

THE CODING

เกมถอดรหัส

RULE BOOK

" Conceal your everything. Reveal others.
If you are preciser and faster. "

" You are the **Winner** "



10+



2-4



10-20'

COMPONENT



- **Code Card**
Alphabet Code 6 cards : A B C D E F
X Code 10 cards : 0 1 2 3 4 5 6 7 8 9
- **Data Card** 16 cards
- **Hack Card** 20 cards
- **The First One Card (First player card)** 1 card

SET UP

1. Divide 'Code Card' into two decks separated by 'Alphabet Code Card' deck and 'X Code Card' deck.

Shuffle 'Alphabet Code Card' deck and deal one face-down Alphabet Code Card to each player, then shuffle 'X Code Card' deck and deal two face-down X Code Cards to each player.

Players then look at all dealt cards and set it in position, set Alphabet code card at the most left, following by two X Code Cards in the order you prefer. (After that, face down all cards and beware to be seen from other players)



[For Example]

If a player sets Code Cards like this;
The Code of this player will be "F 9 8"
(F - Ninety-eight) that means,

Alphabet Code is F

X Code in the tens (X1) is 9

X Code in the ones (X2) is 8

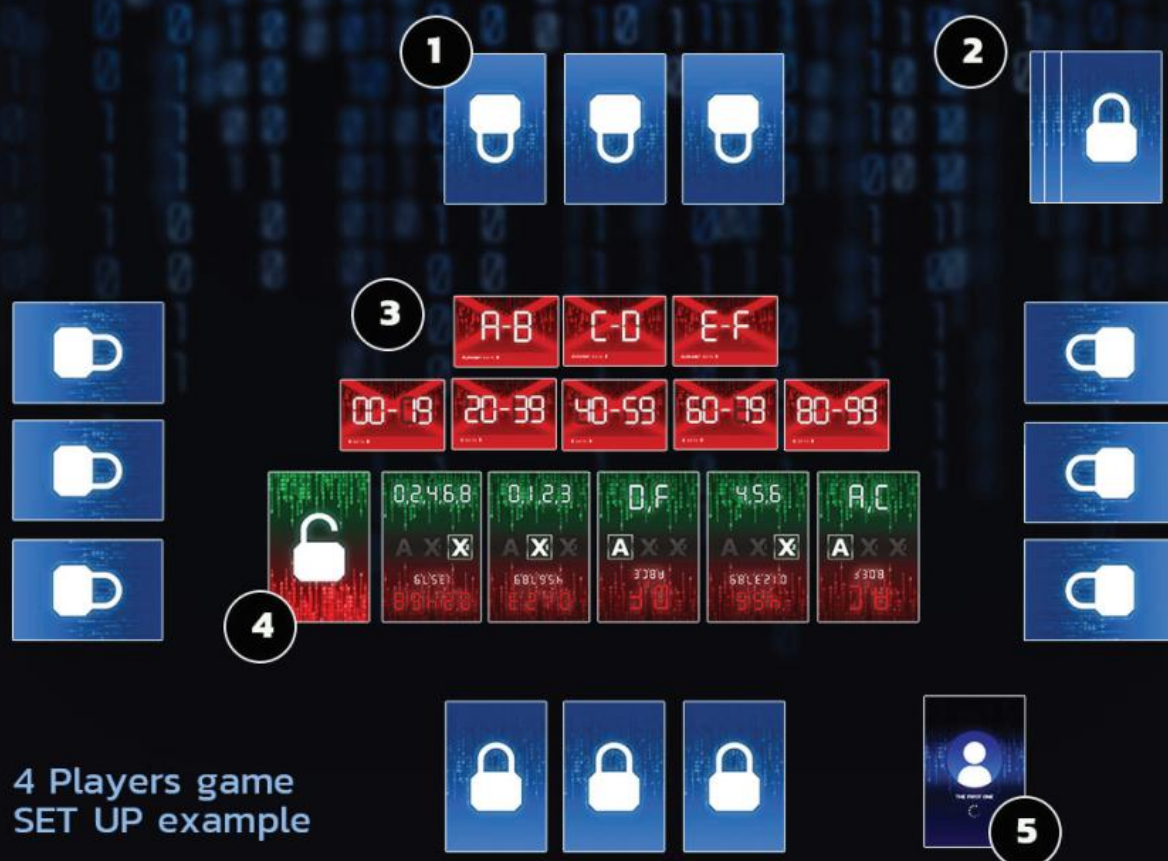
2. Shuffle all unused Code Cards together (Alphabet & X Code Cards) and set aside.

