

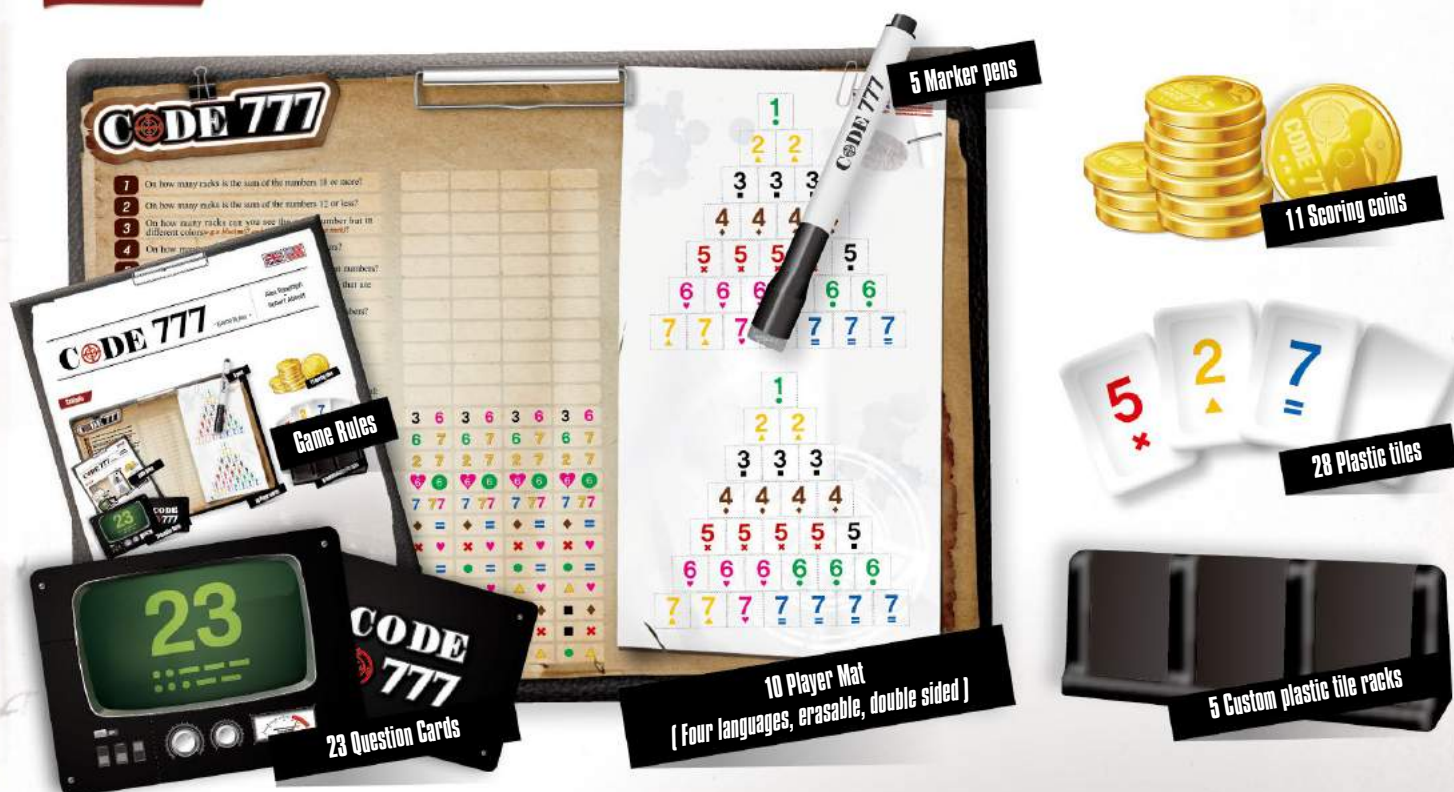


CODE 777

- Game Rules -

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Contents



Preparation

- 1 Each player receives a rack, a player mat and a marker pen.
- 2 A rack is placed in front of each player so that the tiles will be visible to the other players.
- 3 The 23 question cards are shuffled and placed face down in a stack.
- 4 Thoroughly mix the tiles and place them face down in the center of the table, along with the question cards.
- 5 Each player draws three tiles and places them on the rack belonging to the player to their left. Make sure this player does not see the numbers. Players will see their opponents' numbers but not their own.



