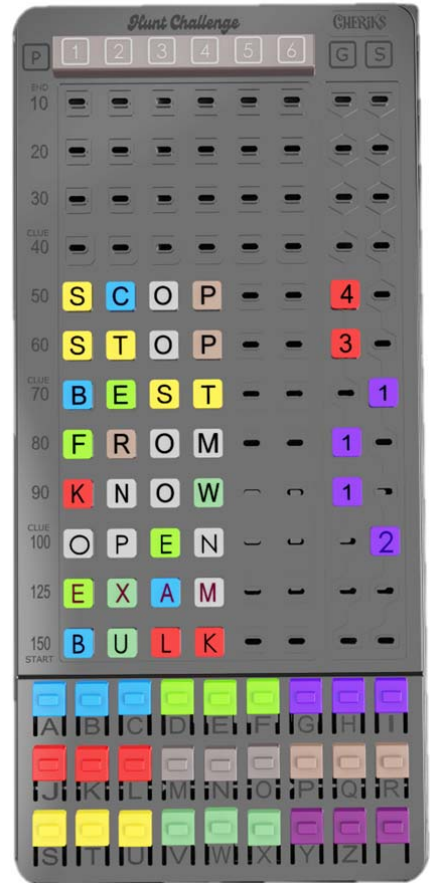
The code maker reveals that the letter "S" is in the word but not in the correct position. Once again, the rest of the incorrect letters will be slid down in the slider section, helping the code breaker narrow down their guesses.



PIC 9

After receiving the second clue that "S" is in the word but not in the correct position, the code breaker tries placing "S" in the first position and "O" and "P" in the third and fourth positions, with a random letter "T" in the second position, forming the word "STOP."

Seeing this, the code maker awards 3 gold points, indicating that the letters "S," "O," and "P" are all in the correct positions and part of the word.



PIC 10

After careful thought, the code breaker decides to place the letter "H" between "S" and "O," forming the word "SHOP."

The code maker awards 4 gold points, as the code breaker has successfully cracked the code. The word is indeed "SHOP," and the game concludes with the code breaker finishing with 40 points.

