

# Crystal Code

**Contents:** Game board, 24 pentagon-shaped tiles, 41 crystals, 100 cards, 1 hour glass and 1 pouch.

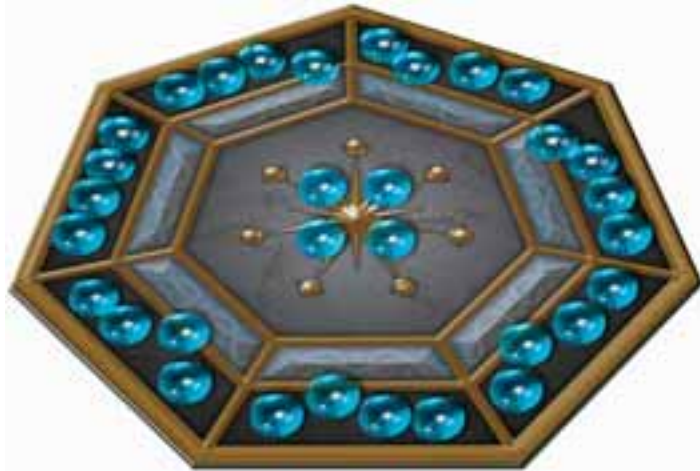
## AIM OF THE GAME

All at the same time, the players try to be the fastest to solve a secret code by forming a chain out of five code tiles. The touching sides of the tiles have to have matching symbols. The players who succeed before the time runs out, win crystals and cards for their machines.

7 rounds are played before the conclusive final. Each round the players compete for the crystals in one of the rooms on the game board. The crystals are used to power the mystical machine that each player tries to build. The player who builds the largest functioning machine, wins the game.

## SETUP

Place the game board in the middle of the table, and the hour glass next to it. Carefully remove the code tiles from their frames, mix them and place them in a face-down pile next to the game board. Then place **one crystal more than there are players in each of the eight rooms** on the board, including the big "final room" in the middle.



*The game board is set for a 3-player game.*

Shuffle the machine part cards and deal 3 cards to each player. These cards are not shown to the other players. The rest of the cards are placed in a face-down draw pile on the table.

## PLAY

Each round consists of three phases that are performed by all players at the same time:

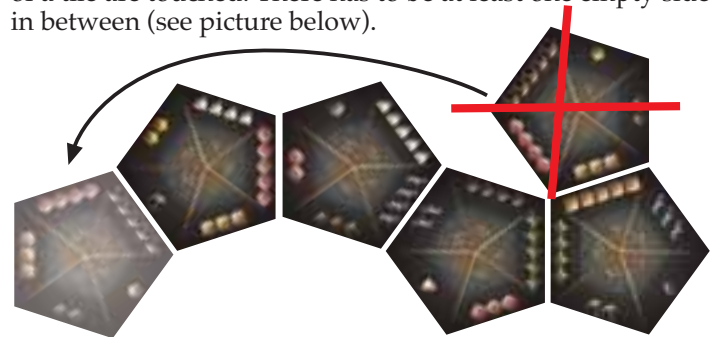
- 1) Solving the code by forming a chain out of five code tiles
- 2) Collecting prize crystals and machine part cards
- 3) Building the machine and powering it with crystals.

### 1) Solving the code and forming a chain

Each player takes five code tiles from the pile and places them face down in front of him/her on the table. Start the time. Now all players quickly turn their tiles face up, and start forming a chain out of them. The players have about 1 minute before the sand in the hour glass runs out. A chain is formed by placing two tiles next to each other so that the two touching sides have a combined total of **at least six matching symbols**. All five tiles have to be connected in this way for the chain to be finished and approved.



You are not allowed to place a tile so that two adjacent sides of a tile are touched. There has to be at least one empty side in between (see picture below).



Almost always a chain can be formed out of the five tiles, if the player keeps trying hard. However, on rare occasions it is not possible to form a chain out of the five tiles. Used code tiles are put back in the pile, and before each new round the tiles are mixed.

