

DECRYPTO

EXPANSION #01

LASER DRIVE

The world of communication enters a new era thanks to Laser Discs!

This cutting-edge technology promises to reinvent how we communicate with each other. *The future is now!*

An expansion for the game *Decrypto* by **Thomas Dagenais-Lespérance**. Illustrated by **NILS, Manuel Sanchez** and **Sébastien Bizos**.



CONTENTS

- 53 Drive cards (categories)
- 6 Laser tokens (red)
- 2 Interception tokens (white)
- 2 Rules cards



SETUP

- Set up as you would to play the base game.
- Shuffle the **Drive cards** and place them in a facedown pile in the middle of the table.
- Place the **Laser tokens** near the Interception and Miscommunication tokens.

We recommend playing with the sand timer: once one of the Encryptors has finished preparing their 3 clues, they flip the sand timer, giving the opposing Encryptor 30 seconds to finish theirs.

THE GAME

Here's how Laserdrive changes the base game:

At the beginning of each turn, **reveal a Drive card**.

Each Encryptor must make sure that **at least 1 of their 3 clues** respects the category on the Drive card. For example, if it calls for a movie title, at least one of the three clues must be a movie title. If none of your clues correspond to the category, you receive a Miscommunication token. A clue must **fully** comply with the Drive card's category. In the above example, you could not give the clue 'Excellent,' claiming that it is part of the title 'Bill & Ted's Excellent Adventure'. Also, you **cannot add or make anything up**. You cannot use "Star Wars Grandma", as it isn't a movie.

An Encryptor can, if they wish, use **three clues** that correspond to the required category. If they do so, their team receives a Laser token immediately after the clues have been read (it does not depend on the success of your communication). **A team may never have more than 3 Laser tokens.**

At the end of every round you may attempt to guess one of the **opposing team's Keywords** to earn an Interception token. To do this, simply announce your intent to do so, and return 2 of your Laser tokens to the supply. The opposing team must immediately decide whether they will do the same (i.e.: before your team's guess). When making an attempt, you must specify which Keyword you are targeting, and say a single word. For example: "Your word #2 is 'POLYGLOT!'" If you guess the Keyword **exactly**, you receive an Interception token. If not, nothing happens.

Note: A team may now end a round (and the game) with 3 Interception tokens, even though only 2 are required to win.

TIEBREAKERS

In the case of a tie at the end of the game, break the tie using the usual format: first the 'points' (+1 for Interception tokens, -1 for Miscommunication tokens) and after that, the Keywords that you guessed correctly.

The Keywords you guessed during the game using Laser tokens **count**. If you are still tied, the team with more Laser tokens is declared the winner.