Code Knacker

(Code Breakers)

A dice game for 1 to 6 players

Ages 8 and up

Designed by Reiner Knizia

Manufactured by Ravensburger

Contents

22 safe cards

17 red markers

5 dice (with numbers of 1 to 5 as well as 1 microchip)

Preparation

The safe cards are mixed and laid face down in a draw pile in the middle of the table. The top three cards are turned over and laid out in a row. The red markers are placed beside the draw pile. The youngest player receives the 5 dice.

Play

The youngest player begins, then play proceeds clockwise. At the start of a player's turn, he throws all 5 dice. Afterwards he must put aside at least one suitable die (see below); however, he may also put aside immediately several suitable dice. If he has thrown no suitable die, he is unlucky: his turn must end, and the next player throws all 5 dice, etc.

If a player has put aside at least one suitable die, however, he then decides to either throw the remaining dice again, or to stop voluntarily:

• If he throws again and can put aside at least one suitable die, he may stop voluntarily or throw yet again, etc.

• If he cannot put a die aside, his turn must end.

• If he stops voluntarily, he may take one or more displayed safe cards.

A player can keep throwing all remaining dice so long as he can put aside at least one suitable die. But if he cannot put a die aside, his turn must end.

What are suitable dice?

When a player throws an available number on one of the three safe cards (a number where no red marker lies), this die counts as suitable. In this case he can put aside the suitable die.

Then he covers the number with a red marker: the number disappears and an X appears. This part of the number code is cracked!

Also, every golden microchip rolled counts as a suitable die. Such a die when put aside covers no number, but the microchips have the following function: if a player succeeds in setting aside all 5 dice with at least two microchips, he may throw all 5 dice once more.

Note: Setting all 5 dice aside with only one or no microchips ends his turn, but it is counted as a voluntary turn-end.

The safe cards

When (and only when) a player stops voluntarily, he may take all safe cards whose whole code is cracked, i.e. all their numbers are covered with red markers. He puts the red markers lying on them back in the stock and puts the cards face down before him.

A completely cracked safe card can only be taken at the end of a turn (and substituted by a new card).

If a player is forced to end his turn and cracked safe cards are displayed due to being completely covered, he does not receive these cards. Instead, the markers are returned to the stock and the concerning cards are placed at the bottom of the draw pile. A completely cracked safe card can never be left for the next player.

At the end of every turn, the safe cards that were not completely cracked remain with all their red markers on them. The display is refreshed to three cards if necessary. The next player takes all 5 dice and takes his turn.

Winning the game

The game ends as soon as the display cannot be refreshed to three cards.

Each player adds up the points on his safe cards; the highest score wins. In case of a tie, the player who took more safe cards wins.