DECRYPTO

A game by **Thomas Dagenais-Lespérance**
Illustrated by **NILS**, **Fabien Fulchiron**, and **Manuel Sanchez**

Learn the rules in 2 minutes!
www.decrypto.info

🔑 GAME PRINCIPLES AND GOAL 🔑

DECRYPTO pits two teams of 2 to 4 players against each other.* The general idea of the game is to transmit information to your own team without the other team understanding. To win you have to walk a fine line: The instructions you give need to be clear enough for your teammates to understand, while at the same time obscure enough to baffle your adversaries!
*Rules for 3 players can be found on page 10.

Each Round, both teams appoint one of their members to be the **Encryptor**, whose job is to transmit a **secret 3-digit code** to their teammates without the opposing team intercepting the code. If you succeed in guessing the opposing team's code, you win an Interception Token. **If you manage to get 2 Interception Tokens, your team wins!**

If a team isn't able to guess the code given by their own Encryptor, they receive a Miscommunication Token. **If you get 2 Miscommunication Tokens, your team loses!**

To transmit their codes (a sequence of 3 numbers, like 4-2-1), each team has **4 Keywords numbered 1 to 4** that all team members can see, but are hidden from the opposing team. These remain the same for the duration of the game. To transmit their 3-digit code, the Encryptor comes up with 3 clues (one per digit). Each clue refers to one Keyword.

Take a look at the screen at the bottom of this page. If your Encryptor gives the clues 'Long Island Iced Tea,''cactus,' and 'Batman,' which 3-digit code are they trying to transmit to you? Hopefully you guessed 3-4-1. 'Long Island Iced Tea' goes with 'cocktail' (#3), 'cactus' with 'sombrero' (#4), and 'Batman' with 'black' (#1).

DECRYPTO is a clever, yet simple, game. **The best way to learn the rules is to play!** This is why we strongly recommend simply setting up the game according to the instructions on page 2 and starting to play, paying close attention to the Steps outlined in the Gameplay section (p. 3). By the end of the 2nd Round you will understand how the whole game works.

BLACK ①

DRAGONFLY ②

COCKTAIL ③

SOMBRERO ④

1. Split into 2 teams as evenly as possible.

2. Seat all the members of the same team **on the same side of the table**, facing the opposing team.

3. Each team takes **1 Screen** and draws **4 Keyword Cards** from the top of the deck, which they place in the Screen's slots without showing them to the opposing team.

4. Each team takes the deck of Code Cards corresponding to the colour of their Screen (black or white).

5. Each team takes **1 Note Sheet**. All clues given by the White team will be noted on the white side of the sheet, and all clues by the Black team on the black side. Your side is determined by the colour of your Screen. Choose a name for your team and write it in the space provided.

6. Place the **sand timer, Interception Tokens,** and **Miscommunication Tokens** in the centre of the table.

1 Sand Timer
(30 seconds)

2 Screens
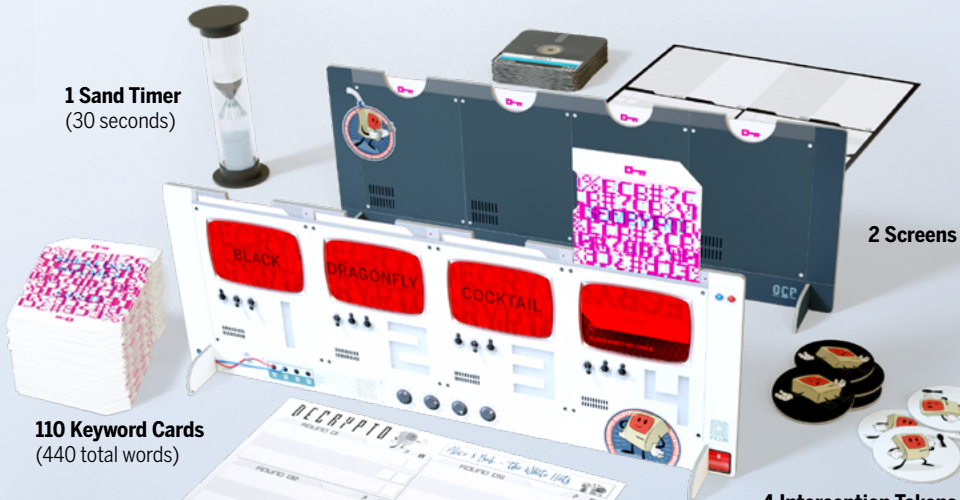
110 Keyword Cards
(440 total words)

50 Note Sheets
Should you need more, the file is available for download at:
www.decrypto.info

and the **Rulebook** that you are holding in your hands.

