

EZY CODR

PLAYERS: 2-6

AGE: 7 and above

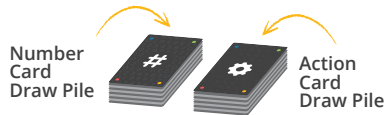
OBJECTIVE: To score the highest points by using Number Cards to solve as many Action Cards as possible, one Action Card at a time. This game provides a gentle introduction to Action Cards and the underlying programming concepts.

SETUP

- 1 To start, 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.
- 2 Then, deal 5 Number Cards singly face down to each player.



- 3 Now, place the remaining Number Cards face down as the **Number Card Draw Pile** next to the **Action Card Draw Pile** in the play area.



- 4 The game is played clockwise with the player to the left of the dealer starting play.

Now that we're all set up, let's play EZY CODR!

YOUR TURN

- 1 First, draw an Action Card and place it face up in the centre of the play area.



- 2 Then, use the Number Cards in hand to solve the Action Card.



- 3 If you cannot solve the Action Card, you have to skip your turn and the next player clockwise gets a chance to solve that Action Card.
- 4 Once the Action Card is solved, retain the Action Card and Number Card(s) played to collect the points associated with the play and replenish your cards to ensure you have 5 Number Cards in hand. The game continues clockwise.
- 5 If all players are unable to solve an Action Card, remove the card and place it at the bottom of the Action Card Draw Pile.

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 player's score. The player with the highest score wins.

Point to Note: After each turn, the play may be challenged by any player. If the play is deemed incorrect, the player has to take back the Number Cards played and skip that turn.