

DECODE

PLAYERS: 2-4

AGE: 11 and above

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

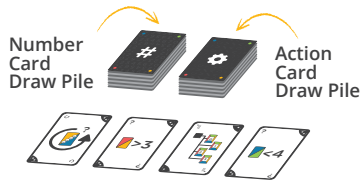
SETUP

- 1 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 6 Number Cards singly face down to each player.



- 3 Place 4 Action Cards in a row face up in the centre of the play area.

- 4 Now, place the remaining cards face down as the **Number Card Draw Pile** and **Action Card Draw Piles** in the play area.



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

We're all set up, so let's **DECODE!**

EACH ROUND

Once all players have had a chance to look at their Number Cards and determine how they would use them to solve the 4 Action Cards set out, the round begins.





























- 1 First, each player in turn places their Number Cards face down below each of the Action Cards based on how they have decided to use their Number Cards to solve the 4 Action Cards.



Players should strategically think as to which combinations of Number Cards and Action Cards help score the maximum points possible.

- 2 If a player is unable to solve any of the 4 Action Cards, then he/she has to skip a turn and the game continues clockwise to the next player.
- 3 Once all players have placed their Number Cards below the Action Cards, the Number Cards are turned over and the points each player scored are calculated and noted down.

EACH ROUND

					Unused Cards	
Player 1: Winner						 12 points
Player 2					   	5 points
Player 3					  	8 points
Player 4					 	10 points

- The player who scored the highest points wins the round and collects the Action Cards solved along with the Number Cards played to solve these Action Cards.
- Then, place the remaining Number Cards and Action Cards on the table in their respective piles.
- If all players are unable to solve any of the 4 Action Cards, the cards are removed and placed at the bottom of the Action Card Draw Pile and 4 new Action Cards are placed in the play area to kick off the round.

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 To determine the winner of each round, the score of each player is calculated by adding the points of the Action Cards solved and the Number Cards used to solve them.
- 2 In the event of a tie, the winners only retain the Number Cards they played to solve the Action Cards. The Action Cards solved are placed back in the Action Card Draw Pile.

WRAP IT UP

- 1 Keep playing until each player has a chance to deal the cards. 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 various rounds of the game to form each player's final score. The player with the highest score wins.

Points to Note:

- A game consists of multiple rounds and depends on the number of players (i.e. one round per player).
- After each round, the role of the dealer moves to the player seated clockwise from the player who dealt the cards in the previous round.