

Here is the “**How to Play**” section extracted from your provided text (which is the rulebook for *Decrypt / The Cipher*). Everything unrelated to gameplay (setup, flavor text, story, component lists, etc.) has been removed, and the section has been cleaned and organized for clarity — while staying faithful to the original rules.

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## How to Play

After setup, the first player who volunteers goes first. Play proceeds clockwise.

### Turn Overview

On your turn:

1. **Perform one or two actions.**
2. **Refill your hand** to four cards by drawing from the resource deck.

Then the next player takes their turn. Continue taking turns until the group either **wins** or **loses** the mission.

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### Communication Rules

You may only look at your own hand of resource cards.

You can discuss your cards, but you **cannot** reveal their exact values.

For example, you may say “I have three high cards,” but not “I have a 12.”

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### Performing Actions

To perform an action, play one resource card from your hand face up onto one of the four **action cards** (Run, Gather, Intel, Regroup). Then resolve that action’s ability.

- You may perform one or two actions per turn.
  - You must perform **at least one action**, even if it has no effect.
  - You can only play a resource card if its **value is higher** than the top card already on that action card’s pile.
  - The color (suit) of the resource card normally has no effect.
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### Action Cards

#### Run

Move your standee up to **three rooms**, one at a time, along connected passageways. You cannot move through walls.

## Gather

Collect up to **two clue tokens** from your current room.

- You can collect face-up clue tokens showing a glyph that appears on the mission card.
- When you collect a glyph, remove the token and **flip up all matching windows** on the mission console.
- Instead of collecting a face-up clue, you may flip and immediately collect the facedown token on top of the stack in your room.

## Intel

Choose a room and reveal up to **two clue tokens** in it, one at a time.

You don't need to be in that room.

If a revealed glyph doesn't appear on the mission card, remove it from the board.

## Regroup

Choose any other action card and **discard all resource cards and tokens** on it.

You cannot use Regroup to clear itself.

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## Special Actions

Instead of using an action card, you may use your **character's special action**:

- Discard any **two cards** from your hand to resolve your character's special ability.
  - You may do this once or twice per turn (discarding four cards to do it twice).
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## Nearby

Some abilities affect **nearby** components — these include all components in your room and in adjacent rooms.

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## Traps

Some clue tokens are traps instead of glyphs.

When revealed:

- **Brown traps** remain in the room.
- **Yellow traps** have an immediate effect, then are discarded.

Examples:

- **Security Camera:** stays in the room; at the end of your turn, discard one card from the top of the resource deck for each camera in your room.
  - **Gas:** all players in the room discard one random card.
  - **Counter Intel:** blocks the matching action card until cleared by Regroup.
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## Winning the Game

At any time, the group may agree to **solve the mission**.

1. Announce your answer aloud.
2. Remove the mission card from the console.
  - If your answer is **exactly correct**, all players win.
  - If it is wrong by even one letter or number, all players lose.

After the game, consult the campaign log to continue the story.

Some missions have an “Answer” section printed on the card — only the content below that label must be guessed.

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## Running Out of Time

At the start of the game, the four **Time** cards are placed in the discard pile.

When the **resource deck runs out**:

- Flip the discard pile card to its “**In Peril**” side.
- Shuffle all cards in the discard pile, including the four Time cards, to form a new deck.

Whenever you draw a Time card:

- Immediately discard it.
- You may draw another card.

If there are **three or more Time cards** in the discard pile while in peril, the group **loses the game immediately**.

There is no chance to guess the code.

**Note:** One card has two Time icons; it counts as two Time cards.

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## Forced Pass

Normally, you must perform at least one action per turn.

If you cannot perform any actions (for example, you have no playable cards), you must **pass** your turn instead.

After passing, draw up (if you wish), and play proceeds to the next player.

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## Turn Example

The Blue player decides to use the Intel action:

1. A 4 is on top of the Intel card, so he plays a 6 from his hand.
  2. He chooses a room and reveals two clue tokens in it.
    - One glyph is not on the mission card, so it's removed.
  3. For his second action, he plays a 1 on Gather to collect the top clue token in his room.
    - The glyph matches one on the mission card, so he collects it and flips the corresponding windows on the console.
  4. He then draws two cards to refill his hand to four.
- The next player takes their turn.

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Would you like me to format this "How to Play" as a **concise two-column reference sheet** (ideal for printing or quick lookup during play)?