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DoubleStar Lets Kids "Break the Code"

Secret codes are at risk of being broken or taken with Codebreaker, the latest game from DoubleStar LLC, creator of Cogno. With Codebreaker, players try to shield their thoughts and mask their drawings in an effort to keep their secrets private.

Play begins with 17 pairs of tiles featuring the characters from the Cogno games and book series. The idea is to find as many matched pairs as possible. Codebreaker furnishes players with dry-erase markers to draw or write something on the back of the cards they pick. Each player pulls from his or her own memories to create personal secret reminder "codes" — words, pictures, famous quotations, etc. — to help them remember where the game's characters are hiding. The key is creating codes that other players won't figure out.

The game also includes provisions that can force other players to reveal their codes, offer a sneak peak at a character



or even enable a player to swipe a pair from someone else.

Other Cogno® products include Cogno®: The Alien Adventure Game™, a science themed board game, for kids ages 7+ (SRP: \$29.99); Cogno®: Deep Worlds™, a deep seas science themed game for ages 7+ (SRP: \$29.95); and Cogno®: The Legends™, a "science fiction" book series that melds fiction with real science. The second book in the series, *Mindshifters*, is geared to children ages 10+ (SRP: \$8.95).

Visit DoubleStar LLC at the Javits Center, Game Zone, Booth 6125.