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## ThinkFun 1950

# ThinkFun Code Master Programming Logic Game

Model: 1950

## ABOUT THE GAME

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ThinkFun Code Master is an engaging STEM toy designed to introduce players to the fundamental principles of programming logic. In this single-player game, your avatar embarks on a quest to collect power crystals and reach a portal by devising a precise sequence of actions. The game features 60 levels, progressing from beginner to expert, offering a challenge suitable for a wide range of ages. Beyond teaching programming concepts, Code Master enhances planning, sequential reasoning, and problem-solving abilities.



Image: The Code Master game box, along with the game board, guide scrolls, avatar, portal, crystals, and action tokens, are displayed on a white surface.

## WHAT'S INCLUDED

The ThinkFun Code Master game set includes all necessary components to begin your programming adventure:

- **10 Maps:** Contained within a spiral-bound booklet, these maps provide the game board layouts for 60 distinct levels.
- **60 Levels:** Ranging from beginner to expert, each level presents a unique programming challenge.
- **12 Guide Scrolls:** These scrolls are used to lay out the sequence of action tokens, forming your program.
- **12 Action Tokens:** Representing different movement commands (e.g., blue for blue path, red for red path).
- **8 Conditional Tokens:** Used in advanced levels to introduce programming principles like loops and branches.
- **1 Avatar:** The player's character that navigates the map.
- **1 Portal:** The destination point for the avatar in each level.

- **6 Crystals:** Objects the avatar must collect before reaching the portal.
- **1 Instruction Manual:** This comprehensive guide provides detailed rules and solutions for all levels.

## SETUP

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To set up a level, follow these steps:

1. **Select a Level:** Choose a level from the Map Booklet. Each level specifies the map to use, the starting position of the avatar, the location of the portal, and any crystals to be collected.
2. **Place Components:** Place the Avatar, Portal, and any required Crystals on their designated spots on the chosen map.
3. **Identify Required Tokens:** The level details will indicate which Guide Scroll to use and the specific Action Tokens and Conditional Tokens (for advanced levels) required for that level.
4. **Prepare Guide Scroll:** Have the correct Guide Scroll ready to arrange your program.

Ensure all components are placed accurately as per the level's instructions before attempting to program your solution.

## OPERATING (HOW TO PLAY)

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The core of Code Master involves creating a sequence of commands (a "program") using Action Tokens to guide your avatar. Your objective is to collect all crystals on the map and reach the portal.

### Basic Gameplay

1. **Program Creation:** Arrange the specified Action Tokens onto your Guide Scroll in the order you want the avatar to move. Each Action Token corresponds to a colored path on the map (e.g., a blue token means follow a blue path).
2. **Executing the Program:** Once your program is complete, move the avatar step-by-step according to the sequence of tokens on your Guide Scroll.

Your browser does not support the video tag.

Video: An official demonstration of how to play Code Master, showing the setup of the map, guide scroll, and the execution of a basic program to move the avatar and collect crystals.

3. **Collecting Crystals:** If the avatar lands on a space with a crystal, it is collected. All crystals must be collected before reaching the portal.
4. **Reaching the Portal:** Successfully completing the program by collecting all crystals and ending on the portal space means you have solved the level.

### Advanced Concepts (Loops and Conditionals)

As you progress to higher levels, you will encounter Conditional Tokens. These introduce more complex programming principles, such as:

- **Conditional Logic:** Using tokens that dictate actions based on certain conditions (e.g., "if a crystal is present, then...").

- **Loops:** Repeating a sequence of actions multiple times, represented by specific conditional tokens.
- **Branching:** Diverting the program's flow based on conditions, allowing for more dynamic pathfinding.

These advanced elements require careful planning and mimic real-world programming logic, enhancing your problem-solving skills.

## TROUBLESHOOTING

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If your avatar does not reach the portal or fails to collect all crystals, it indicates an error in your program. This is a normal part of the learning process, akin to "debugging" in actual programming.

- **Review Your Program:** Carefully re-examine the sequence of Action Tokens on your Guide Scroll.
- **Check Token Counts:** Ensure you have used the exact number and type of tokens specified for the level.
- **Verify Pathing:** Trace the avatar's path on the map step-by-step, matching each movement to the corresponding token. Look for any discrepancies.
- **Consult Solutions:** The instruction manual includes solutions for all levels. Refer to them if you are stuck, but try to understand the logic behind the solution rather than just copying it.
- **Reset and Retry:** Clear your Guide Scroll and reset the avatar and crystals on the map. Start building your program again with a fresh perspective.

## MAINTENANCE

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To ensure the longevity of your ThinkFun Code Master game:

- **Storage:** Store all game components in their original box or a suitable container to prevent loss or damage.
- **Cleaning:** Wipe game pieces with a dry, soft cloth if they become dusty. Avoid using harsh chemicals or abrasive materials.
- **Handling:** Handle the map booklet and guide scrolls carefully to prevent tearing or bending.

## SPECIFICATIONS

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<b>Product Dimensions</b>	1.97 x 11.81 x 12.8 inches
<b>Item Weight</b>	1.17 pounds
<b>Model Number</b>	1950
<b>Manufacturer Recommended Age</b>	8 years and up
<b>Language</b>	English
<b>Manufacturer</b>	ThinkFun

## SAFETY INFORMATION

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**WARNING: CHOKING HAZARD - Small parts. Not for children under 3 years.**

Please ensure that all small game components are kept out of reach of young children to prevent choking hazards.

## WARRANTY AND SUPPORT

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For information regarding product warranty, replacement parts, or additional support, please visit the official ThinkFun website or contact their customer service department. Contact details can typically be found on the product packaging or on the ThinkFun website.

You can visit the [ThinkFun Store on Amazon](#) for more products and information.