CARDLE
HEAD-TO-HEAD CODEBREAKING

CARDLE

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🕐 **20-40 min**   👥 **2-10**   👤 **7+**

THE TECH DECK

Playing cards debuted in 9th century China. By 1377, the French used cards with Hearts, Tiles (diamonds), Clovers (clubs) and Pikes (spades). The Tech Deck **MODERNIZES** classic playing cards bringing them into the 21st century. It is **VERSATILE** and portable: play games anywhere, any time with anyone. It is **GAME PLATFORM** you can play many games with. The domains (suits) of the Tech Deck are Knowledge (📒), Science (⚗️), Technology (⚙️) and Services (🌐).

TECH DECK RESOURCES: RULES, VIDEOS

Visit my homepage cheung.interzone.com, Boardgamegeek (BGG) or my Youtube.com channel for rules, watch intro and play guide videos. Tech Deck Games: Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry.

CARDLE – CRYPTOGRAPHY INTRODUCTION

Cryptography uses codes & ciphers to protect secrets. Electromechanical machines (e.g., Enigma) and electronics have allowed for elaborate coding schemes. Cryptanalysis is the "breaking" of codes & ciphers. Breaking encrypted communications has altered the course of history. The Zimmermann Telegram triggered the USA to enter World War I.

OBJECTIVE & WINNING THE GAME

OBJECTIVE OF THE GAME – Cardle is a game where players try to break a 6-digit code encoded in Tech Deck cards. Players have 7 tries to deduce the code. In Group play mode, a code master manages the code for the rest of the players to break. In head-to-head play, two players/teams are each trying break the other's code.

GAME END – The game ends when the code is solved, or after 7 rounds of guessing. In head-to-head mode, points are awarded for coming closest to breaking the other player's code.

CREDITS

CARDLE SETUP – GROUP PLAY WITH ONE TECH DECK

① **CODEMASTER** – If playing in group play mode there will be one person managing the code, called the *Codemaster*. All other players are trying to break the code together. Group play uses one Tech Deck. Expel the wild cards.

② **SETUP THE CODE** – The *Codemaster* looks through the Tech Deck and chooses six cards and their order representing the code that needs to be broken. The code may not contain more than 2 of the same value card. Place the code cards in a row face down in the play area. Shuffle the Tech Deck.

③ **DEAL PLAYER CARDS** – Deal the other players 10 cards. All the other players will share the guess cards.

④ **DECK & DISCARD** – Place the remaining cards of the deck next to the play area. The discard pile will be next to that.

HEAD-TO-HEAD (H2H) CARDLE SETUP – WITH TWO TECH DECKS

① **HEAD-TO-HEAD PLAY** – If playing in head-to-head (H2H) mode, two players or teams are playing against each other. Head-to-Head mode uses two Tech Decks. Each player/team is trying to break the other player's/team's code at the same time. One player/team will serve as the *Codemaster* for the other player/team. Each player/team will use a separate Tech Deck. Teams do not have to have an equal number of players. Expel the wild cards.

② **SETUP THE CODE** – Each player/team looks through their Tech Deck and chooses six cards and their order representing the code that needs to be broken. The code may not contain more than 2 of the same value card. Place the code cards in a row face down in front of the other player/team. Each player/team then shuffles their Tech Deck.

③ **DRAW CARDS** – Each player/team draws 10 cards into their hand.

④ **DECK & DISCARD** – Each player/team places the remaining cards of their Tech Deck next to them. Their discard pile will next to that.

CARDLE – GAMEPLAY

Each turn, players get to make an educated guess trying to deduce the secret code:

MAKE A GUESS – Group mode: players make a guess by placing 6 guess cards face up beneath the code. H2H Mode: each player/team makes a guess against the other player's/team's code by placing 6 guess cards under the code cards face down. Then both players turn over all their guess cards simultaneously.

GIVE CLUES FOR GUESSES – The guess cards are rotated to give clues about the code. There are four cases:

(a) **EXACT MATCH**: If a guess card is an exact match (value & domain/suit) for that position, turn over the Code card.

(b) **VALUE MATCH**: If the card matches the value but not the domain/suit turn the guess card upside down (180°).

(c) **DISPLACED**: If the value of a guess card is in the code but in the wrong position, turn the guess card sideways (90°)

(d) **ABSENT**: If the value of the card is not in the code at all, the guess card is not changed.

DRAW CARDS – Group mode/H2H Mode: Players draw cards until they have 10 cards in hand.

DISCARD TO DRAW CARDS – As players get more information about the code, some cards will be "dead cards". At any time, and any number of times during the turn, players may discard 2 cards to draw a card from their draw deck.

CARRY FORWARD CARDS – Due to a limited number of cards, after guessing and drawing, players may "carry forward" guess cards from any prior round into the next round's guess. Maintain the orientation of the forwarded guess cards.

END OF GAME – Group mode/H2H Mode: The game ends when the code is solved, or after 7 rounds of guessing. H2H mode: If neither player/team has solved the code after 7 rounds, award 3 points for each exact match, 2 points for each value match, and 1 point for each displaced card in the final guess.

FOR MORE ILLUSTRATIONS & PLAY GUIDE VIDEO, VISIT THE CARDLE HOME PAGE, BGG, OR YOUTUBE CHANNEL

CARDLE CLUES FOR GUESSES

1 **EXACT MATCH**
The 13-Knowledge is an exact match. The Code card is turned over.

2 **VALUE MATCH**
The 13-Science is a value match. So, the second Code card is a value of 13. The guess card is flipped upside down.

3 **DISPLACED**
The 2-Knowledge (Guess card) is displaced. A 2-value card is in the code but in the wrong place. The Guess card is turned sideways.

4 **ABSENT**
The 3-Science, 10-Science and 12-Service (guess cards) are absent. Thus, there are no 3's, 10's, nor 12's in the code. The Guess cards are not altered.