

CRACK LIST

RULES FOR 2 TO 8 PLAYERS

WHAT IS CRACK LIST ?

CRACK LIST is a brand-new take on “Categories” in an exciting card game format where everyone takes turns to play, like with Rummy, Whist or Bridge!

Object of the game: be the 1st player to get rid of all your cards.

How? Crack the category lists by finding answers that start with the letters in your hand for the chosen category. Think it sounds easy? Think again! Each time a new **CRACK LIST** card is played, a brand-new category gets chosen... And whenever an **ACTION** card is played, the whole game can get turned on its head, meaning the twists and turns just keep on coming until one of the players wins the round by playing their final card.

PLAYING THE GAME

The game contains 2 decks of 78 cards:

The **BLUE** deck: this is the **GAME DECK**, which includes **LETTER** cards and **ACTION** cards.

The **RED** deck: these cards are the **CATEGORY LISTS**, with 3 different categories on each card : ● *easy*, ● *middle*, ● *+ expert*

GETTING STARTED

The dealer deals **8** cards face down to each player from the BLUE deck, and then places the remaining cards face down in the middle of the table to form the **DRAW PILE**. The players all look at their cards.

The youngest player picks up the top card from the **RED** deck and chooses their favourite category from the 3 categories listed.

Play then moves around the table in a clockwise direction, with each player having 20 seconds to play one of the cards in their hand. They must find an answer for the category in play that starts with a letter in their hand.

For example, if the category is **Words that rhyme with 'haze'**

The first player plays their **A** card and says **Amaze**

The next player plays their **P** card and says **Phrase**

The following player plays their **D** comme **Days**, and so on.

If a player gives a **wrong answer** or an answer that has **already been given** or if they run out **of time**, they must draw a card from the **DRAW PILE**.

WHAT ARE THE ACTION CARDS FOR?

On their turn, rather than playing a **LETTER** card and giving an answer, players can choose to play an **ACTION** card instead:

CRACK LIST CARD



When a player plays a **CRACK LIST** card, they get to pick up a new card from the **RED** deck and choose a **new category**.

N.B. (1): play then passes immediately to the next player in the direction of play, who is the first to give an answer for the new category.

N.B. (2): you cannot end with a **CRACK LIST** card as your last card.

STOP CARD



When a player plays a **STOP** card, the next player misses a turn.

REVERSE CARD



When a player plays a **REVERSE** card, the direction of play is reversed (if play was moving in a clockwise direction, it switches to anti-clockwise, and vice versa).

SWAP CARD



When a player plays a **SWAP** card, they get to swap **their entire hand** or just one card of their choice with the player of their choice.

Warning: if a player ends with the **SWAP** card, they hand the other player victory on a plate instead of winning themselves. Not exactly to be advised ;)

WHAT ARE THE PENALTY CARDS FOR?

Some letters are trickier to play than others: these are the **LETTER** cards marked **+1, +2 and +3**.

By playing one of these cards, the player can penalise one or several other players by forcing them to pick up 1, 2 or 3 cards from the **DRAW PILE**:



+1 LETTER CARDS

When a player gives an answer that starts with an **F, G, L or N**, they draw **1** penalty card from the **DRAW PILE** and hand it to the player of their choice.



+2 LETTER CARDS

When a player gives an answer that starts with a **J, K, V or W**, they draw **2** penalty cards from the **DRAW PILE** and hand them to either 1 or 2 players of their choice (giving both cards to 1 player or 1 card to each of the 2 players)



+3 LETTER CARDS

When a player gives an answer that starts with a **Q, X, Y or Z**, they draw **3** penalty cards from the **DRAW PILE** and hand them to the player(s) of their choice, sharing the 3 cards out between 1, 2, or 3 players.

WHAT IS THE JOKER CARD?



With this card, players have the luxury of being able to choose an answer that starts with any of the **26** letters of the alphabet.

Additional benefit: if the player finds an answer that starts with a + letter, they can choose to penalise one or several other players.

EVERYONE'S STUCK? THEN CRACK OUT A NEW CATEGORY LIST CARD

If **all** players are unable to provide an answer and have had to pick up a card, the category is abandoned. The game is paused, a **new category** is chosen by the same player who chose the last one, and then the game resumes.

TIME CHALLENGE

If the other players think that a player is taking too long to give an answer, they can launch into a countdown by yelling **5, 4, 3, 2, 1:Crack On!**, forcing the player to pick up a card from the **DRAW PILE** if they fail to give an answer.

HOW DOES THE ROUND END?

The first person to play their last card has officially cracked the category and wins the round.

That person then picks up a new Category List card and chooses the first category for the following round.

WINNING THE GAME

The game is played in **3 rounds**. At the end of the 3rd round, the player who has won the most rounds wins the game.

ANSWERS THAT START WITH “THE” OR “A”

Answers that are proper nouns that start with a definite or indefinite article (“the” or “a”) can have **2** correct answers.

For example, in the Films category, the answer “The Godfather” is valid with both the **T** card and the **G** card.

CHALLENGING A VERIFIABLE ANSWER

One or several other players can challenge a verifiable answer. **A web search** should then be used to determine whether or not the answer is accepted.

CHALLENGING AN UNVERIFIABLE ANSWER

When an answer cannot be verified or is deemed subjective, players raise their hands to vote on whether or not it should be accepted. **Majority rules!**

PLAYING AS A TEAM

Playing **CRACK LIST** in teams of 2 or 3 is also highly recommended, and allows up to twenty players to all play the game at once! Each player is able to bring their specialised subject knowledge to the table, be that Greek mythology, swear words, the weather, social media, history, sport or even foreign cuisine!

It’s the perfect way of challenging or bonding with family and friends of all ages!



Follow @cracklist.play over on Instagram and Facebook and join us on crack-list.co.uk to keep your finger on the pulse of all the latest **CRACK LIST** news.

Inventor : Pierre FAUCON
crack-list.uk
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Carmelite House
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London EC4Y 0DZ

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