

**The EINSTEIN CODE**  
**A new surprising card game for young and old**  
**Dr. Luc Gheysens**

## HOW TO PLAY THE GAME?



**Crack your partners' code**  
**A game for 2, 3 or 4 players, aged from 10 years on.**

**The EINSTEIN-card game** consists of

- 36 cards with the numbers 1 till 9
- 16 code cards with the letters x, y, z and t
- 2 Einstein jokers

### **Preparation**

- The pile consisting of 36 cards with the numbers 1 till 9 and the two joker cards, is being shuffled and this pile is being put in the middle with the picture side downwards.
- The 16 code cards are being shuffled and each player is given 4 cards that he puts in a series in front of him with the picture side downwards. These cards represent the player's personal code. Each player knows his own code and can put down his four code cards on the table in front of him in a chosen order. Even when the game is played with three or two players, each player is given 4 code cards. The remaining code cards are not being used and remain unknown.

### **Course of the game**

- The player who has shuffled the cards and who has dealt the code cards, passes the pile of cards on to the player on his left-hand side.
- It is now this player's turn to guess the card of one of his partners first. So he removes the upper four cards from the pile and puts them in front of him with the picture side upwards. With these cards he tries to make a multiple of four. If one card number happens to be 4 or 8, the quadruple is made at once. However, you can also add up two, three or four card numbers so as to make a quadruple sum.

A few examples:

- The player turns the cards 1, 8, 3 and 3. This way he can make the next quadruples: 8,  $1+3=4$  and  $1+3+8=12$ .
- The player turns the cards 4, 4, 9 and 3. This way he can make quadruples  $4, 4+4=8, 9+3=12, 9+3+4=16$  and  $4+4+9+3=20$ .
- The player turns the cards 1, 1, 7 and 2. This way he can make quadruples  $1+1+2=4$  and  $1+7=8$ .
- The player turns the cards 3, 7, 3 and 7. This way he can only make the quadruple 20.

The quadruple that is made, determines at once which code card belonging to one of the partners will be guessed: 4 matches the letter x, 8 the letter y, 12 the letter z and 16 the letter t.

The player who can make the quadruples 8 and 12, can choose between the letters y and z. The player who can make 4, 12 and 16, can choose between the letters x, z and t. The player who can make 4, 20 and 24 can only choose the letter x. Unfortunately, the player who can make no other quadruples than 20, 24, 28, 32 or 36, can choose no letter at all and subsequently loses his turn.

- The player who is about to play, tells which letters he chooses. Only one letter can be chosen for each set of the game. The player who is in turn addresses one of partners and points at the card which he thinks holds the chosen letter. The player addressed has to turn the card upwards and show it to all players. If this card indeed reveals the chosen letter, then the card is put down with the letter side upwards, which means that this code letter is cracked. The player who made the correct guess, still takes his turn and plays on with the next four cards from the pile. If the pointed card hold another letter than the chosen one, then this card must be turned so as to be part again of the code letters still to be guessed.
- What happens if the player in turn has an Einstein joker (or both Einstein jokers) in the upper four cards?

In that case he is allowed to shuffle his own code cards that haven't been guessed yet and he is allowed to put them in front of him on the table in a self chosen order. This way the partners don't know where the cards are already exposed by this player. Mind: the player with an Einstein joker, can also make use of his turn for making a quadruple with the remaining three cards (or two cards if he has two Einstein jokers) and for guessing the matching code card belonging to one of the partners. However, If no quadruple can be made with the remaining cards, then the player loses his turn.

- The player who has been in turn, puts all number- and joker cards back on the pile and shuffles again all 38 cards. He passes the pile on to the partner on his left-hand side, whose turn is next.

### Who wins the game?

After the four cards of one player have all been guessed, this player is out of the game because his code has been cracked. The winner of the game is the player who can crack the fourth code letter belonging to the only remaining partner in the game.



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Einstein and his wife Elsa in front of Villa Savoyarde, De Haan (1933)



Luc Gheysens in front of Villa Savoyarde (2005)