**4 Interception Tokens** (white) and **4 Miscommunication Tokens** (black)

48 Code Cards
(2 decks of 24 cards, one white, one black)

A word about the Keyword Cards
Do not look through or shuffle the Keyword Cards before playing. These cards have a colour code, indicated by a blue or red key, that allows you to differentiate the sides of the cards. You can therefore play through all the blue cards before turning them around, so you don't reuse the Keywords. You will have also noticed that the words are intentionally blurred. This is so you do not accidentally see the other words on the cards when placing them in the screen.
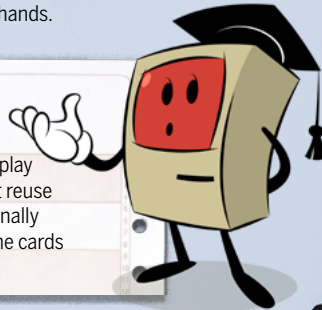
The game takes place over a number of Rounds (to a maximum of 8), with most games usually lasting between 4 and 6 Rounds. If neither team has won by the end of the 8th Round, the game automatically ends. At the beginning of each Round, each team names their Encryptor. This role will be held by each team member in turn order.
Each Game Round follows the steps listed below, from 1 to 7, the only exception being the 1st Round, in which there is no Interception attempt. The order of the Steps is **very** important.

1. Each team's Encryptor draws **1 Code Card** and looks at the 3-digit code without showing it to any other player.

2. Both Encryptors simultaneously come up with **3 clues** to help their teammates guess the 3-digit code. **See the Clues section for more details about clues.** Each writes their clues on the 3 lines of the current round on their team's Note Sheet. Don't forget to write on the side of the sheet that corresponds to your team's colour! The illustration on page 4 gives an example of where things should be written on your Note Sheet.

> In order to keep the game from dragging, we have a suggestion for limiting the time per turn: Once an Encryptor has finished writing their clues, they flip the sand timer, and the opposing Encryptor must finish writing their clues by the time the timer runs out, or risk not having all 3 clues for the Round.

3. The White team's Encryptor **reads their 3 clues out loud** and gives their team-mates the Note Sheet. The Black team notes down the clues **on the white side** of their Note Sheet (in the space corresponding to the current round).

4. The members of both teams quietly discuss the clues, trying to work out the code. When the members of one of the teams think that they have solved the code, **they write the number that they believe corresponds to each clue in the first box at the end of each line** (under the ⏚).

> The White Encryptor must avoid any kind of reaction that might help their teammates.

5. When the 2 teams have finished, **the Black team attempts an Interception** by reading out **the 3-digit code** that they have written, hoping to match the White Encryptor's code.

> **Important! In the first Round, neither team attempts to Intercept the other team's code; they don't have any clues yet to be able to do this.**

6. **The White team now attempts to Decrypt the code.** They read out **the 3-digit code** that they have written and believe is the one on their Encryptor's Code Card.

7. **The White Encryptor reveals their code to everyone.**

• If the Black team has CORRECTLY guessed the code (the right numbers in the right order)**, they INTERCEPT the code and receive 1 Interception Token.** There is no penalty for an incorrect Interception attempt. Remember, you may only Intercept from the 2nd Round onwards.

• If the White team INCORRECTLY guesses the code (wrong numbers or incorrect order of digits), **they receive 1 Miscommunication Token.** There is no reward for correctly guessing your own Encryptor's code.

It is therefore possible that in the same Round, one team receives a Miscommunication Token for having misinterpreted their Encryptor's clues, while the other receives an Interception Token for having successfully Intercepted their opponent's code!