3. Place eight 'Data Cards' in the center. (two of each for each roll, the same card is placed overlap.)

.**Except for the 2-player game, use one set only (eight Cards only) and keep unused ones in the box.**

4. Shuffle 'Hack Card' Deck and draw five Hack Cards face up , then place Hack Card deck aside.

5. Give 'the First Player Card' to the youngest player and start "The Coding".



4 Players game
SET UP example

HOW TO PLAY

The Coding consists of two different systems. Choose one preferred system to play from two below systems as follows.

SYSTEM NUMBER 1 : SPEED CRACKING SYSTEM

OBJECTIVE

- Be the ' First one ' who can decode another player.

(First Player) Pick a Data Card to clarify that your code is not in the range of the picked card, then place it in front of yourself. (*Not allow to pick the same card you already have.)



[For Example]

If the code of player A is "F 9 8", this player can pick this Data Card, because this Data Card identifies that the code of such player is surely not between 20 – 39.

****In case that it is impossible to pick any Data Cards, you have to announce you can't do so. (This means all Data Cards exactly covers your Code)****

After that, choose a face-up Hack Card and send to another player.

The player who receives such Hack Card must put it under Code Card at the identified position (on Hack Card). If it's true, insert the green side up. If it isn't true, insert the red side up instead.

[For Example]

If the Code of Player B is " D 5 7" and he receive this Hack Card ----->

Player B must put this Hack Card under Code Card in the tens(X1) Position

and he must turn the red side up because his X1 Code isn't 0,2,4,6 or 8.



****This HACK CARD identify to hack in the (X1) position.**



When a Hack Card is picked from the line, draw a new one from the deck, place a new one back to the line (except when there're no more Hack Cards in the deck, go using the remaining Hack Card in the line to play.)

Player who receives a Hack Card play the same order as the previous player. (Pick one Data Card, place it in the front and choose one face-up Hack Card, then send it to another player.)

There are two main rules of sending a Hack Card. First, A player can't send it back to the player who just sent it to you previously (except for 2-Player Game). Second, the first Player in that round is always the last one who will be received a Hack Card in such round.'

When all players already played, the first round is ended. At this time, All players must always have one Data Card in front of themselves and one Hack Card putting under Code Card. (Two Cards in total for the first round).

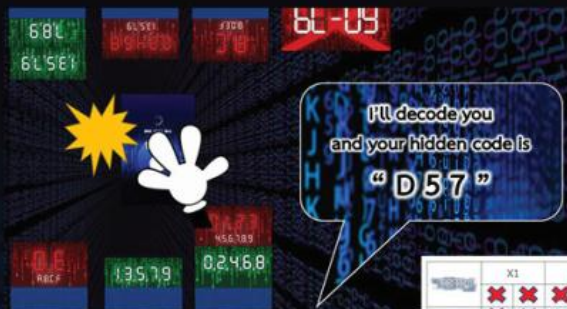
[Example] at the end of first round, each player must have 2 cards in their zone



When the round ends, pass 'The first player card' to the left side player and start round 2. Play the same order until the end of round 4 (Each player must have four Data Cards and four Hack Cards.) (except for the player who announced 'Can't pick any Data card' in the game.)

Clear all remaining Data Cards and Hack Cards from the field and bring 'The first player card' to the middle which all players can reach.

