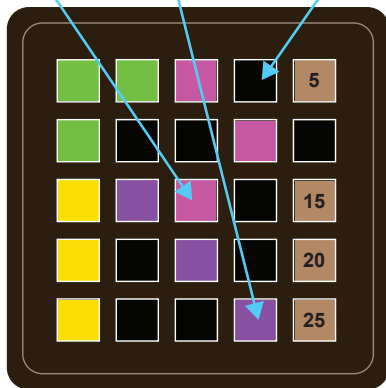


CRYPTICOLOR RULES

CURVE
(3 PINK)

ANGLE
(3 PURPLE)

MISS
(1 BLACK)

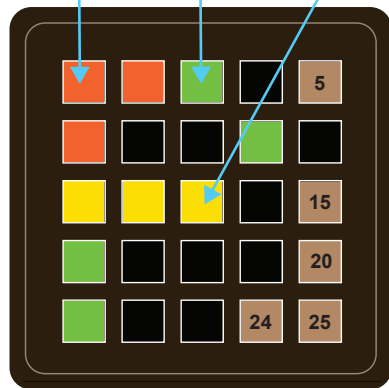


DECODER (LETTER = R)

CORNER
(3 ORANGE)

HIT
(1 GREEN)

LINE
(3 YELLOW)



DECODER (LETTER = P)

GOAL

You belong to one of two rival spy networks that are trying to eliminate each other. In order to defeat your opponent, you must use your secret Decoder (see front page) to decipher the code word they use to communicate.

COMPONENTS

- 2 Decoders
- 1 Score Pad
- 1 Game Bag
- 1 Rulebook
- 2 Key Cards (Codeshields)
- 6 Yellow, Orange, Pink, and Purple Cubes
- 26 Each of Black and Green Cubes
- 2 Sand Timers and 2 Pencils

PLAYERS & RESOURCES

Crypticolor may be played by 2-4 players (see “More Ways to Play Crypticolor”). Game updates, tutorials, and more information are available on our website: <https://pouch.games>



WINNING

Once all code words have been guessed, players add up their scores. The highest score wins the game.

SETUP

1. Each player takes: 1 Decoder, 1 Score Sheet/Crypticard from the pad, 1 Key Card, 1 pencil, and 1 Crypticube Set
3. Each player writes a 5-letter code word on the top of their Crypticard. It must be an English word, though it may have a foreign origin. The word cannot be an acronym or proper name. It also cannot be hyphenated or use an apostrophe. Slang is permissible
4. Each player next scrambles the letters of their code word, then writes the scrambled letters on their Crypticard
5. Each player then uses the Key Card to encode each letter, then marks the encoded letters in the Crypticard grid boxes

CRYPTICARD

5-LETTER
CODE
WORD

CRYPTICARD

CODE WORD: F O Y E R

LETTER: 0 LETTER: F LETTER: Y LETTER: R LETTER: E

1		4	5
7	8		10
12	13		15
17	18		20
21		24	25

1

		4	5
7	8	9	10
		14	15
		17	18
		22	23

2

2	3	4	
6		8	10
11	12		14
16	17		19
21	22		24

3

		4	5
		8	10
		14	15
		17	18
		22	23

4

		4	5
		7	8
		14	15
		17	18
		24	25

5

ENCIPHERED LETTERS

NOTES

DREAMCO

SCRAMBLED
LETTERS

ENCIPHERED LETTERS

NOTES

PLAYING THE GAME

The player who most recently saw a spy movie or TV show goes first. Each player guesses one letter of a code word at a time from their opponent. Then, after all the letters have been guessed, they descramble the letters to figure out the code word. Players make 3 guesses per turn. Players can either guess a single square or a shape (which counts as 3 guesses). After a letter is guessed, the player totals their score for the letter, then clears their Decoder and moves on to guess the next letter. Gameplay switches back and forth between players. Players may guess a complete letter or code word at any time, but if wrong, they lose 2 points. Players receive 2 points for every empty space that is part of a guessed letter. Game play continues until the players guess their code words.

PLAY TIME







Games usually run 30-45 minutes but can take longer if the code words are difficult to decipher.

GUESSING SHAPES

There are four shapes that may be guessed: corner, angle, line, and curve (see below). Players may also guess a single square, which will be a hit (green) or a miss (black). Each 3-part shape guessed counts as a complete turn (players get three guess per turn).

 LINE: +4	 CORNER: +4	 ANGLE: +4	 CURVE: +4	 HIT: +1	 MISS: -1
---	---	--	--	--	---

SCORING

POINTS		LETTERS					SCORE SHEET
		1	2	3	4	5	
	LINE: +4						*Receive 2 points for every empty space that is part of a guessed letter.
	CORNER: +4						
	ANGLE: +4						
	CURVE: +4						
	HIT: +1						
	MISS: -1						
LETTER GUESS: +2*							
SUBTOTAL							
DECIPHERED LETTERS:						TOTAL	

Each player uses a Score Sheet to keep track of their points.

- **Line:** (3 yellow cubes): +4 points
- **Corner:** (3 orange cubes): +4 points
- **Angle:** (3 purple cubes) +4 points
- **Curve:** (3 pink cubes) +4 points
- **Hit:** correct guess (1 green cube): +1
- **Miss:** wrong guess (black cube): -1
- **Letter Guess:** correctly guess a letter and receive 2 points for every empty square in the letter
- **Subtotal:** points for each column
- **Deciphered Letters:** write the correct letters in this row.
- **Wrong Letter or Word:** If a word or letter is guessed incorrectly, subtract 2 points in the “Letter Guess” row

More Ways to Play Crypticolor

For a bit more fun, try these different versions of the game.

- **Timed:** use the sand timers with existing rules. Players have 1 minute per turn.
- **Mixed-Role Teams:** form two 2-person teams – Team A and Team B.
 1. The younger team members are considered the “first players” of each team. The first players (youngest) of Team A and Team B are the *codemakers*. The second players of the teams are the *codebreakers*.
 2. The first player of Team A (*codemaker*) creates a code word and presents it to be solved to the second player on Team B (the *codebreaker*).
 3. Simultaneously, the first player of Team B (the *codemaker*) creates a code word and presents it to be solved by the second player of Team A (that team’s *codebreaker*). The two teams take turns having their *codebreakers* try to guess the code words (with each player guessing three squares per turn). The sand timers may be used to keep the game moving.

4. After both code words have been solved and the scores totaled for the first round, the players switch roles. Now the older players on each team are the *codebreakers* and the younger players are the *codemakers*. The second round proceeds in the same manner as the first until both code words have been solved. Next, the points for this round are calculated and the scores for both rounds are added together. The team with the highest total score wins.

- **Cooperative Teams:** this version of the game works the same way as the version above, except for the fact that both players on the teams work together to create and solve the codewords. In this version, the members of Team A work together to create a code word and the members of Team B work together to solve it. After totaling the score, the teams switch roles and now the members of Team B work together to create a code word and the members of Team A work together to solve it. After two rounds, add the points for each round together and the highest score wins.

- **Rotations:** allow players to rotate the letters when they encode them.

■	■	■	4	5
■	7	8	9	10
■	■	■	14	15
■	17	18	19	20
■	■	■	24	25

Standard encoding for the letter “E”

1	2	3	4	5
6	7	8	9	10
■	12	■	14	■
■	17	■	19	■
■	■	■	■	■

Rotated encodings for the letter “E”

■	■	■	■	■
■	7	■	9	■
■	12	■	14	■
16	17	18	19	20
21	22	23	24	25

1	2	■	■	■
6	7	8	9	■
11	12	■	■	■
16	17	18	19	■
21	22	■	■	■