

Case File #43592

CRACK THE CODE™

Use Your Detective
Skills to Win!



INSTRUCTIONS

CRACK THE CODE™

CONTENTS:

200 Rule Cards
6 Guess Cards
4 Sample Question Cards
Instructions

CRACK THE CODE is the fast-paced and hilarious family game of rules, clues, and cues. You'll either be playing as a group of Accomplices (where you'll perform the rules in response to the Detective's questions) or as the Detective (where you'll be trying to figure out the rule before the timer runs out).

Think you have what it takes to crack the case? Great! But first, let's investigate the most important rule of all—how to play.

There are 2 versions to play depending on how many players you have. If you have **5 or fewer** people, we suggest the **SOLO** version. If you have **6 or more** players, then try out the **TEAM** version!

PLAYING SOLO (5 OR FEWER PLAYERS)

SETUP:

Grab 3 or more friends, and gather in a circle. If there aren't enough of you to make a circle, that's okay. Just make sure you're arranged so the Detective can easily ask you all the questions. Then assemble the **Rule Cards** in a neat pile.

HOW TO PLAY:

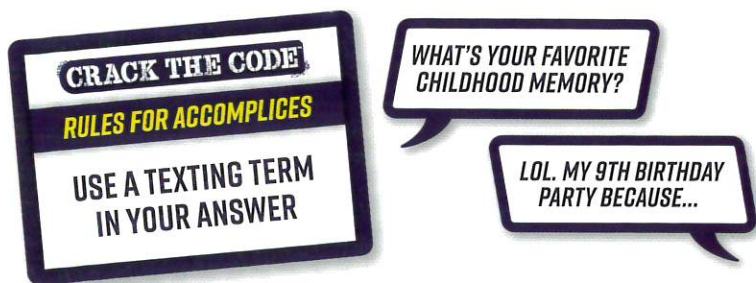
Pick **1** Detective, and have them leave the room. The rest of you are now Accomplices. Once the Detective is gone, the Accomplices draw a **Rule Card**. All Accomplices must follow that rule for the entire round.

Once everybody is clear on the **Rule Card**, place it **facedown** in



the center of the group. Bring the Detective back into the room, and give them the 3 **Guess Cards**. It's time for them to start going around the group asking questions.

If the Detective needs help throughout the round, they can ask questions from the **Sample Question cards!** The Detective can ask as many questions as they need to gather enough information to figure out the rule.



PRO TIP: *Steer away from questions with simple answers. Try to get the Accomplices to speak as much as possible!*

The Detective only has **3** guesses to crack the case. When they have an idea of what the clue is, they must announce that they're about to make a guess by saying "I have a hunch!" and playing 1 of the 3 **Guess Cards**.

Ex: "I HAVE A HUNCH... that the rule is mispronouncing a word in your answer."

If you crack the code correctly within the 3 guesses, you win the round! **Hold on to the Rule Cards** you solve to keep track of your wins!

Afterward, pick a new Detective and repeat.

TEAM PLAY (6+ PLAYERS)

Team Play is exactly the same as **Solo Play**—except you're in teams. In this version, simply split up into 2 evenly divided teams during setup. You'll have one group playing as Detectives and the other playing as Accomplices. All the other rules still apply, including the 3-guess limit.

Only 1 question can be asked at a time. Anyone on the Detective team can ask a question at any time, but your group is still limited to **3 total guesses**. When you are ready to make a guess, your team (as a group) must play a **Guess Card**.

Feel free to discuss among yourselves before you announce your hunch! If your team cracks the code within the 3 guesses, you win the round! **Hold on to the Rule Cards you solve to keep track of your wins!**

HOW TO WIN:

The first Detective (or Detective team) to win **5 Rule Cards** wins!

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