Any players who want to decode (answer) have to 'tap' on 'The first player card' and say the answer immediately by saying the name of the player you want to decode, then say the Codes that you can hack. If you are correct and you are also the first one who can decode another code, you are the 'winner'. Anyway, if you're too slow or hesitate to answer after tapping, it will be foul and you will be the loser.



If you want to decode.
' Tap ' the first one card
and say the answer
immediately

Likewise, if your answer is incorrect, you're immediately the loser and must reveal all your Codes. Other players can use the revealed code as a reference to decode other players later.

In case that all players agree that data still aren't enough to decode and there are no players to take a risk to answer, deal one extra face-down Code Cards from remaining deck (that you have set aside since the Game Set up) to each player, and everyone flips that extra Code Card to face up together at the same time (make sure that all players can see it clearly), then use that additional data to decode.

(You always have to tap 'The first player card'
when you are going to decode someone.)

If the answer is incorrect and there is only one last player left, this player will win immediately without any decoding.

For 2 or 3-player game, if all extra Code Cards are already flipped to face up, yet every players still agree that it's still not enough to decode. Whenever all players agree, deal one remaining Code cards to each player again and flip it to face up together at the same time, then use that additional data to decode.

In case of no more remaining Code Cards in the deck, yet no one is able to decode, every player must reveal one X Code Card (whichever you want) at the same time and use that additional data to decode.

SYSTEM NUMBER 2 : COUNTER CRACKING SYSTEM

RECOMMEND FOR MORE CHALLENGE!

OBJECTIVE

- Be the 'Last one' in the game, whose Code Cards cannot be revealed.

(Set up in the same order as the 'Speed Cracking System'.)

Play the same way as the 'Speed Cracking System' (clarify that your code is not in the range of the picked Data Card, then send a Hack Card to another player) until the end of Round 4.

When round 4 is ended, start with the player who has 'The first player card'. Choose one action from below two actions.

1. HACKING : pick a Data Card to clarify that your code is not in the range of the picked card, then place it in front of yourself. (*Not allow to pick the same card you already have.)

(Data Card picking condition is the same as 'Speed Cracking System'.)

**In case that it is impossible to pick any Data Cards, you have to announce you can't do so.

** In case of no any Data Cards in the field, skip picking Data Card step.

Then, choose a face-up Hack Card and send it to another player.

A player who receives such Hack Card, must put it under the Code Card with the identified position (on Hack Card). which If it's true, insert the green side up. If it isn't true, insert the red side up instead.

(Hack Card sending condition is the same as 'Speed Cracking System'.)

The main rule of sending Hack Card in this system is,
"Each player is allow to have
at most five Hack Cards in their play zones."

When you finish sending Hack Card, pass the turn to left player.

2. DECODING : Player who decide to decode has to choose another player and say his/her code respectively (Alphabet Code , X1 Code and X2 Code)

If answer is correct , player who is decoded has to reveal all Code cards and left game. (you have to say all codes and order correctly)

After that , player who successfully decode has to decide between ' play on ' or ' stop '

- if choosing ' Play on ' : Decide between hacking or decoding anoter player.
- if choosing 'Stop' : Pass turn to the left side player.

In case of answer is incorrect, that player will be forced to reveal one Code card of his/her choice ,then pass turn to the left side player.

Player who has 3 times incorrect decoding (be forced to reveal all Code cards) will be loser and left game immediately.

"Player who the best protecting all code ownself and be the last one survive" is "Winner"

TIPS FOR NEW HACKERS

NAME		X1		X2	
.....			1		
Alphabet					
A	B		5		
C	D		7		7
E	F		9	8	9

or in the case of anoter player has Hack card like this, you can cross out all even number at X1 position and also cross out all number but 7-9 at X2 position too.

Player who still not get used to, can play with Coding Crack Sheet helping you cross out any codes.

for example,
if anoter player pick
this card.



you can cross out 2 or 3 in X1 position because there're no way his/her Code will be between 20-39 absolutely.

