

# KEYWORD

## CRACK THE CODE

### COMPONENTS

104 orange letter cards, 97 blue letter cards, sand timer, rules



### SET UP

- Choose a keyword: this can be “keyword” or any other word.
- Sort the cards by colour (orange/blue). Shuffle each deck and place them face down in the middle of the table.
- Draw six blue cards and place them face up in a circle on the table, so all players have an equal view on all blue cards.
- Deal each player six orange cards. Each player takes these cards in his hand without showing these to the other players.

## OBJECTIVE

Make the longest word and collect letters. The first player to create the keyword using the letters he has collected, cracks the code and

wins the game. If nobody cracks the code before either one deck runs out of cards, the player who created the most words will win the game.

## GAME SEQUENCE

The game is played in rounds. Each round players simultaneously try to make the longest word with the cards in their hand combined

with any blue cards on the table. The player who makes the longest word scores his word.

### A ROUND CONSISTS OF FOUR PHASES:

#### 1. Start the round

Turn the sand timer. All players think of a word they can make with the cards in their hand. They can also use the blue cards in the middle of the table to make a word. If a player has decided on a word, he places the necessary cards from his hand face down in front of him. Any blue cards needed to make this word remain in the middle of the table. A player doesn't announce he needs any blue cards.

#### Rules for making words:

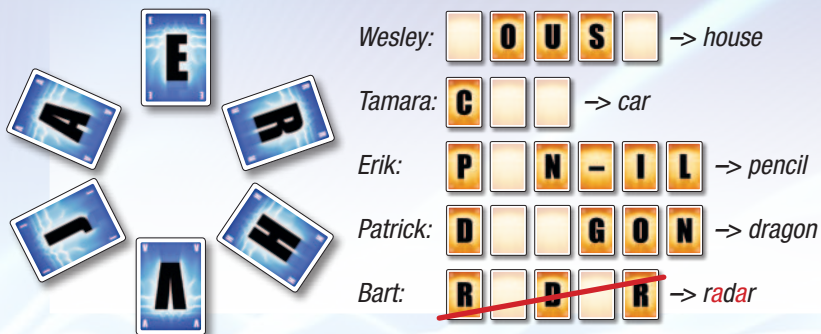
- Each card can only be used once: each letter in a word must be made by using an individual card (orange or blue).
- Blank cards can represent any letter ("joker").
- It is not allowed to make a word using only blue cards. A player can make a word using only orange cards.
- Valid words are words from the dictionary and conjugations.

**Notes:** *At the start of a round a player may decide to pass. If he does, he may discard any card(s) from his hand. He then refills his hand to six cards by drawing cards from the orange deck. This player is out of this round.*

#### 2. Show your word

If all players played cards face down in front of them or if the sand timer ran out, all players show the word they made by placing the cards in front of them face up in the right order. If a player needs

a blue card to make his word, he doesn't take the card yet, but leaves a small gap in the word to show where a blue card is needed. Each player clearly pronounces his word to all other players.



### Example 1:

The players show their words. To show the position of a blue card, they left a gap between the letters. Each player now pronounces the word he made. Unfortunate for Bart, he used the blue “A” twice. His word is invalid and he has to take back all his cards into his hand.

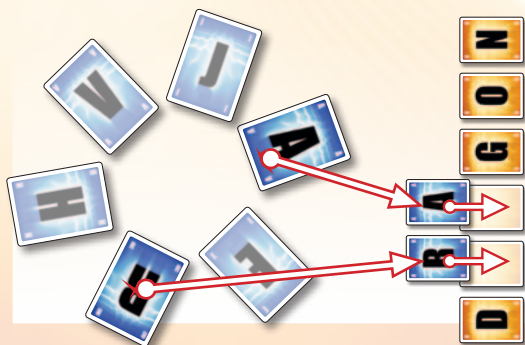
- Notes:**
- If a player doesn’t succeed in creating a word before the sand timer runs out, he keeps his cards in his hand and doesn’t score a word this round.
  - If a player made an invalid word, he must take his cards back into his hand. His word won’t be scored this round.

### 3. Score the longest word

The players compare the words they’ve made. Each player counts the letters used to make his word to determine the length of his word. Blue letters needed to make a word are also counted. It is allowed for multiple players to use the same blue letter (but each blue letter can be used only once in each word).

The player who made the longest word wins this round. He adds the blue cards in the middle of the table needed to complement his word. All other players discard their played cards.

If two or more player are tied for the longest word, the player using the most blue letters wins the round. If a tie still remains, nobody scores his word and all played cards are discarded.



### Example 2:

Both Erik and Patrick have made the longest word (six letters) this round. Since Patrick used the most blue letters, his word is scored. He takes the blue letters needed to complete his word from the middle and adds these to his word. He keeps this word in front of him. All other players discard their played cards.



#### 4. Prepare the next round

Each player draws cards from the orange deck until he has six cards in his hand.

Replenish the blue cards on the table to six by drawing cards from the blue card deck.

**Notes:** If no blue cards are used in this round, the blue cards remain on the table and no new blue cards are drawn.

### END OF THE GAME

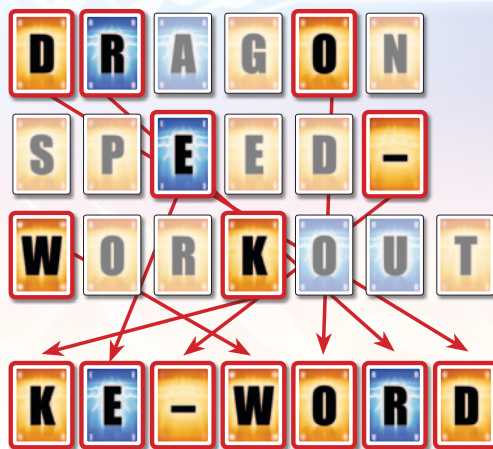
The game can end in two ways:

- A player can make the “keyword” (the chosen word during the setup) with the letters of the words he has scored. The game ends immediately with this player as the winner.

**Notes:** A blank card in a word keeps his position and value until the end of the game. E.g. a blank card used as a “B” must also be used as a “B” when making the keyword.

OR

- Any deck of cards is depleted in phase 4 (“Prepare the next round”). The player with the most words scored wins the game. In case of a tie, the tied player with the most letters used to make his words wins. If a tie still exists, the tied player with the most blue cards wins the game.



**Example 3:** Patrick announces he can make the keyword, which in this game was “KEYWORD”. The game immediately ends and Patrick wins the game.

#### CREDITS:

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