

# **CRYPTEX**

Crack the code and find the glory

## **Goal**

The game lasts for 40 rounds. On each one, a new cryptex with 5 letters will appear. Choose one and write it on your cryptex. Complete words to score points. The player with the most points wins the game

## **Components**

- 1 Sheet and pencil per player
- A deck with 20 cryptex cards

## **Set up**

Every player receives a sheet and a pencil.

Shuffle the deck and place it in the middle of the table facing down.

## **Playing the game**

A round begins with one player drawing the top card of the deck and placing it face up. All players must choose a letter from the 5 available letters, and write it down on one of their cryptex.

The chosen letter must be wrote at the very first available space from left to write inside a cryptex of your choice. You may choose to fill up an uncomplete cryptex, or to start a new one.

Some cards may show the "?" symbol, which is a joker. Use it to write any letter of the alphabet. Cross out a "joker" box at the bottom of the sheet. Players are limited to 4 jokers for the whole game.

After everybody has chosen a letter, the next round begins.

Keep playing rounds until the last card of the deck is shown and everybody has wrote a letter. At this moment, there's a half game penalty scoring. For every cryptex started but not completed, the player loses 1 point for every remaining box.

Now, shuffle the deck, and place it facing down in the middle to begin the second part of the game.

Play 20 more rounds, until all the cryptex cards are played the second time. When the last card is played, it is time for the final scoring.

## **Final scoring**

After round 40 ends, it's time to check your final score.

1. For every completed cryptex, check the following:

- If a word does not exist, lose 2 points for every letter of the cryptex.
  - If nobody has formed the same word as you, score 2 points for every letter of the cryptex.
  - If there are players who have the same word as you, score 1 point for every letter of the cryptex.
2. For every unfinished cryptex, lose 3 points for every empty box.
  3. For every cryptex without letters, score 0 points.
  4. For every joker remaining, score 4 points.

Sum the total points for all the cryptex, and the player with the most points wins the game.

In case of a tie, the tiebreaker will go as follow:

1. Player with the largest cryptex wins.
2. Check for the second largest, third largest, and so on.
3. Player with less jokers wins.
4. Player with less vowels wins.

## **Solo mode**

Play the game by yourself and try to beat the highest score

|             |                               |
|-------------|-------------------------------|
| Less than 0 | You have been so ambitious... |
| 0 - 20      | Not so great                  |
| 21 - 40     | Teenager Dictionary           |
| 41 - 60     | Scrabble Fan                  |
| 61 - 75     | Sudoku Lover                  |
| 76 - 90     | Hieroglyph Decipher           |
| +91         | Cryptex Master                |

1

E C R O ?

2

E G T U N

3

P B F E L

4

D O V I E

5

E G R T H

6

N I E S ?

7

L O E W Y

8

I E T M K

9

D R B E A

10

O A I U E

11

A Y T E X

12

A I J N S

13

R H A O L

14

T I B A ?

15

V A G N U

16

S D O A I

17

R U W L C

18

S F I T ?

19

M B N O ?

20

I D R P N