The second column next to each clue (beneath the ⧗) should be used to write the correct number given by the Encryptor for that clue.

Record the clues for this Round in the spaces at the bottom of the Note Sheet.
Write the clue for Keyword 1 in the ⊷**1** column, the clue for Keyword ⊷**2** column, and so forth.
This will allow you to see all the clues for each Keyword at a glance.

Repeat Steps 3-7 with the opposite team. The Black team's Encryptor reads their clues out loud, the players from both teams try to work out the code, etc. You must finish the Round even if one (or both!) of the teams have met one of the victory conditions.

There is a very good chance that your understanding of the game as a whole will all fall into place as you attempt your first Interception during the 2nd Round. It is usually at this moment that you realize the strategic mistakes you've made when giving your first clues! Don't worry, though, the game is far from over.

End of Round and End of Game

When the Round has ended, check to see if one of the teams has either won or lost the game. If at least one of the following conditions has been met, the game ends. Otherwise begin a new Round.

- **If a team has 2 Interception Tokens, they've won the game.**
- **If a team has 2 Miscommunication Tokens, they've lost the game.**

Put the Code Cards back into their respective decks and shuffle them, which makes it possible to draw the same Code Card from one round to the next. Finally, choose the player to be the Encryptor for the next Round.

TIEBREAKER

- **If a team has 2 Interception Tokens AND 2 Miscommunication Tokens** at the end of a Round (both winning and losing at the same time)
- OR **if both teams collect their 2nd Interception Token** in the same Round
- OR **if both teams collect their 2nd Miscommunication Token** in the same Round
- OR **if neither team has won or lost by the end of the 8th Round**, here's how to determine the winner:

Count the points. **An Interception Token is worth +1 point, and a Miscommunication Token is worth -1 point.**
The team with the most points wins. If there is still a tie, **each team says the 4 words that they think are the opposing team's Keywords.**
The team who correctly guesses the most words is the winner. If both teams are still tied, they share the victory!

DECRYPTO

Team name: ALICE & BOB - "THE WHITE HATS"

 # 01
- MEXICO — **1st clue** — ? 4 / ■ 4
- INSECT — **2nd clue** — ? 2 / ■ 2
- HORROR — **3rd clue** — ? 1 / ■ 1

Round number (# 05)

 # 02
- EVENING WITH FRIENDS — ? 3 / ■ 3
- PARASOL — ? 4 / ■ 4
- ODONATA — ? 1 / ■ 2

Guesses | **Correct answers**

 # 03 ... **# 06** ... **# 04** ... **# 08**

List of clues linked to Keyword 1
List of clues linked to Keyword 2
List of clues linked to Keyword 3
List of clues linked to Keyword 4

- 1 HORROR
- 2 INSECT / ODONATA
- 3 EVENING WITH FRIENDS
- 4 MEXICO / PARASOL

🔑 CLUES 🔑

In every Round, the Encryptor will have to **come up with clues**. Here are some important rules to keep in mind.

- **You may choose whatever form you like for your clue**: it could be a word or a whole sentence. If your group of players is up for it, you can even hum, dance, or mime!

- **Clearly separate your 3 clues.** There should be no confusion between what constitutes your 1st, 2nd, and 3rd clue.

- **The clues should refer to the meanings of the Keywords. They should never refer to the spelling** ('C' as a clue for 'cursed'), **number of letters** ('8' or '8 letters' as a clue for 'scorpion'), **position on the Screen** ('Musketeers' as a clue to indicate the word in the 3rd position), **or pronunciation** ('face' as a clue for 'place') **of the Keyword**.

- **Clues should be based on information that is publicly available.** You can, of course, make reference to an obscure 17th Century Croatian poet if you wish; it's risky, but it's allowed! **You are not, however, allowed to make reference to 'private' information**, like what you had for breakfast or pet names you and your spouse have for one another.

- If asked, **you must spell out your clue**.

- All information an Encryptor gives their team **must also be shared with the opposing team**.

- **You cannot change, modify, or improve a clue** once it has been read aloud.

