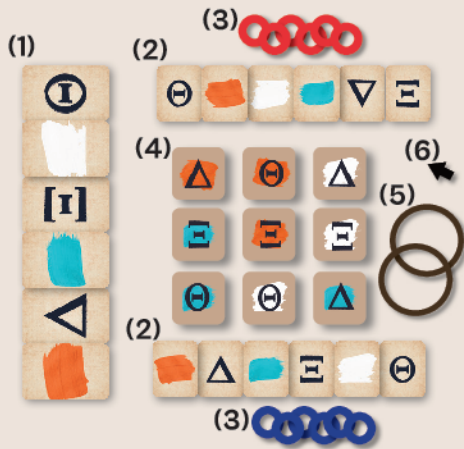


INITIAL SETUP



Game Setup

1. Roll the cubes (4) and place them randomly in a 3x3 grid in the center of the table, in front of both players.

2. Place the objective cards (1) near both players.

3. **Think of your keyword:** it must be a singular noun, not a proper name, and must be exactly 6 letters long.

4. Take your 6 player cards and (2) **write your keyword on the back** (one letter on each card) without your opponent seeing it.

5. **Place your player cards face down** (2) so that your keyword remains hidden and oriented towards your opponent for their reading from left to right.



6. **Take the 6 markers of your color** (3), (red or blue) and place them next to your keyword.

7. The **initial apprentice** is the last person who spent time studying.

Components

- 6 objective cards (1)
- 12 player cards (white back, 6 per player) (2)
- 12 markers (6 of each color) (3)
- 9 cubes (4)
- 2 blocking rings (5)
- 1 indicator (6)
- 2 erasable markers

Introduction

Your master Leonardo has tasked you with testing his latest invention before unveiling it. He promises that Kryptex is an easy-to-understand instrument that allows one to uncover hidden secrets through logic. Anyone with a bit of patience could familiarize themselves with its mechanism, making this possibly the most important work of his career. Are you ready to discover it?

Objective of the Game

Complete as many objectives as you can to be the first apprentice to discover the opponent's keyword.

How to Play

The game is played in turns, each divided into two phases that must be played in the following order. For simplicity, assume you are the initial apprentice:

1. Movement Phase

If it's your first turn as the initial apprentice, you can only play this phase, to prevent you from taking advantage of the objectives achieved simply by rolling the dice. For the rest of the game, you can play normally.

You can perform only one of the following actions:

• **Swap the position of 2 cubes in the same row and/or column**, without rotating them. They don't need to be adjacent.

• **Rotate 2 different cubes:**

Flip the cube towards your opponent or towards yourself to change the top face, or rotate it on its axis without changing the top face.

Attention! You cannot flip the cube to the left or right.

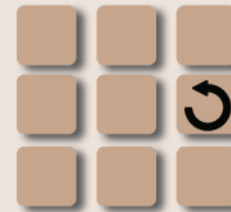
ALLOWED TURNS

To your opponent



Without changing the top face

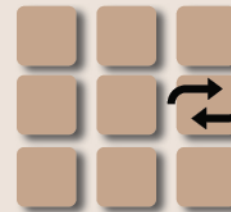
Player 1



Player 2

FORBIDDEN TURN

Player 1

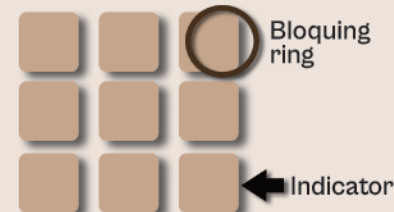


Player 2

Place the blocking rings on the 2 cubes you have rotated or swapped; your opponent cannot rotate them on their turn.

Recommendation! It might take some time between rotating the first cube and deciding how to rotate the second, so it's advisable to place the indicator pointing to the first cube used.

Player 1



Player 2

Objectives are completed when you align the top faces of three cubes with the same symbol or color in a row or column.

