Objective

The goal is to be the first player to solve and crack a set number of codes or clues, earning points for each successful solve.

Setup

1. **Shuffle the Decks**: Shuffle the Crack List Cards and Action Cards separately.

2. **Deal Cards**:Each player is dealt a hand of Crack List Cards (number varies based on the number of players).
   Place the Action Cards in a separate draw pile in the center.

3. **Prepare the Play Area**: Arrange the Crack List Cards and Action Cards so all players can easily access them.

Components

- **Crack List Cards**: Cards with different codes or clues that players need to solve.

- **Action Cards**: Cards that provide special abilities or actions that can influence the game.

- **Clue Tokens**: Tokens that represent hints or partial solutions.

- **Scorepad**: Optional, for tracking points.

Gameplay

1. **Starting the Game**: Determine the starting player either randomly or by a chosen method.

2. **Drawing Cards**:
   - At the beginning of each turn, a player draws an Action Card and places it in front of them.
   - The player then chooses a Crack List Card from their hand to attempt solving.

3. **Cracking Codes**:

- The player reads the Crack List Card aloud and attempts to solve the code or clue.
- Players can use Clue Tokens to get hints if needed.

4. **Using Action Cards**:
   - Action Cards can be played to gain advantages, such as additional clues, time extensions, or sabotaging other players.

5. **Scoring**:
   - If a player successfully solves the Crack List Card, they earn points and discard the card.
   - If the attempt is unsuccessful, the card remains in the player's hand for future attempts.

Rules

- **Hand Limit**: Players maintain a hand limit for Crack List Cards (typically 5-7 cards).
- **Clue Tokens**: Clue Tokens are used to gain hints. Players may only use a limited number of tokens per round or game.
- **Action Card Use**: Action Cards can only be used once per game or as specified on the card.

Winning the Game

- The game continues until a player reaches the target number of points or cracks a predetermined number of codes.
- The player with the most points or who cracks the most codes wins the game.

Notes/Variations

- **Timed Rounds**: Introduce a timer for each turn to increase the pace of the game.
- **Team Play**: Form teams and work together to solve codes and clues.

- **Advanced Rules**: Add additional rules or challenges for a more complex game experience.

Crack List is a fast, fun, simple card game. Accessible to all generations: everyone has the chance to find answers and walk away a winner. Lots of laughs guaranteed!