

## SETUP

You'll have a deck of digit cards and a deck of locked treasure cards.

1. Place 10 piles of treasure cards, face down in the middle of the table.
2. Deal 3 digit cards to each player. Put the remaining deck face down next to the treasures. This is the Draw Pile.

\*Beginners version: keep your own digit cards a secret.

\*\*Master Version: place your own digit cards face up on the table, so that other players can see it. This version is harder, tenser and allows more strategies (for example, deciding to seize a card you don't need just to prevent an opponent from breaking a code, although you lose cards).

3. Pick a player to be the first dealer.

## GAMEPLAY

The dealer flips the cards from the draw pile one after another (flip one card, wait for all players to nod before you flip the next one). The flipped cards are the Discard Pile. The first player who screams (or sings) Codes can seize the last flipped card.

## BREAK A CODE AND OPEN A CHEST

Play a pair of digit cards to break a code. It can be a card from your hand and a card you seized, or two cards from your hand. Place the pair next to the chest you want to open. The multiplication of both digits should result the code. For example, place a pair of 3 and 8 next to the code 24. You can use the secret code map included in the package.

If you're wrong- you lose both cards and drop them into the discard pile. Now you're left with two cards at your hand. The next time you can refill your hand is the next time you'll break a code.

If you're right you flip the treasure, reveal its content to everyone and keep it. Drop the pair you played into the discard pile and refill two new digits from the draw pile, so you keep holding 3 digits. Now you're the dealer.

## FIND WHAT'S IN THE CHEST AND FOLLOW THE RULES

What's hidden in the chest can be:

A magic stone!

The first to collect 8 magic stones wins the game!

Useless surprises:

You can find *rotten tomatoes, spoiled eggs, a terrified harmless lobster or even mash potatoes*.

These cards do nothing besides disappointing you and get your opponents laugh. We suggest you laugh too, after all it's just a game.

Cruel surprises:

**A ghost:** You cannot refill your hand. It's like losing a turn. Next time you can refill your hand is when you'll break another code.

**A pirate:** Pass one of your stones to any other player you pick (pick wisely). It's cruel we know. Sorry. If you're out of stones, the next time you earn one, you pass it immediately.

**The Angry Shell:** Pass the card to the player who already holds or will hold the pearl card. If you own a pearl card- keep it to yourself. A pair of Angry Shell and Pearl card equal to a magic stone.

May-help-later surprises:

**Rum-** play a rum card as a defense to a pirate attack (you don't lose a stone). Each rum card can be used only once.

**Pearl Card-** force another player to give you an Angry Shell card, if there is. This pair counts as a magic stone.

## The KEY card:

Skip the code and open any chest you want. Drop the key into the discard pile and refill one card in your hand.

The key card is in the digits draw pile and belongs to the player who draw it. If the dealer flips it, it belongs to the dealer. If one of the players draw it while refilling cards or at the beginning of the game it belongs to that player.

## END OF THE GAME

The first player to collect 8 magic stones is the winner.