

# COBBLE THE CODE

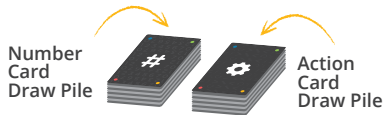
PLAYERS: 2-6

AGE: 11 and above

**OBJECTIVE:** To score the highest points when using Number Cards to solve Action Cards. This game involves thinking strategically!

## SETUP

- 1 A large play area is required for this game.
- 2 Use a piece of paper to keep a tally of each player's score and enter the score after each turn.
- 3 Each player 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.
- 4 Then, deal 6 cards, 3 Number Cards & 3 Action Cards, singly face down to each player.
- 5 Now, place the remaining cards face down in the play area as the **Number Card** and **Action Card Draw Piles**.
- 6 The game is played clockwise with the player to the left of the dealer starting play.



# KICKOFF

- 1 To start, solve one of the Action Cards in hand by combining it with one or more of the Number Cards in hand and place these cards in the centre of the play area face up. Add the score and note it down.

When solving Action Cards, Number Cards can be placed **ONLY** along one of the four edges of the Action Card either horizontally along the long edge (Image One) or vertically along the short edge (Image Two). They **CANNOT** be placed both ways horizontally and vertically (Images Three & Four) or diagonally (Image Five).

Image 1 ✓



Image 2 ✓



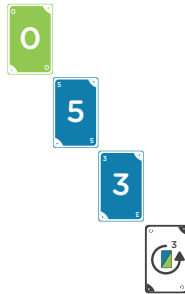
Image 3 ✗



Image 4 ✗



Image 5 ✗



# KICKOFF

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- 2 If you are unable to start the game, skip your turn and the next player clockwise gets a chance to start the game.
- 3 If all players are unable to start the game, place all cards back in the Number Card and Action Card Draw Piles, shuffle the cards and deal the cards again.

**Point to Note:** Action Cards are solved by placing the correct Number Cards horizontally along the long edge or vertically along the short edge.

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Let's COBBLE THE CODE!

# YOUR TURN

- 1 Use the cards in hand to add to the Number Cards and/or Action Cards already played in one of the following ways:
  - a Use 1 (or more) Number Card(s) in hand to solve an Action Card already played (Image Six); or
  - b Use and solve an Action Card in hand with 1 (or more) Number Card(s) already played (Image Seven); or
  - c Use 1 (or more) Number Card(s) in hand to solve an Action Card in hand and add these cards to Action Cards and/or Number Cards already played (Image Eight).

Players should strategically think about how best to use the cards in hand with those already played to score the maximum points possible.

Image Six



Image Seven



Image Eight



# YOUR TURN

- 2 When adding cards to the game:
- a Place Number Cards between Action Cards only if they solve the Action Cards between which they are placed horizontally and vertically NOT diagonally (Image Nine).

Similarly, place Action Cards between Number Cards only as long as the Number Cards solve the Action Cards horizontally and vertically NOT diagonally.

- The two Number 1 Green Cards and the Number 7 Green Card solve the For-Loop Action Card on the left and the Data Structure Action Card on the right between which they are placed horizontally.
- The Number 1 Green Card in the middle also solves the Switch Action Card on top and the Condition Action Card at the bottom vertically.
- The Number 1 Green Card on the left and the Number 7 Green Card on the right do not have to solve the Switch and Condition Action Cards as they are diagonal and not horizontal or vertical to these Action Cards.

Image Nine



## YOUR TURN

- b Place more than 1 Number Card only between Loop, Data Structure and Function Action Cards.
- c More than 1 Number Card may be placed next to each other horizontally or vertically BUT more than 1 Action Card CANNOT be placed next to each other horizontally or vertically.

In Image Nine, multiple Number Cards (the two Number 1 Green Cards and the Number 7 Green Card) are placed between the For-Loop Action Card on the left and the Data Structure Action Card on the right.

- 3 Although an Asterisk Card can stand in to be any value ranging from 0-7 in any colour, when placed between Action Cards, similar to a Number Card with a value, it should be capable of solving the Action Cards between which it is placed horizontally and vertically (Image Ten).

Image Ten ✓



Only a blue card ranging in value from 0 – 3 could be played between these two Action Cards to solve them. Instead, an Asterisk Card could be played.

Image Eleven ✗



Only blue or green Number Cards ranging in value from 0-3 would solve the Condition Action Card on the left and only blue or yellow Number Cards ranging in value from 4-7 would solve the Condition Action Card on the right. As there isn't a single Number Card that would solve both Action cards, an Asterisk Card cannot be placed between these two Action Cards.

## YOUR TURN

- 4 Except for Asterisk Cards, do not move or replace any card already played. An Asterisk Card may be removed from the play area by assigning a value to it – i.e. replacing it with a Number Card ranging in value from 0 - 7 if it satisfies the Action Cards between which it sits.

Image Twelve



- 5 If you cannot play a card, you may exchange one of the cards in hand or skip your turn and the game continues clockwise. To exchange a card place it at the bottom of the relevant Draw Pile and draw a card from the top of the Draw Pile of your choice.

- 6 If you play a card, add the score and note it down. Also, don't forget to replenish your cards to ensure you have 6 cards in hand. Remember, you can decide whether you want Number Cards and/or Action Cards and how many of each, to replace the cards played. The game continues clockwise.

- 7 Use your turn to:
- a Add cards to the game; or
  - b Assign a value to an Asterisk Card; or
  - c Exchange one of your cards in hand.

**Point to Note:** Each play may be challenged by any player. If the play is deemed incorrect, the player has to take back the cards played and skip that turn.

# SCORING

- 1 The score for each turn is the sum of the scores of the Number Cards and Action Cards of each Action Card solved (Image Thirteen) and/or modified (Image Fourteen).

When the Condition Action Card along with the Number 3 Blue Card is added as seen in the image, the total score for this play is 6 points.

- 3 points for solving the Condition Action Card (2 points) with the Number 3 Blue Card (1 point); and
- 3 points for solving the same Condition Action Card with the Number 1 Green Card.

**Image Thirteen**



By adding the Number 6 Blue Card, the total score for this play is 6 points - 2 points from the While-Loop Action Card and 4 points from the four Number Cards.

**Image Fourteen**





## SCORING

- When an Asterisk Card is replaced with a Number Card, the total score for that play is the sum of the scores of the Number Cards and Action Cards of each Action Card solved and/or modified by replacing the Asterisk Card.

By replacing the Asterisk Card with a Number Card, the total score is 5 points.

- 3 points for solving the Condition Action Card (2 points) with the Number Card (1 point); and
- 2 points for solving the Array Action Card (1 point) with the Number Card (1 point).

### Image Fifteen



## WRAP IT UP

- 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.
- At the end of the game, the player with the highest score wins.

