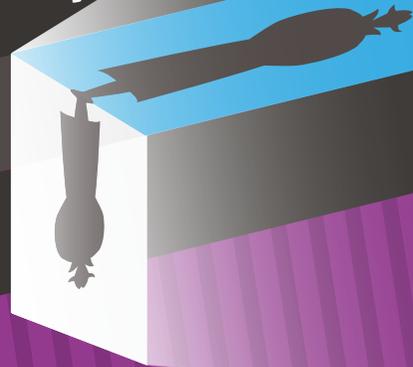


CAN YOU CRACK THE CODE?

YOU DON'T

I KNOW...



Scan for  
How-to-Play  
Video!



## Overview

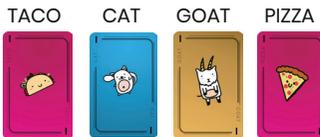
Can you crack the code? A Rule Keeper chooses a Secret Rule that everyone else tries to figure out. Each card played is a clue, giving all players the chance to detect the pattern.

## Objective

Be the first player to get rid of all your cards and correctly identify the secret rule.

## Contents

72 character cards.



60 Rule Cards (note the difficulty scale)



EASIER



HARDER

## Setup

1. Pick one person to serve as the Rule Keeper. This person looks through the rule cards and picks a secret rule, without showing any of the players.

**Note:** The first time you play, choose an older kid or an adult to be the Rule Keeper and select a basic secret rule. Before play begins, the Rule Keeper should read a couple of rules out loud as examples.

2. The Rule Keeper shuffles the character cards and deals 7 cards to each of the other players, placing the remaining character cards face down to be used as the draw pile.
3. The Rule Keeper chooses a card from the draw pile that fits their secret rule and places it on the table in front of the draw pile to serve as the first clue.



DRAW PILE



CLUE CARD

## How to Play

The player to the Rule Keeper's left goes first. During each player's turn, they have three options:

1. **PLAY ONE CARD.** This is the most common option, especially early in the game.
2. **PLAY MULTIPLE CARDS.** Once a player thinks they know the secret rule, they may play multiple cards to get rid of their cards more quickly.
3. **TRADE IN ALL CARDS.** If none of a player's cards fits the rule, they can turn in all their cards to the Rule Keeper to get new cards back.

See inside for detailed instructions!

### Option 1: Play One Card

A Player chooses one card from their hand and places it face up on the table, diagonal from the clue card.



If the card fits the rule, the Rule Keeper puts it next to the clue card.



If the card does not fit the rule, the Rule Keeper gives it back to the player to put back in their hand.

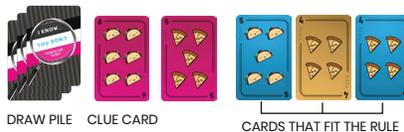
### Option 2: Play Multiple Cards

If a player thinks they know the secret rule and wants to get rid of their cards faster, they may play multiple cards on their turn.

In this case, the player plays multiple cards at the same time by laying them diagonal to the clue card in the correct order.



If **all** cards fit the secret rule (and are laid in the correct order), the Rule Keeper adds them to the line.



If **any** card does not fit the rule (or are laid in the wrong order), the Rule Keeper slides all cards back to the player.

### Option 3: Trade Cards

If a player thinks that none of their cards fit the secret rule, the player shows all their cards to the Rule Keeper and the other players.

**If the player is correct and none fit the secret rule:**

The Rule Keeper discards those cards into a separate pile, draws new cards from the top of the draw pile (without looking at them) and gives the player **one less card** than they turned in.

**Example:** If a player has three cards and none fit the secret rule, the Rule Keeper gives them two cards back.

**Note:** If a player correctly guesses that the **last** card in their hand does not fit the rule, they get no cards back AND get a chance to guess the secret rule to win the game! (See "Winning the Game")

### Option 3, Continued

**If a player is incorrect, and one or more of their cards DOES fit the secret rule:**

The Rule Keeper selects a card from the player's hand that fits the rule and adds it to the line. The Rule Keeper then gives the top card from the draw pile to the player to replace their card that fit the rule.

After taking one of the three actions above, the player's turn ends and play continues clockwise until a player runs out of cards. When a player runs out of cards, they have a chance to win the game!

### Winning the Game

The first player to get rid of all their cards gets a chance to correctly pick the secret rule to win the game!

The Rule Keeper randomly chooses two additional rules from the rule card deck, shuffles them, and hands all three cards face down to the player who got rid of their cards.



The player chooses the card that they think is the secret rule and hands it to the Rule Keeper without saying anything or showing the other players. If they are correct, they win the game!



### Winning the Game, continued

If they do not choose correctly, they hand all three rules face down to the next player (clockwise from them) and that player gets a chance to correctly select the secret rule. Continue until a player correctly identifies the secret rule. That player wins the game, even if they still have cards remaining in their hand!