

CODES

Number of players: 2-99

Length: 5-20 minutes

Equipment Required: the piecepack coins, an opaque bag, a pen, paper for each player and a playing screen or a large book.

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Goal

Make the code on the table match your own secret code.

Preparation

- Players collectively choose 9 coins: three of the same suit *with* the same numerical value. For example: coins 2,3 and 4 of moon; 2,3 and 4 of sun and 2,3 and 4 of arms.
- Put these coins in a bag. The rest of the coins are not used in this game.
- Each player takes a piece of paper.
- Determine a starting player. This player goes first: he places the screen in front of him so no one can see what he is doing. He randomly draws five coins and writes down the characters that are showing (not the characters on the backside). This way a five-character code is formed.
- When the first player is done creating his code, he turns over the paper so the code will remain a secret. He puts the coins back in the bag, shakes the bag and hands it over to the next player along with the screen and the pen so he can create a code as well.
- After every player has a code the screen is put aside. It will no longer be used.
- One by one players take out a coin from the bag and place it in the centre of the table until a five-character code is formed. **Make sure only one side of the coin is visible to everyone!** Place the pen just above or underneath the code with the tip pointing at the end of the code, so that everyone will know how to read the code.
- If the code on the table already matches one of the secret codes, the players have to form a new code. If this is not the case, the game starts with the starting player.

Gameplay

In this game players try to manipulate the code on the table so it will match their own secret code.

Manipulation can be achieved through 4 possible actions:

- 1) Flip a coin
 - 2) Swap 2 coins
 - 3) Move a coin
 - 4) Replace a coin
- Every player chooses 1 action to perform during their turn. Players are not allowed to undo the previous action.
 - Once the code on the table matches your secret code, you are the winner. This can also happen in another player's turn! When two or more players happen to have the same winning secret code, they all win.

1) Flip a coin

Flipping a coin means turning over a coin on the table so the backside is showing.

2) Swap 2 coins

This action allows two coins on the table to trade places.

3) Move a coin

Choose a coin on the table and move it to another place in the code.

4) Replace a coin

Choose a coin on the table and put it in the bag. Shake the bag and take a new coin to replace the removed coin. **Once again: make sure that only one side of the coin is visible to everyone!**

Variants (a combination of two or more variants is possible)

For a more difficult game:

- Choose more coins and make the code longer than the original five characters. Just make sure that the ratio “number of suits/number of numbers” is equal.
- Choose more coins and make the code smaller than the number of coins in the bag.
- Memory variant: after players have written down their code, they are not allowed to look at it again. If someone thinks that the code on the table is his code, he should announce this. If he is mistaken he is out of the game and play continues.
- During the first 4 turns of a game players have to either flip a coin or replace a coin. This ensures that the game can not be over in the first turn when the code on the table almost resembles a secret code.

For a less difficult game:

- Keep the coin you want to replace out of the bag before you draw a new one.
- Make a longer code with less coins left in the bag.
- Show both sides of the coin to everyone before you replace it.
- Choose more coins, make the code longer. This time players still have to form a five-character code. This code has to appear within the longer code. This can either be in one direct line or with a gap caused by one or more other coins.
- You can choose up to two actions per turn. The same action can be performed twice. To ensure some kind of control of the game, this variant may be preferable when playing with a large group.

Group variants:

- In the *teamplay variant* two or more players form a team. This depends on the size and the preferences of the group. Players from different teams alternate places around the table so teammates don't sit right next to each other. Members from the same team have the same secret code.
- In the *cooperative variant* gameplay is quite different from the original game: all players try to form the secret code together only knowing part of the code. It's best played with five players. Before a secret code can be formed, put five coins in the bag, numbered ace to five. Each player draws a coin until all five coins are taken. If there are less than five players, one or more players take two coins. The number on the coin should be kept a secret to the other players, for it indicates the place in the code that the player has to influence (ace=1). Next one by one each player takes a coin, writes down the character and puts it back in the bag. Players with two numbers take two coins. When this is finished the five-character code on the table is formed as usual. The secret code now has to be reached collectively through the normal actions, but players are not allowed to give direct hints. They are only allowed to indicate whether their place in the code is correct or not.

- The “*cooperative*” *guessing variant* almost works the same as the cooperative variant: in this case players try to guess the full code by watching the actions of the other players. If a player thinks he knows the code, he should announce this. If the guess was right, he is the winner. If he fails to crack the code, he is out of the game and play continues. If you want to make of competition out of this variant, you can award points: if you're the first player to correctly guess the code, you get five points; if someone has failed and you make a guess and it's correct, you receive four points and so on. The winner is the player with the most points after an agreed number of games.