- **You may NOT use the same clue more than once per game.**

- **You may NOT read out loud the code on the Code Card or use any Keywords as clues** (or their translation in another language), even for another Keyword.

Here is an example of a game. The White team, made up of Alice, Bob, and Dave, are playing against Eve, Mallory, and Oscar on the Black team.
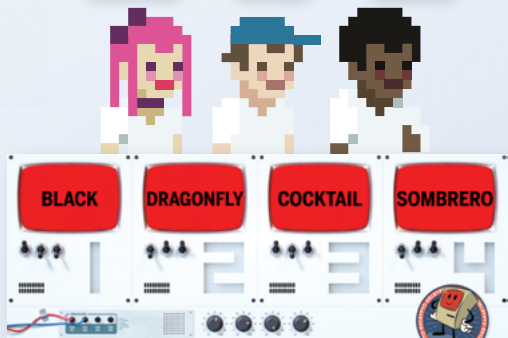During the 1st Round, each team's Encryptor (Bob and Mallory) drew a 3-digit code and came up with 3 clues to help their teammates guess the code. Both teams correctly Decrypted their Encryptor's code.

Both teams also took notes on the clues given to the opposing team by their Encryptor.
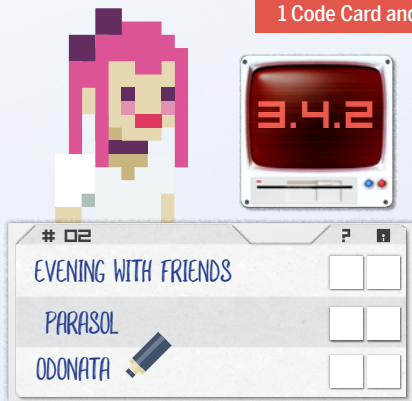
WHITE TEAM

ALICE   BOB   DAVE

BLACK	DRAGONFLY	COCKTAIL	SOMBRERO
1	2	3	4

BLACK TEAM

EVE   MALLORY   OSCAR

SCORPION	BONE	SUN	DREAM
1	2	3	4

Here's what we know at the end of **ROUND 01**

DECRYPTO — THE WHITE HATS

# 01	?	▦	# 05	?	▦
HORROR MOVIE	1	1			
INSECT	2	2			
MEXICO	4	4			

# 02			# 06		
# 03			# 07		
# 04			# 08		

▾01	▾02	▾03	▾04
HORROR MOVIE	INSECT		MEXICO

DECRYPTO — THE BLACK HATS

# 01	?	▦	# 05	?	▦
DOG	2	2			
THE LIVING DAYLIGHTS	3	3			
NIGHT	4	4			

# 02			# 06		
# 03			# 07		
# 04			# 08		

▾01	▾02	▾03	▾04
	DOG	THE LIVING DAYLIGHTS	NIGHT

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Beginning of ROUND 02

Two new Encryptors each secretly draw 1 Code Card and come up with their 3 clues.

3.4.2   2.3.4

# 02	?	▦
EVENING WITH FRIENDS		
PARASOL		
ODONATA ✐		

# 02	?	▦
SKELETON		
RISE		
FREDDY ✐		

Alice reads her clues.

EVENING WITH FRIENDS
PARASOL
ODONATA

The Black team writes down the clues.

# 02	?
EVENING WITH FRIENDS	
PARASOL	
ODONATA ✐	

All players DISCREETLY discuss the clues with their teammates.

They check these against the clues from Round 1.

EVENING WITH FRIENDS! Easy! That goes with our Keyword 3.

PARASOL with our Keyword 4.

ODONATA? Do you have any idea what that means?

Uhhh...no... 1 maybe...?

You can watch a HORROR MOVIE during an EVENING WITH FRIENDS. That goes with number 1!

MEXICO, is really sunny! PARASOL is 4!

ODONATA? No idea! We can try number 3. We don't have a clue for that one yet.

# 02	?	▦
EVENING WITH FRIENDS	3	
PARASOL	4	
ODONATA	1	✐

# 02	?	▦
EVENING WITH FRIENDS	1	
PARASOL	4	
ODONATA	3	✐

7

Both teams read out what they think Alice's code is.

3.4.1?

