

CODYCARDS RULEBOOK - v1.05.01

REQUIREMENTS

- 3-6 players; 3 coins for each player.

OVERVIEW

- Based on the traditional card game known as “31/Scat/Blitz/Ride The Bus”.
- Play proceeds in rounds until the game ends.
- At end of each round, the player with the lowest score loses a coin.
- The winner is the last player left standing with coins at the end of the game -- they win all the coins lost by other players.

ROUND SETUP

- The dealer rotates clockwise at the start of each round.
- If this is the first round, dealer shuffles all cards except for the special Cody Card to form the face down Draw deck.
- If it's not the first round, dealer shuffles all cards except for the special Cody Card and the unused Draw deck from the previous round, and adds the shuffled cards to the bottom of the existing Draw Deck.
- Dealer deals each player a hand of **3** cards from the top of the draw deck.
- Dealer then takes **2** cards from the top of the draw deck without looking at them, and shuffles these with the Cody card, and places these cards face down away from main game play area. This is “**Cody's nest**”.
- Dealer places remainder of cards face down in center as the Draw deck.
- Dealer turns over the top card from the Draw deck and places it face up next to the deck, to form the discard pile.
- Play begins with the player to the left of the dealer and continues clockwise.

ON YOUR TURN

- **Either:** Pick up the top card from the Draw deck or from the face up discard pile, and then discard a card from your hand onto the face up discard pile. Exception: Once per round a player may discard instead by placing the card face down next to them without revealing the card. The card is then completely out of play for the round. This is called “**Burying a Card**”.
- **Or:** Declare that you are “**Knocking on Cody's Door**”.
- Note: If there are no more cards in the Draw deck you must knock on Cody's door; if Cody has already been revealed you cannot knock on his door; if you can do neither the round ends immediately.

KNOCKING ON CODY'S DOOR

- First, if there is a *previously* “**set-aside**” face down Cody Nest card (see below), then flip it face up for all to see – this is a revealed Cody Trump Suit card.
- Next, privately peek at the topmost card from Cody's face down Nest pile. If the card is Cody himself, turn it face up and everyone (except you) has one more round of drawing before the hands are scored. Unrevealed nest cards have no effect.
- If this card is Cody's Uncle, the round ends immediately and you are the winner; everyone else loses and contributes a coin.
- If this card is **not** Cody or Cody's Uncle, it's a Cody Trump Suit – don't reveal it to other players, just **set it aside face down**.
- **Note:** Because of the first bullet point above there will only ever be a maximum of one set aside face down Cody Trump card.

SPECIAL CARDS

- Cody's Uncle: You may play this card from your hand at any time, including when it's not your turn, to capture the face up card on the discard pile. Do this by swapping Cody's Uncle with the top face up card on the discard pile. Play then continues as normal (the current player may pick up Cody's Uncle on their turn if they like).

END OF ROUND SCORING

- At end of the round all players will score their hand of cards, by doing one of the following:
- Either playing up to 3 cards of the same suit (border color); worth the sum of the face values on those cards (if in Cody trump suit, cannot choose more than 2 cards to sum).
- Or playing a straight of 3 cards, all of the same suit; worth 33 points (if in Cody trump suit, worth 22 points).
- Or playing 3 cards of the exact same face value; worth 33 points (immune to Cody trump suit).
- Additionally: The player who revealed Cody subtracts 3 points from their score due to being bitten by Cody.

END OF ROUND LOSER

- The player(s) with the lowest scoring hand lose a coin to Cody, which gets placed near Cody's Nest pile.
- If multiple players are tied with the lowest hand, they all lose a coin. Exceptions: The player who revealed Cody is immune from losing a coin on a tie. If a tie would result in no players left in game with coins, no one loses any coins.
- If a player has already lost all of their coins, the next lowest scoring player loses a coin.

GAME END

- The game ends when all but one player is out of coins; that player wins the game and gets all of Cody's coins.