HABA Secret Code 13+4

HABA Secret Code 13+4 Math Game Instruction Manual

A Strategy Game for Developing Math Skills

1. Introduction

Welcome to HABA Secret Code 13+4, an engaging board game designed to enhance mathematical skills through strategic play. In this game, players take on the role of problem-solvers, navigating a booby-trapped house by cracking math-based codes. The objective is to be the first to reach and retrieve a confiscated comic.
This game is suitable for 2-4 players, aged 8 years and up, and provides an interactive way to practice addition, subtraction, multiplication, and division.

2. Game Components

Carefully unpack your game box and ensure all the following components are present:

- 1 Game Board
- 15 Number Tiles (double-sided, with different numbers on each side)
- 6 Dice
- 4 Player Figures
- 1 Rulebook (this manual)



Image 2.1: All game components laid out, showing the game board, four player figures, six dice, and fifteen double-sided number tiles.

3. Setup

1. **Place the Game Board:** Unfold the game board and place it on a flat playing surface.
2. **Distribute Number Tiles:** The game includes 15 double-sided number tiles. These tiles represent the "laser numbers" or "traps" that players must disarm.
    - For initial setup, mix the number tiles thoroughly (e.g., in a bag) to ensure random distribution.
    - Place one number tile face-up on each designated "laser" space on the game board. Ensure the number facing up is randomly selected.
    - The final "laser number" near the comic is typically 20.
3. **Choose Player Figures:** Each player selects one of the four unique figures and places it on the "Start" space (the entrance door to the house).

4. **Prepare Dice:** Keep the six dice within reach of all players.
5. **Determine First Player:** The youngest player or the player who most recently solved a math problem goes first. Play proceeds clockwise.



Image 3.1: The game board fully set up with number tiles placed on the laser spaces and player figures at the starting position.

4. Operating (Gameplay)

The goal of Secret Code 13+4 is to move your player figure across the board by "cracking" the codes on the number tiles. To crack a code, you must use the numbers rolled on the dice and mathematical operations to match the number on the tile directly in front of your figure.

4.1 Player Turn Sequence

1. **Roll the Dice:** At the beginning of your turn, roll all six dice.
2. **Identify Target Number:** Look at the number tile directly in front of your player figure. This is your target number.

3. **Crack the Code:** Use the numbers rolled on your dice and any of the four basic mathematical operations (addition, subtraction, multiplication, division) to create an equation that results in the target number.
    - You can use as many or as few dice as needed for each equation.
    - Each die can only be used once per equation.
    - You must declare your equation aloud or write it down to demonstrate how you reached the target number.



Image 4.1: An example showing how to use a rolled die (5) to match and jump over a number tile (5).



Image 4.2: An example demonstrating the use of subtraction (7 - 6 = 1) to match and jump over a number tile (1).

4. **Move Your Figure:** If you successfully crack the code, move your figure over the number tile you just disarmed. The path is indicated by footprints on the board.



Image 4.3: A player figure advancing along the designated path, having successfully disarmed a number tile.

5. **Remove Used Dice:** Set aside the dice you used for that equation. They cannot be used again in the current turn.
6. **Continue Moving:** If you have unused dice, you can attempt to crack the next code in your path. Roll any remaining unused dice and repeat steps 4.1.2 to 4.1.4. Continue this process until you can no longer crack a code or you run out of dice.
7. **End of Turn:** Once you cannot make any more moves, your turn ends. The next player in clockwise order begins their turn by rolling all six dice.

4.2 Game End and Winning

The game ends when a player successfully cracks the final code (typically 20) and reaches the space with the comic. That player is the winner!