1.4.3?

It was **3.4.2**, *bunch of pickleheads!*

The White team receives **1 Miscommunication Token** because their communication failed.

The Black team doesn't get a **Miscommunication Token**. It's 'normal' to not discover the opposing team's code, as they don't see the Keywords the clues are referring to.

Both teams write the White team's clues at the bottom of the white side of their Note Sheet.
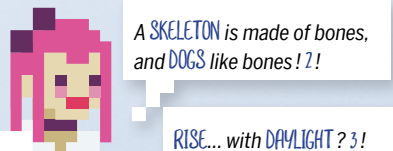
It's the Encryptor on the Black team's turn.

SKELETON
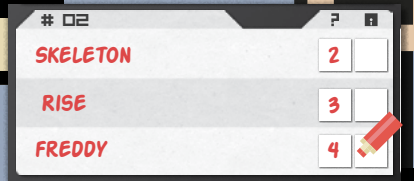RISE
FREDDY

Eve reads her 3 clues.

The White team writes down these clues.

# 02	?	🔒
SKELETON		
RISE		
FREDDY		

A SKELETON *is made of bones, and* DOGS *like bones!* 2 !

I think it's **2.3.4**.

RISE... with DAYLIGHT ? 3 !

Yup, I agree.

FREDDY *Krueger comes at* NIGHT ! 4

# 02	?	🔒
SKELETON	2	
RISE	3	
FREDDY	4	

# 02	?	🔒
SKELETON	2	
RISE	3	
FREDDY	4	

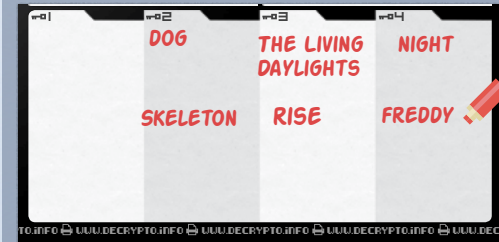Both groups read what they think is Eve's code.

2.3.4?

2.3.4?

It is **2.3.4**. *Argh! They've intercepted us!*

The White team gets **1 Interception Token**! They discovered the other team's code.

Both teams write the Black team's clues at the bottom of the black side of their Note Sheet.

1	2	3	4
DOG	THE LIVING DAYLIGHTS	NIGHT	
SKELETON	RISE	FREDDY	

1	2	3	4
DOG	THE LIVING DAYLIGHTS	NIGHT	
SKELETON	RISE	FREDDY	

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End of ROUND 02

The Black team doesn't have any Tokens.

The White team has **1 Miscommunication Token** and **1 Interception Token**.

For the White team, the game hangs in the balance. The next time they intercept a code, **they win the game!**

But the next time they miss a transmission, **they lose!**

...and a new round begins!

Overview

A single player, called the 'Interceptor', plays against a team made up of 2 Encryptors. Each Round, an Encryptor draws 1 Code Card and comes up with 3 clues, like in the standard game.

To win, the Interceptor must collect 2 Interception Tokens in 5 Rounds or less.

Setup

Make a 2-player Encryptor team. This team sits facing the Interceptor, and takes 1 Note Sheet, 1 Screen, 1 Code Card deck, and 4 Keyword cards that they place in their screen like in the standard game. The Interceptor takes 1 Note Sheet.

Gameplay

The game follows the standard rules for Steps 1 through 7, except for the distribution of Tokens. If the Interceptor manages an Interception, they receive 1 Interception Token, as usual. If the Encryptors fail a communication, however, they do not receive a Miscommunication Token. Instead, the Interceptor receives 1 Interception Token.

As in the standard game, the Interceptor cannot attempt an Interception in the 1st Round.

Because the Interceptor is playing alone, they do not draw Code Cards and do not have to give clues.

End of the Game

The Interceptor wins if they obtain 2 **Interception Tokens before the end of the 5th Round**. Otherwise, the Encryptor team wins.

