



Examples of Wild Cards forming 3-of-a-kinds

You may not swap Wild Cards (since they don't have arrows on them).

ENDING THE GAME

The game ends when either:

- You and your teammates cover all 12 spaces on the board with 3-of-a-kinds
- The timer runs out

If you enter all 12 digits of the code by covering every space on the board before the timer runs out, you and your team have won the game and restored the world's computer systems . . . for the moment. If the timer runs out before you've entered all 12 digits of the code, you've lost. But there's still hope, shuffle the cards, deal, and start again! Keep going until you've successfully completed the first mission.

Rumor has it that the cybercriminals will strike again, so you and your teammates have been summoned to train for additional missions. There's no information on exactly where the next cyberattack will come from, so you'll need to face increasingly difficult challenges. Here are the additional levels you'll need to master in preparation for your next mission:

To play Levels 2-4 follow the instructions below, then use all of the rules above. Each time you beat a level move on to the next level. If you don't beat a level, try it again until you do!

LEVEL 2

Before starting play:

1. Attempt the mission without Wild Cards--remove all 6 Wild Cards from the deck.
2. Remove 2 Blue Time Cards and 1 Yellow Time Card from the deck.

LEVEL 3

Before starting play:

1. Leave the Wild Cards out of the deck.
2. Remove 1 more Blue Time Card and 2 more Yellow Time Cards from the deck.
3. Reduce the Hand Limits by one. So, for example, if you're playing with 7 players, each player may only hold 4 cards in their hands (instead of 5).

LEVEL 4

Before starting play:

1. Remove 2 more Blue Time Cards and 1 more Yellow Time Card from the deck.
2. Add all 6 Wild Cards back into the deck.
3. Use the same Hand Limits as in Level 3.
4. You must collect 4-of-a-kind to cover up a number or symbol on the keypad. You still only need to collect 3 Time Cards to flip over the Timer (but since you can't recycle Time Cards, you'll only be able to gain more time once before all of the Time Cards are used up).

When you've successfully completed LEVEL 4, your BASE MISSIONS are complete. Break open the safety seal on BOX #2: EXTREME MISSIONS. New challenges await!

If you have questions on these rules or on any of our products, please call us at

844-962-6446

M-F 9:00 – 6:00

CENTRAL TIME

We'll do our best to help you.

GAME DESIGN COUNCIL

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INSTRUCTIONS

MISSION X-CODE™

INVENTED BY KASPER LAPP

TRAINING MANUAL



AGES
8+



3-15
MINUTES



2-8
PLAYERS

WARNING: DO NOT OPEN THE BOXES WITH THE EXTREME MISSIONS (#2) OR THE ULTIMATE MISSIONS (#3) UNTIL INSTRUCTED TO DO SO.

If you'd like to learn to play by watching a short video instead of reading these rules, please visit www.amigo.games/game/xcode.

A mysterious worldwide group of cybercriminals has breached critical global computer systems and brought the digital world to a standstill. Everything that is powered by a computer is malfunctioning — power grids are down, water systems have clamped shut, traffic lights are off, subways can't run, airplanes are grounded, cellphones don't work — it's a global catastrophe. You and your team are the only hope for saving the world, by entering a 12-digit code into the keypad and restoring the world's computer systems.

X-CODE™ is a team game played in real time — everyone works together and plays simultaneously. Your goal: Communicate effectively so you can swap Code Cards to crack the 12-digit code. If you successfully enter the code before the timer runs out you've won, but the game is far from over! This manual will teach you the rules for four basic missions, but the real challenges remain top secret . . . for now.

OBJECT OF THE GAME

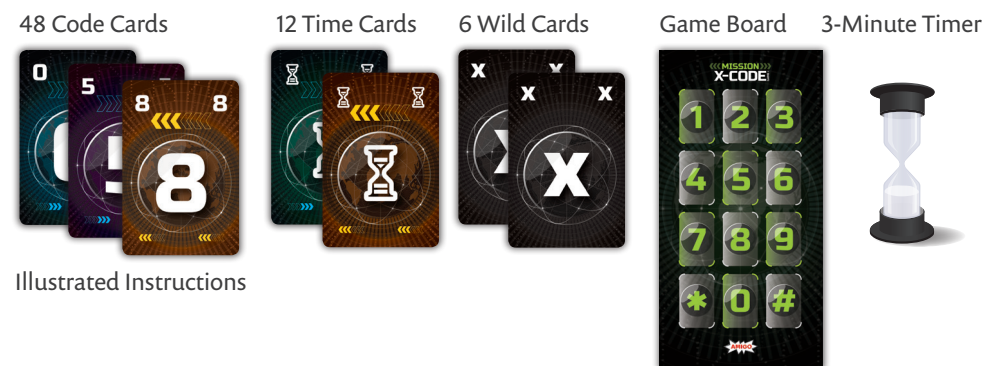
To enter a code by covering every space on the board with sets of cards that match the numbers and symbols on the board.

