

CODR LEAGUE - TEAM GAME

PLAYERS: 4-6 in teams of 2 (i.e. 2-3 teams)

AGE: 11 and above

OBJECTIVE: To score the highest points by using Number Cards to solve as many Action Cards as possible, one Action Card at a time, with your teammate by passing him/her the correct Number Cards.

SETUP

- 1 Teammates sit opposite each other and not adjacent to each other. In the 4 player version (2 teams of 2 players each), every second player is on the same team. In the 6 player version (3 teams of 2 players each), every third player is on the same team.
- 2 To start, one player from each team picks a Number Card and the one with the highest value card deals the cards. An Asterisk Card beats any Number Card between 0-7.

- 3 Deal 6 Number Cards singly face down to each player.



- 4 Place 2 Action Cards face up adjacent to each player.

SETUP

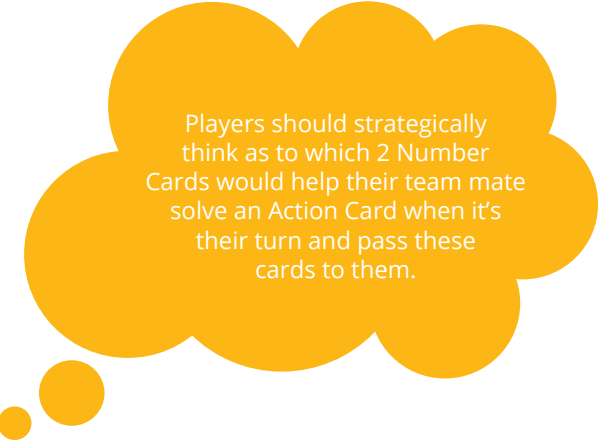
- Then, place either 4 Action Cards (in the 4 player version) or 6 Action Cards (in the 6 player version) in a row in the centre of the play area face up (i.e. 1 Action Card per player). These are the community Action Cards.
- Finally, place the remaining cards face down as the **Number Card Draw Pile** and the **Action Card Draw Pile** in the play area.
- The game is played clockwise with the player to the left of the dealer starting play.



Now that we're all set up, let the CODR LEAGUE begin!

YOUR TURN

- 1 Use the Number Cards in hand to solve either one of your 2 Action Cards or one of the community Action Cards.
- 2 If you cannot solve one of these Action Cards, skip your turn and the game continues clockwise to the next player.
- 3 Once an Action Card is solved, retain the Action Card and the Number Card(s) played to collect the points associated with the play.
- 4 Then, replace the Action Card that was collected with an Action Card from the Action Card Draw Pile and place it face up.
- 5 Next, draw as many Number Cards as you played plus 2 additional Number Cards. Based on the Number Cards in hand and the new cards drawn, decide which 6 Number Cards to retain and which 2 Number Cards to pass on to your teammate.



Players should strategically think as to which 2 Number Cards would help their team mate solve an Action Card when it's their turn and pass these cards to them.

YOUR TURN

- 6 Now, pass 2 Number Cards to your teammate face down. Your teammate decides which 6 Number Cards to retain and which 2 Number Cards to discard by placing them at the bottom of the Number Card Draw Pile.
- 7 The game continues clockwise to the next player to your left.
- 8 Remember, no talking or making signs to your teammate during the game.

WRAP IT UP

- 1 Keep playing until there are no more cards left or all possible plays have been made. You may also stop the game at any time.
- 2 At the end of the game, add the points of all Action Cards and Number Cards collected during the game to form each team's score. The team with the highest score wins.

Point to Note: Each play may be challenged by any player. If the play is deemed incorrect, the player has to take back the Number Card(s), place the Action Card back in its original position and skip the turn.