Credits

Designer: Thomas Dagenais-Lespérance
Publisher: Christian Lemay
Creative Director: Manuel Sanchez
2D Artist: NILS
3D Artists: Fabien Fulchiron, Manuel Sanchez

Thanks

The publisher would like to thank Mélanie Mecteau for all her great ideas and her overwhelming enthusiasm for this project.
The designer would like to thank Christian Lemay for believing in this project, Clémentine Chatel for understanding his obsession with games and for her help as a playtester, Jean-François Chrétien for helping spread the good news, all the members of the Game Artisans of Montreal — as well as the 'Sunday Designers' for their time and their suggestions — and finally his parents in their support for his dubious life choices and for having been the game's first playtesters.

COMMUNICATE SAFELY

1 cut tree
=
1 new tree

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DECRYPTO LASER DRIVE

The world of communication enters a new era thanks to Laser Discs! It's up to you to use this cutting-edge technology to reinvent how you communicate...

Each Round, one of your clues must comply with a category. If all three of them do, you receive a Laser Token.

Use these to try to guess one of the opposing team's Keywords and win an Interception Token!

AN ONOMATOPOEIA

A LITTLE DRAWING

A WEAPON
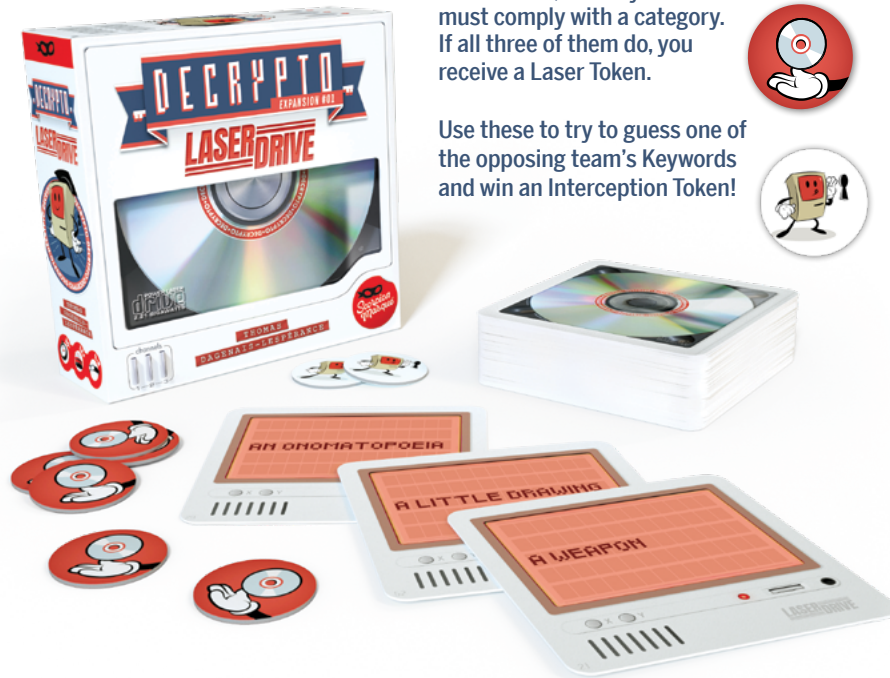
⊶ TURN ORDER REMINDER ⊷

1. The 2 Encryptors each draw **1 Code Card**.

2. The 2 Encryptors come up with **3 clues**.

3. The White Encryptor **reads their 3 clues out loud**.

4. The members of both teams **write what they think is the White Encryptor's code**.

5. **The Black team attempts an Interception (except for Round 01).**

6. **The White team attempts to decrypt the code.**

7. **The White Encryptor reveals their code and Tokens are assigned.**

   Repeat Steps 3 through 7, reversing the team order.

   End of the Round: Check to see if a condition of victory or loss has been met.

   If neither have been met, both teams put their Code Card back into their respective decks and shuffle them.

⊶ CLUE RULES REMINDER ⊷

- Clues MUST refer to **public information**.

- Clues MUST refer **only to the meaning** of the Keyword.

- Clues MUST never refer to **the spelling, the position** on the Screen, or **the pronunciation** of Keywords.

- You may NOT use the same clue **more than once** per game.

- You may NOT **read out loud the code on the Code Card or use any Keywords as clues** (or their translation in another language), even for another Keyword.