Original

MPH
The Game
People

Krypto

The **Making People Happy**....*people*

KRYPTO RULES

THE PLAY:
Deal five cards (numbers up) in the center of the game table. Then turn a sixth card up which will be the Objective Card. Each player will commence (mentally) to use the numbers of each card so that the last solution equals the Objective Card number. Each of the five cards must be used in any order, **and once only.** Player may use addition, subtraction, multiplication, division and/or any combination of each. Negative numbers and square rooting are not permitted.

Example of Play:
Cards: 2, 1, 2, 2, 3 = 24 Objective Card

2 x 1	=	2
2 x 2	=	4
4 x 2	=	8
8 x 3	=	24 **KRYPTO**

All five cards and each answer was used **once** and only once to equal to Objective Card.

Another Example:
Cards: 1, 3, 7, 1, 8 = 1 Objective Card

3 - 1	=	2
7 + 2	=	9
9 ÷ 1	=	9
9 - 8	=	1 **KRYPTO**

Here is a more difficult hand:
Cards: 24, 22, 23, 20, 21 = 1 Objective Card

24 + 22	=	46
46 ÷ 23	=	2
2 + 20	=	22
22 - 21	=	1 **KRYPTO**

The first player to solve the problem declares **"KRYPTO"** and has 30 seconds to explain the answer. When a player "KRYPTO'S" and cannot relate the proper solution, a new hand is dealt and the hand is replayed. The player that errored receives a minus one point in the score box for that hand and is not eligible to play for a score for the replay of that hand.
Each hand must be solved within three minutes or a new hand is dealt.

SCORE KEEPING:
Ten hands of KRYPTO equals one game. Players receive one point for each "KRYPTO". Players receive double their previous hand score each time they "KRYPTO" repetitively in sequence. A score returns to "1" when sequence is broken. When players "KRYPTO" in error, they receive a minus one (-1) in the score box for that hand. They are also eliminated from play of that hand only and the hand is re-dealt for the remaining players. All players are then eligible to score the next hand unless another error in "KRYPTOING" occurs.

EXAMPLE OF SCORE KEEPING:

Example: **KRYPTO SCORE PAD**											
Players	Hand 1	Hand 2	Hand 3	Hand 4	Hand 5	Hand 6	Hand 7	Hand 8	Hand 9	Hand 10	Highest Score Wins
Debbie	1						1				2
Mike		1									1
Shelley			1	2	4			.		1	8	*Winner*
Kim						1					1
Mary								1	2		3

*Score ties are brokern by playing additional hands

MOST-ASKED QUESTIONS:

Can grouped pairs of cards and their answers be used?

Answer: Yes

Example: Cards 8, 4, 9, 1, 3, to equal 25

8 + 4	=	12
9 + 1	=	10
12 + 10	=	22 grouped answer
22 + 3	=	25 and KRYPTO

(lay out this hand to understand grouping)

MOST-OFTEN CONFUSED ANSWERS:

10 ÷ 1	=	10
1 x 10	=	10
10 - 10	=	0
0 x 10	=	0

When using 0 x 10 = 0, the zero to be multiplied with must be gained from the KRYPTO problem.

Example: Cards 8, 8, 7, 7, 21 = 21

8 - 8	=	0
0 x 7	=	0
0 x 7	=	0
0 + 21	=	21 and KRYPTO

KRYPTO FOR BEGINNERS: Use cards numbered 1 to 10 only. Then when you become proficient, add numbers 11 through 25.

UNPLAYABLE HANDS: There are over 3,000,000 possible hand combinations with an average of only 1 in 3,000 that might be unplayable. It is very difficult to find unplayable hands, so don't give up easily.

MPH GAMES COMPANY produces several versions of **ORIGINAL KRYPTO**

#00555 **PRIMARY KRYPTO** - A simplified version of **ORIGINAL KRYPTO** using card values of only 1 to 10

#00666 **ORIGINAL KRYPTO** - A fun and challenging math game which sharpens basic math skills.

#00777 **FRACTION SUPPLEMENT** - A supplemental card deck containing fractions only. These cards are added to an **ORIGINAL KRYPTO** deck to make the game more challenging.

#00888 **ORIGINAL KRYPTO SCHOOL PACK** - Four decks, score pads and instructions of **ORIGINAL KRYPTO**

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