### 2) Collecting prize crystals and machine part cards

Choose a small room (with crystals) for the round. The first player to complete a chain out of all his/her five tiles before

the time runs out shouts “Done!”. That player wins the round, but the other players continue solving their own codes until the time runs out. The winner of the round receives **two** of the crystals in the room, takes **two** machine part cards from the draw pile and adds them to the other cards in his/her hand. All other players who managed to complete their chains before the time ran out receive **one** crystal each (from the chosen room) and take **one** machine part card each. If a formed chain is realized to be faulty when the time has run out, the player that formed the chain cannot win any crystals or cards that round.

All crystals that are still left in this round’s room are moved to the big final room in the middle of the game board. So each round one room is completely emptied of crystals.

### 3) Building the machine and powering it with crystals

At the end of each round you must place all the crystals you won in the machine that you are trying to build out of the machine part cards in your hand. On each card there are power lines and places for crystals (the white spots). You build your machine by laying cards (any number) in front of you on the table at the end of the round, and placing the won crystals on the spots reserved for them. The cards in a player’s machine may not overlap each other. **They have to be laid side to side and their power lines have to line up.**



*Here the power lines line up.*

The cards may be placed in any direction, as long as they are face up and the power lines line up. When a card has been laid down in the machine it may not be moved or removed later.

When you win crystals, you have to lay down enough cards to fit all the crystals you won that round in the machine. If there already are enough empty spots for crystals in your machine you do not have to lay down any new cards, unless you want to.

If you do not have any cards you wish to add to your machine, during this phase, i.e. **phase 3** you may discard **two** cards from your hand and take **one** new card from the draw pile.

## THE FINAL

The final consists of two rounds that are played in exactly the same way as the earlier rounds. After the first final round the players win crystals and cards in a normal way, but if the

same player that won the first final round **ALSO** wins the second final round, that player wins all the crystals that are left in the final room, after the other players who completed their chains within the time limit have taken one crystal each. If you win both final rounds, you can also take as many machine part cards as you won crystals.

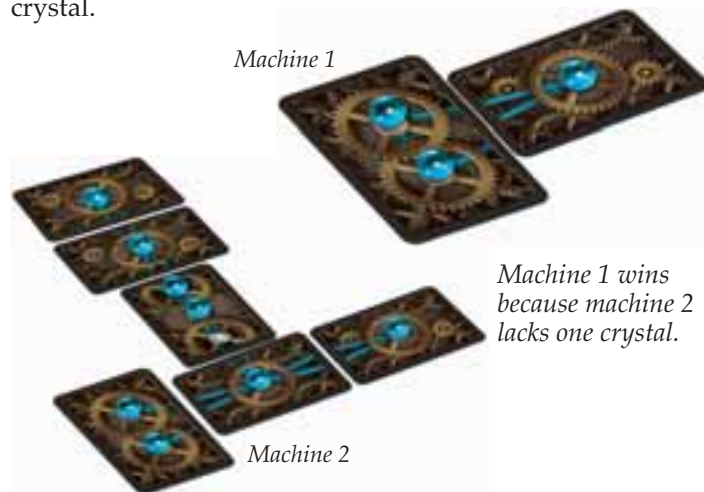
On rare occasions there may be too few crystals left in the final room for all the players to receive crystals after the second final round. In such cases the players take crystals in turns (starting with the winner) as long as there are crystals left. If the same player does **not** win both final rounds and there are still crystals left after the second final round, these crystals are removed from the game.

## WINNING THE GAME

In order to “function” and be able to win a machine has to be:

- **completely closed** (no power lines leading off any card without continuing in another card)
- **completely filled** with crystals (a crystal on each crystal spot on all the cards in the machine)
- **larger** than the other players’ machines (contains **more crystals** than the other machines).

Note! A picture of a crystal on a card counts as one extra crystal.



*Machine 1 wins because machine 2 lacks one crystal.*

If two or more players have the same highest number of crystals in a functioning machine, the one who has the machine with the **lowest** number of cards wins the game. If it is still a tie, the one with the **highest** number of cards in his/her hand wins. If it still is a tie, the players in question share the victory.

If no player has a machine that fills all three conditions, the player whose machine has **the most crystals** in it wins the game. If it is a tie between two or more players, the winner is resolved as explained above – by checking the number of cards first in the machine and second in the hand, if needed.