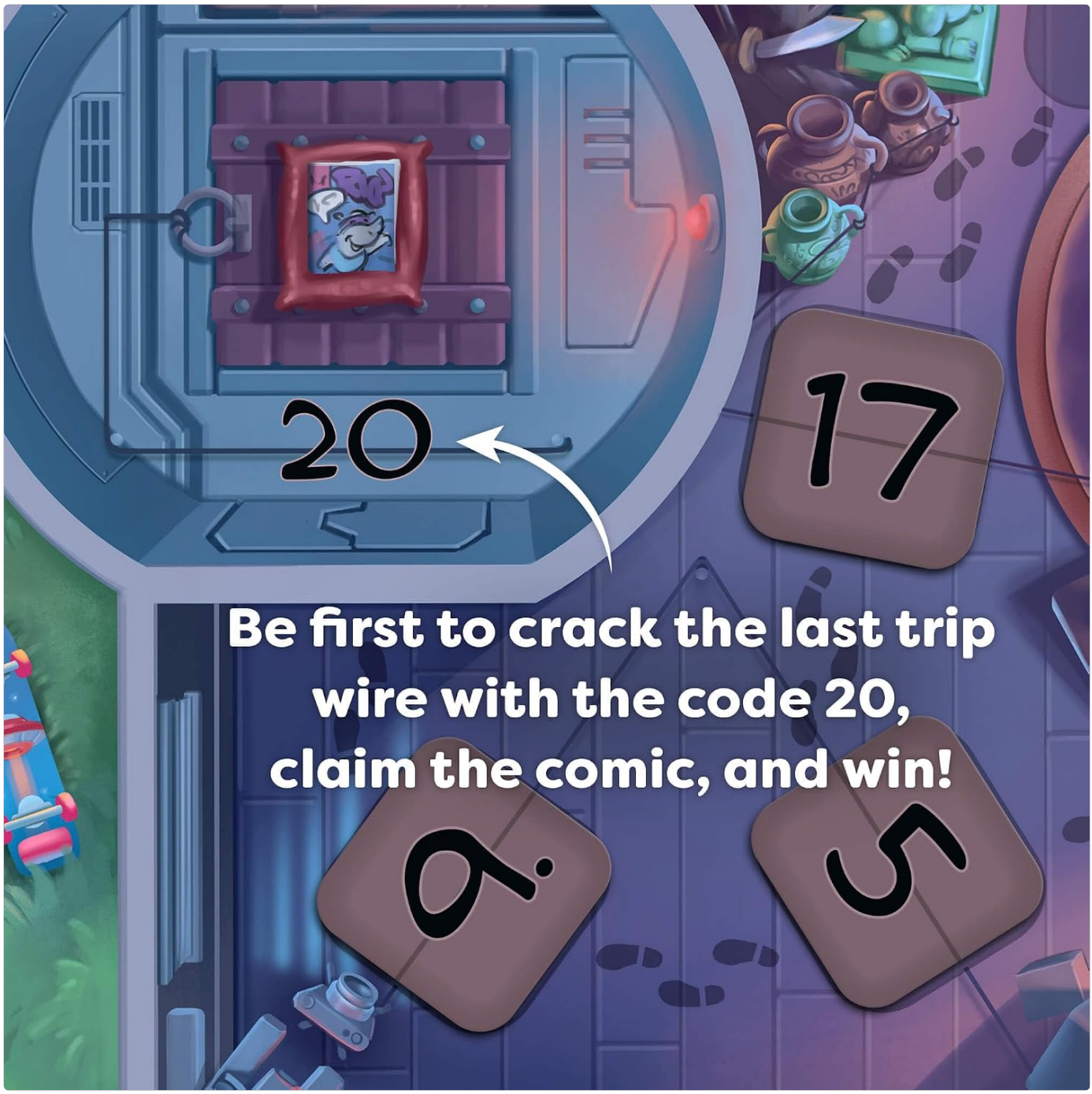


Image 4.4: The final objective: cracking the code 20 to claim the comic and win the game.

4.3 Strategic Considerations

- **Path Choices:** The board may offer diverging paths. Choose your path wisely, as once committed, you cannot jump over obstacles to switch paths.
- **Operation Flexibility:** Utilize all four operations (addition, subtraction, multiplication, division) to maximize your chances of cracking codes. Sometimes, a combination of operations will be necessary.
- **Planning Ahead:** For more experienced players, try to plan your moves to use as many dice as possible to clear multiple tiles in a single turn.

5. Maintenance

To ensure the longevity of your HABA Secret Code 13+4 game, follow these maintenance guidelines:

- **Storage:** Store all game components in their original box in a cool, dry place away from direct sunlight.
- **Cleaning:** Wipe the game board, figures, and dice with a soft, dry cloth if they become dusty. Avoid using harsh

chemicals or abrasive cleaners.

- **Handling:** Handle game pieces with care to prevent damage. Avoid bending the game board or tiles.

6. Troubleshooting

- **Missing Components:** If any components are missing upon opening the box, please contact HABA customer support (see Section 9).
- **Difficulty with Math:** If players are struggling with the math operations, consider these adjustments:
  - **Younger Players:** Limit operations to only addition and subtraction.
  - **Easier Tiles:** When setting up, choose number tiles with smaller values or values that are easily achievable with simple operations.
  - **Team Play:** Allow players to work in teams to solve equations.
- **Game Feels Repetitive:**
  - **Advanced Rules:** For experienced players, consider a rule where unused dice are not re-rolled, forcing more strategic planning from the initial roll.
  - **Time Limit:** Introduce a timer for each turn to add pressure and speed up gameplay.

7. Specifications

- **Product Dimensions:** 8.6 x 8.6 x 0.1 inches
- **Item Weight:** 1.34 pounds
- **Recommended Age:** 8 years and up
- **Number of Players:** 2-4
- **Manufacturer:** HABA
- **ASIN:** B0FFVW4VN5
- **UPC/EAN:** 4010168287133

8. Safety Information

WARNING: CHOKING HAZARD. Contains small parts. Not for children under 3 years.
Always supervise young children during play to prevent accidental ingestion of small components.

9. Warranty and Support

HABA products are manufactured with high-quality materials and craftsmanship. For questions regarding product defects, missing parts, or general inquiries, please contact HABA customer support. Please retain your proof of purchase for any warranty claims.
For further assistance, visit the official HABA website or contact their customer service department.

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