THE CATCH

You start with just 3 minutes to enter the code!

CONTENTS

Base Mission—Box #1



We've included a 3-minute timer in the game, but if you'd prefer to download the X-Code™ Digital Timer App please visit www.amigo.games/game/xcode or scan this QR code.



SET UP

1. Place the board and the timer in the center of the table.
2. Break the security seal on Box #1 and remove the contents.
3. Put 3 Wild Cards (the cards with “X” on them) back into Box #1.
4. Shuffle the remaining cards (3 Wild Cards, 48 Code Cards, and 12 Time Cards) and deal 3 to each player, face-down.
5. Put the rest of the cards, face-down, within easy reach of all players to form a Draw Pile.
6. Leave a space next to the Draw Pile for a Discard Pile.

PLAYING THE GAME

MISSION X-CODE does not have turns. Once the game begins, you and your teammates each pick up your cards and play at the same time. There are only four things you can do in the game:

1. **Draw** 1 card from the Draw Pile.
2. **Swap** 1 card with the teammate on your right or left.
3. **Play** a set of 3 cards.
4. **Discard** any 3 cards from your hand.

In order to win, you'll need to communicate with your teammates. You can tell them what cards you have or need, but you cannot show them your cards.

Here are the details on each of these actions:

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1. DRAW 1 CARD FROM THE DRAW PILE

Draw a **single** card from the draw pile and add it to your hand. However, there is a limit to the number of cards you each can hold in your hand at one time (this is called the “Hand Limit”), based on the number of players in the game:

2 Players	10 Cards
3 Players	9 Cards
4 Players	8 Cards
5 Players	7 Cards
6 Players	6 Cards
7-8 Players	5 Cards

If you exceed this limit, you **must** discard **all the cards in your hand** to the Discard Pile, face up, **immediately**.

2. SWAP 1 CARD WITH THE TEAMMATE ON YOUR RIGHT OR LEFT

Once the game begins, you'll need to tell the other players what you have and find out what they have so that you can swap cards back and forth. The object is to collect 3-of-a-kinds so that you can play them onto the board.

Note that each card has color-coded arrows on it. Cards may only be swapped in the direction that the arrows point:

Blue arrows point to the right, so you can swap with the teammate on your right.
Yellow arrows point to the left, so you can swap with the teammate on your left.

To swap to the right, take one card with blue arrows from your hand and put it **face up** on the table between you and the teammate on your right. If your teammate wants to swap, s/he will need to play a card with yellow arrows next to the card you played. You may only pick up swapped cards once both of them are on the table.



Your Card



Your Teammate's Card

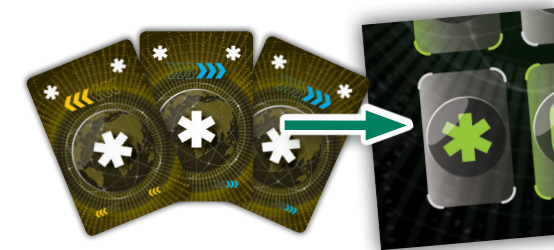
To swap to the left, play a card with yellow arrows and receive a card with blue arrows.

Note: If there are only two players you can start a swap with either color arrows, but your teammate must play a card with the opposite color.

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3. PLAY A SET OF 3 CARDS

As soon as you hold three of the same Code Card in your hand, place them on the matching space on the board, **face up**. Congratulations! You have entered one digit of the 12-digit code. Leave the cards on the board until the end of the game. The * space and the # space are the same as the number spaces; you'll need to cover them all to win this level.



Set of 3 Time Cards

If you hold a set of three Time Cards, you can play them whenever you choose to gain more time for your team. Place them face-up on the table to start a Timer Pile, then **immediately** flip over the timer.



4. DISCARD ANY 3 CARDS IN YOUR HAND

When your hand reaches the Hand Limit or as the board fills up and you hold cards with numbers that have already been entered into the code, you may want to discard so that you can draw more cards. You must discard three cards at a time (the cards do not have to match—you can discard any three cards). Place them face-up on the table next to the Draw Pile to start a Discard Pile. Do not place cards that you discard on top of the Timer Pile, even if you discard Time Cards.

If the Draw Pile runs out of cards, flip over the Discard Pile (without shuffling) to form a new Draw Pile.

WILD CARDS

You may use one or two Wild Cards in place of any other card to form a 3-of-a-kind (a number, a symbol, or a Time Card), but you may not use three Wild Cards to form a 3-of-a-kind.

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