

CRYPTONYM

Type: Card game

The story

This game is inspired by the story of Generosa Cortina Roig who was a Spanish woman who participated in the Resistance during World War II and was later imprisoned in a concentration camp, which she survived. As a player, you take part in the Resistance and you must help them complete some of their risky missions and avoid danger.

Objective

In a set number of turns, Players try to gather the Challenge Cards by 4 groups: Soldiers, Bombs, Money and Delivery.

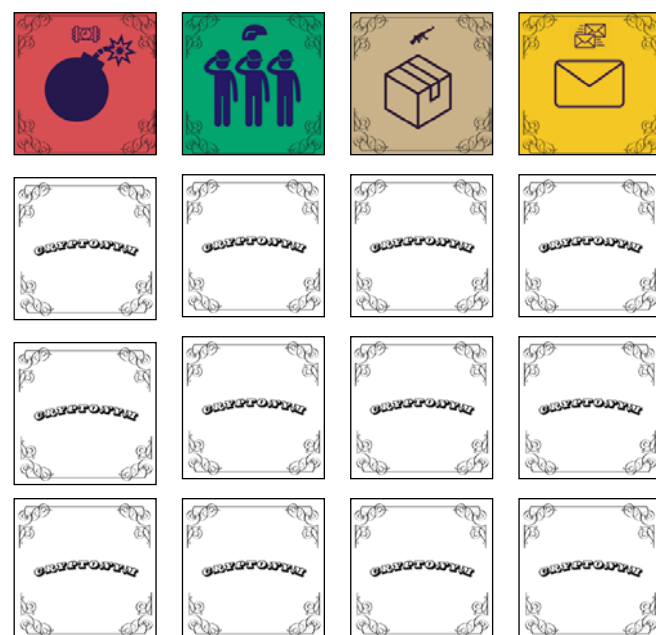
Setup

Shuffle the Challenge cards and place them face down in the middle of the table in a 4 x 4 grid. Randomly take the number of Conspiracy cards shown in the Table according to the number of players, without revealing them:

- **2 Players:** 2 One-color cards, 3 Two-color cards, 2 Three-Color Cards
- **3 Players:** 2 One-color cards, 4 Two-color cards, 3 Three-Color Cards
- **4 Players:** 2 One-color cards, 4 Two-color cards, 3 Three-Color Cards

Shuffle the cards and place them in a pile within reach of everyone. The first player is the oldest player.

You are part of the resistance movement. Working underground is dangerous and requires caution. You don't know who might turn out to be a traitor, so during the game you can only communicate using conspiracy cards.



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Game play

When it is your turn, you must take the following three actions, in this order: Look at two challenge cards, move a challenge card, and reveal or place a conspiracy card.

- **Look at two Challenge Cards.** Pick any two Challenge Cards (they don't have to be next to each other) and secretly look at their faces. You can choose the second card after you have looked at the first.
- **Move a challenge.** Choose any challenge card, whether you have looked at it or not, and move it. The card's destination must be adjacent to another challenge card. It is forbidden to divide the challenge cards into different groups; they must always be connected by their sides (not their corners). When moving the challenge card, you may accidentally create two separate groups. This is allowed as long as the groups are reunited at the end of the move.
- **Reveal or place a Conspiracy card.** You must - Reveal a face-down Conspiracy Card, or - play a previously revealed Conspiracy card. All revealed Conspiracy cards are accessible and may not be stacked. A Conspiracy placed on a Challenge Card blocks it. It cannot be

looked at or moved. When placing a Conspiracy, you must choose wisely to provide information to your partners. A conspiracy card gives an indication of the identity of the challenge it locks; it can show: the exact identity of the challenge (single-colour conspiracy card), two identities, one of which matches the challenge (two-colour conspiracy card) or three identities, one of which matches the challenge (three-colour conspiracy card).

Unless a mistake is made, the identity of a locked challenge should match one of the identities shown on the hint card that locked it.

Game end

The game can end in one of two ways: either when a player declares that the Challenges are linked instead of playing their turn, or when the last Conspiracy card has been used to lock a Challenge card. At the end of the game, turn over all the Challenge cards and check if any Conspiracy cards on top of them match. If the challenges are linked (grouped), you win the game. Otherwise, you lose.



Mission cards

As you play Cryptonym, your experience with the game increases and you can try to solve more complex situations. During the setup, you draw or select a mission card. These determine which groups of chal-

lenge cards will be adjacent (or not) at the end of the game. Depending on the difficulty level you choose, you will also have to arrange the cards into a specific shape. If you don't meet these conditions, you lose.