Safe Cracker

How to play:

- The first player secretly writes down a four-digit number using any number from 0 to 9, but a number can only be used once (e.g. 7459 is ok, but 7454 is not because it reuses the number 4)
- The second player has to guess what the secret number is and writes their guess in the first (bottom) row of the grid
- The first player marks the guess with the following symbols:
    - an asterisk (*) for a number that is correct and in the right spot
    - a checkmark (√) for a number that is correct but in the wrong spot
    - an x for an incorrect number
- The second player continues to guess the code, using the information from previous attempts to revise their selection of numbers, and writes it on the next row up in the grid
- If the second player gets the code right before reaching the top of the grid, they have cracked the code

Game 1

SAFE CRACKER			

Game 2

SAFE CRACKER			