

KRYPTX

10 DIGITS – 5 COLORS
1 CODE

An ingenious card game
for 2 to 4 players aged 10 and over

WHAT'S IT ALL ABOUT?

Each of you has some secret code cards that only you know the code for—and ideally it should stay this way. However, you'll have to share more and more information about your code cards as the game progresses. Keep your fellow players in the dark for as long as possible! The first player to guess the code cards of all of the other players wins this clever card game.

GAME CONTENTS



8 control cards



50 number cards
(0 to 9 in five colors)



9 card stands



1 game block

*Each player will also
need a pen.*


moses.

SETTING UP THE GAME

- Remove all of the cards and the card stands from the box.
- Shuffle all of the **number cards**, then deal them out to the players. Check the table below for details of how many cards each player should get. These are your secret **code cards**.

Players	Code cards
2	4
3	3
4	2

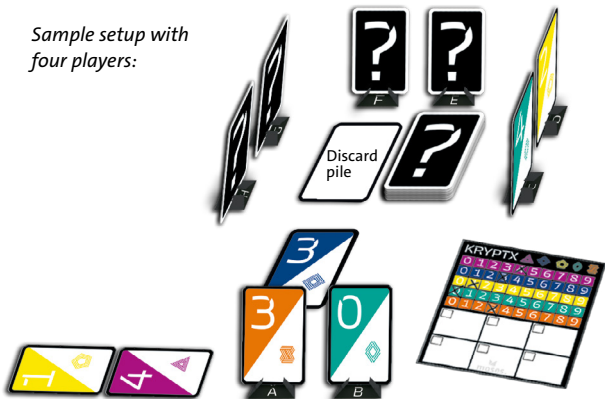


Important! Keep your code cards secret from the other players!

- Place the remaining number cards face down as a **draw pile**. In addition, next to it, a **discard pile** is created over the course of the game.
- Each take a **card stand** for each of your code cards. Line the code cards up in front of you so that only you can see their front. Each card stand bears a different letter, allowing you to assign each code card a unique name (e.g., “Code card A” or “Code card B”).
- Each take one **red** and one **green control card**. Lay these ready in front of you, turned face down.
- You should each also grab a **sheet from the game block** as well as a pen.
- Now each draw **three cards** from the draw pile.
- Before you start the first round, place these three cards in front of or next to your cards in the card stand, as explained in “1. Draw and play hand cards.”

The picture on the right here shows how your table should now look. **Now you're ready to get started!**

Sample setup with
four players:



HOW TO PLAY

The game involves a series of rounds. Play in turn, in a clockwise direction. The last person to pick a lock starts. Is it your turn? Then perform the following steps one after the other:

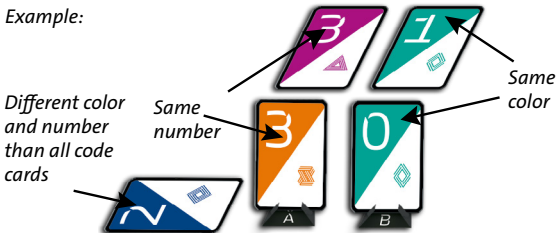
1. Draw and play hand cards

Draw three cards from the draw pile. These are your **hand cards** for this turn. Now play any one of your hand cards by placing it face up on the table for all to see ...

- ... either directly **in front** of any of your code cards bearing the same value or color,
- ... or **on their side next to** your code cards if the card played bears a different value or color than all your code cards.

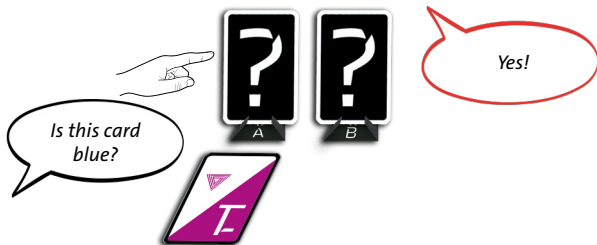
Tip: Has the draw pile been used up? Then shuffle the cards in the discard pile and lay them ready as a new draw pile.

Example:



2. Guess the code card

Point to one of the code cards of any other player. Say a number or color of your choice out loud and ask if you're correct. Your fellow player must answer this question truthfully with "Yes!" or "No!".



3. Guessed right or wrong?

Depending on the answer, the next step is as follows:

- ▲ **Is the answer to your question "Yes!"?** Then place your two remaining hand cards face down on the discard pile.
- ▲ **Is the answer to your question "No!"?** Then you must play another hand card of your choice face up. Then place your remaining hand card face down on the discard pile.

Have you performed all three steps? Then your turn has now ended and it's the turn of the person to your left.

MAKE NOTES

You can make a note of the information you receive during the game on your sheet and cross out each number card you can see, for example. This is because each card is only included in the game exactly once and therefore cannot be on any of the other code cards. Keep your notes hidden from your fellow players at all times!

CRACK THE CODE TO WIN

You can interrupt the game at **any time** to solve the code. Think you know the code? Then do as follows:

Say out loud: “Stop! I can solve the code!”

1. Name the numbers you think are **on each of your** fellow players’ code cards—the color doesn’t matter!
2. The following now applies for everyone else: Silently check whether the information applies to your code cards. Then place one of your two control cards **face down** at the center of the table: **Green** if all of the information is correct. **Red** if at least one item of information is incorrect. Set your remaining control cards aside, turned **face down**.
3. Shuffle all of the control cards at the center of the table, then turn them over one by one. There are now two options:
 - ◆ **Are all of the control cards green?** Then you’ve successfully cracked the code and **won the game**. A round of applause, please! You’re a genius codebreaker!
 - ◆ **Is at least one control card red?** Then you’re unfortunately wrong. You must turn over one of your code cards that has the fewest cards turned face up in front of it and show it to everyone. You may only attempt to crack the code again after another player has attempted (unsuccessfully) to crack the code.
4. Take the control cards that were set aside and are at the center of the table and deal out one green and one red control card to each player again. Now the player who was just having their turn can continue playing.

PLAY VARIATION FOR EXPERIENCED PLAYERS

Skilled codebreakers are able to play the pro version. In this play variation, when you guess a code card of a fellow player, you may do so **secretly**. Instead of saying the value or color out loud, **write your guess on a piece of paper** and hand it to your fellow player. They then answer “Yes!” or “No!” as usual.

- ▲ **Is the answer “Yes!”?** Then put your remaining hand card on the discard pile as usual.
- ▲ **Is the answer “No!”?** Then you must play **both** of your remaining hand cards.

The other players then don't know what your guess was and receive less information. This makes it harder for them to guess the code.

TWO-PLAYER GAME

When you're playing with two people, you can guess a code card as usual **or** alternatively draw an additional card from the draw pile, look at it, and then place it face down on the discard pile together with the other two cards in your hand.

Tip: By the way, you cannot ask questions secretly (see pro game variation).