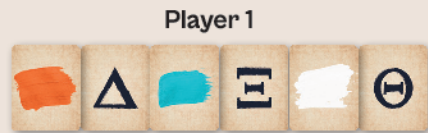


2. Objective Declaration Phase

After your movement phase, declare which objective(s) you have completed. You can complete more than one different objective, but never the same one if achieved twice.

Blocked Objectives

When you declare that you have completed an objective (or multiple simultaneously), place the corresponding card(s) (of the same color or symbol) in your blocked objectives area, as shown in the diagram.



PLAYER 1 OBJECTIVES CARDS ZONE



PLAYER 2 OBJECTIVES CARDS ZONE



Player 2

You cannot declare an objective that is already in the blocked objectives areas. When you complete a new objective, place its card in your blocked zone and remove all previously blocked objective cards.

In the example above, Player 1 cannot declare the blue objective because it is blocked by Player 2.

Setting Objectives

Each time you complete an objective, your opponent must place one of your markers on their corresponding objective card, i.e., one with the same color or symbol. And vice versa, each time your opponent completes an objective, you must place one of their markers on the corresponding objective card. When an objective card has

two markers on it, it is ready to be revealed. Remove the markers and flip the card to read the letter of the keyword.



End of the Game

The game ends when one of the apprentices attempts to guess the opponent's keyword. They can try at any time during their own turn if they have revealed at least four letters:

- If he is right, he wins the game.
- If he is wrong, his opponent wins the game.

Alternative Game Modes

Quick Game

For a shorter game, apply the following modification:

Markers are not used. Each time you complete an objective, your opponent must flip the corresponding card (with the same symbol or color).

Single Keyword

In this mode, an outsider writes a single keyword for both apprentices. The rest of the rules remains the same as the original game, except:

- Each time you complete an unblocked objective, you must place a marker of any color on the

corresponding objective card (with the same symbol or color).

- If you reveal the fourth letter at the end of your turn, you have the right to guess the keyword over the other apprentice. If you don't want to do it yet, pass the turn to your opponent.

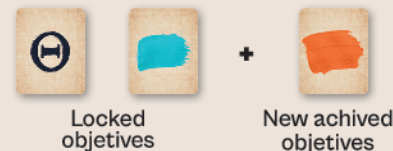
Against Kryptex (solo mode)

In this mode, you compete against Leonardo's famous invention. An outsider writes the keyword and places the objective cards face down in front of you.

The rules remain the same as the original mode, except:

- Declaring all completed objectives is mandatory.
- You cannot remove blocked objectives from the blocked zone until you have completed at least two different objectives. To remember which objectives you have to unlock first, it's advisable to rotate the cards horizontally.

LOCKED OBJECTIVES ZONE



LOCKED OBJECTIVES ZONE



Example: Alba completes a new objective. She already had 2 blocked objective cards, so she rotates them. On her next turn, if she completes one or more new objectives, she will unlock the rotated cards' objectives, and the others will remain in the blocked zone.

The game ends when you decide to guess the keyword. If you guess wrong, you lose the game; if correct, you win.

Scoring

For each turn played, add 1 point.

For each objective present in the initial cube setup, add 1 point.

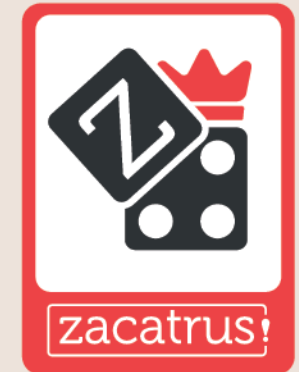
▲ Less than 8 points:
You are a genius. Leonardo sees you as a rival to be respected.

▲ Between 8 and 10 points:
Many times, the student surpasses the teacher... Leonardo congratulates you.

▲ Between 11 and 14 points:
There's something special about you, keep practicing.

▲ More than 14 points:
Try again.

1st FINALIST OF
'ST BOARD GAME
creation contest



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