



Cryptoglyph



Overview

Cryptoglyph is a deduction game for two to six players which can be played in about ten minutes.

You will need a set of player sheets that all have the same random seed value. Each player will need a player sheet with a unique sequence number and something to write with.

Note: You should not show your player sheet to any other player.

A 5x5 grid of *blocks* is displayed on each player sheet. There are six possible blocks. Each block has two ✕ icons and two ○ icons.

Each grid is one *share* of a distributed encryption of an image which depicts either a letter or a single-digit number.

If a block in the original image is white, then every player sheet will have the same randomly chosen block in that position.

Otherwise, each player sheet will have a different randomly chosen block in that position.

Contact: ttktkt@gmail.com

	A	B	C	D	E	F	G	H	I	J	
1	✕	○	○	✕	✕	✕	✕	○	○	○	1
2	○	✕	✕	○	○	○	○	✕	✕	✕	2
3	○	✕	✕	○	✕	○	✕	○	○	✕	3
4	○	✕	✕	○	✕	○	✕	○	✕	○	4
5	✕	○	○	✕	✕	✕	○	✕	○	○	5
6	✕	○	○	✕	○	○	○	✕	✕	✕	6
7	○	✕	○	✕	✕	○	○	✕	✕	○	7
8	○	✕	✕	○	✕	○	○	✕	✕	○	8
9	✕	○	✕	✕	○	○	✕	✕	✕	○	9
10	○	✕	○	○	✕	✕	○	○	○	✕	10
	A	B	C	D	E	F	G	H	I	J	

Gameplay

Your goal is to be the first player to deduce which letter or number is depicted in the original image.

To do so, you will need to use information from your player sheet and from your opponents'.

Take turns asking each other questions about your grids. Each question must be addressed to a single player and must identify a single icon location.

When you are asked a question, you must answer by announcing whether the specified icon on your sheet is an ✕ or an ○.

After you ask a question, you may try to solve the puzzle. If you do, write your solution on your player sheet. Then turn your sheet face down. You will not participate in the remainder of the game.

When everyone has committed to a solution, compare any two grids to find the original image. The first player who committed to the correct solution wins.

Random Seed: 864104456
Sequence Number: 6 / 6

Designed by Michael Purcell