

# **Chromatic Decoder:**

## **Gameplay Instructions**

**Objective:** Players create and guess secret color sequences. The goal is to use logical thinking and deduction to correctly identify the sequence of colors chosen by the Code Maker. Guess the secret color sequence made by the Code Maker using logic and deduction.

### **Components:**

- 72 Color Cards (e.g., red, blue, green, yellow)
- Markers/Pencils (not included)
- 1 Customizable Timer
- Code Maker's Color Sequence Reference/Point Sheet
- 72 Color Placement Tiles
- 72 Tokens (for marking correct colors)
- 10 Variation Cards (for special rules)

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## **Setup:**

### **1. Choose a Game Mode:**

- **Standard Mode (8 Colors):** For quicker games and beginners.
- **Advanced Mode (12 Colors):** For a tougher challenge.

### **2. Prepare the Cards:**

- Shuffle the color and variation cards. Place them face down in the middle of the table.

### **3. Distribute Materials:**

- Each player gets 8-12 color placement tiles based on the game mode.
- Place the tokens in the middle.
- Line up the tiles from 1 to 8 or 1 to 12 in front of each player.
- Put the timer on the table.

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## **Gameplay:**

### **1. Choose the First Code Maker:**

- Draw a color card. The player with the brightest color becomes the Code Maker.

### **2. Distribute Color Cards:**

- **Standard Mode:** The Code Maker picks 8 colors; Code Breakers draw the same.
- **Advanced Mode:** The Code Maker uses 12 colors; Code Breakers draw the same.

### **3. Create a Secret Code:**

- The Code Maker arranges the colors on their tiles and writes it on the reference sheet.
- Draw a Variation Card and follow its rule.

### **4. Set the Timer:**

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- **2-3 Players:**
  - **Standard Mode:** 3 mins guessing, 5 mins blind feedback.
  - **Advanced Mode:** 4 mins guessing, 6 mins blind feedback.
- **4-6 Players:**
  - **Standard Mode:** 4 mins guessing, 6 mins blind feedback.
  - **Advanced Mode:** 5 mins guessing, 7 mins blind feedback.

## 5. Code Breakers Making a Guess:

- Start the timer. Code Breakers guess the color sequence by placing their color cards on their placement tiles. Players can use small books or other objects they can find to block the view of their cards from others.

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- Cards cannot be moved until feedback is given.

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## **6. Provide Feedback:**

- **Correct Color/Position:** Place a token on the card.
- **Wrong Position:** No token.

## **7. Rearrange Colors:**

- Keep correct colors in place.  
Rearrange incorrect ones.

## **8. Blind Guessing Feedback:**

- The Code Maker gives yes/no feedback up to 3 times per round without revealing specifics.

## **9. Continue Guessing:**

- Code Breakers keep guessing until someone gets the sequence right or the timer runs out.

## **10. Scoring:**

- At the beginning of each round, all Code Breakers start with 8 points (Standard Mode) or 12 points

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(Advanced Mode). Subtract points for each extra guess.

- The Code Maker earns 1 point per guess and 2 extra points if the sequence is not guessed in time.

#### **11. End of Rounds:**

- Each round ends when the timer runs out. With the “Color Countdown” card, the round ends after 5 guesses.
- All players calculate their points and write them down on their points sheet, then rotate the Code Maker role.
- The new Code Maker creates a new code and can swap four colors if in standard mode.

#### **12. Winning the Game:**

- Play until all players have been the Code Maker. The player with the most points wins.

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- In case of a tie, tied players play a 2.5-minute speed round. The highest points in this round wins.

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