Object of the game

The object of the game is to be the first player to discover the numbers on their own rack. This is accomplished by analyzing the information obtained from the question cards.

Playing the game

A player is randomly selected to begin the game. Starting with the first player and proceeding clockwise. Starting player draws a question card from the top of the stack, reads it aloud and answers the question. The answer is derived by observing the opponents' tiles. All questions are written on the **player mat**. Space is provided to record notes.

Example 1



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Do you see more blue(=) sevens or more sevens of a different color(△, ♥)?

The answer could be:



"More blue"



"More of a different color"



"Just as many"

This answer applies if there are the same numbers of sevens or if there are no sevens at all.

Don't say how many of either color, as that is not what was asked.

Example 2



"How many numbers do you not see at all?" The answer could be: "Three", if for example you didn't see any 1s, any 2s, and any 5s on all the visible racks. Don't say which numbers you don't see.

Each answer gives everyone, except the reader, a little bit more information.

Question cards that have been answered are placed in a discard pile, and if all the question cards are played, the cards are reshuffled and used again.

Should any player think that they have determined the numbers on their rack, they can say, "I have a solution" followed by their numbers. Only the numbers have to be identified, not their colors. If two or more players simultaneously announce that they have a solution, then the player to the right of the question card reader gives their solution first followed by the player(s) to the left.



One scoring coin is awarded for a correct solution. A solution only counts as correct if all three numbers have been guessed correctly. No coins are awarded for a wrong solution.



In either case the tiles are removed from the player's rack, taken out of play and are replaced with three new ones, taking care that the player doesn't see the new numbers.



If you guess **correctly**, you get to see your code. This could be helpful if you knew your numbers but not their colors. You can add this new information to your player mat.



If you guess **incorrectly**, then you do not get to see your code. You do not get rewarded for an incorrect guess by getting more information on the tiles that you had.

In both cases, of course, all other players get a little more information, as the rack of the player who guessed is replenished with new tiles.

Draw Pile Refreshing

If there is only ONE tile left in the draw pile when you need to replace the tiles in a player's rack, immediately bring all of the out-of-play tiles back into play, randomize them with the one remaining tile and create a new tile draw pile. Then continue to replace the 3 tiles in the rack as above.



Note that, since no one gets to see the final tile before a reshuffle, no one will ever have "perfect information" on all the other tiles in the game, and therefore be able to make a "perfect guess".

Note

The icons and colors on the tiles are consistent, that is all green numbers have a circle [●], all yellow numbers have a [▲], etc. The icons have been placed on the tiles for the benefit of those who are colorblind. They have no impact on the game.

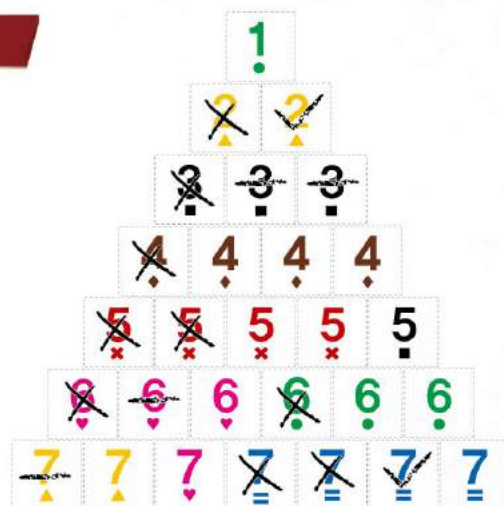


Ending the game



The first player to get three coins is the winner.

Tip



The player board has a diagram showing all the possible numbers in the game in the right color.

Numbers can be marked on the player board when the player has concluded that they are definitely not on his rack. At the start of the game the numbers that are visible on the opponents' racks can be crossed off since it is not possible for these to be on a player's rack.

During the game a player will be able to conclude that other numbers also cannot be on his rack and so these can also be marked with different symbol.

A player might also conclude that 1 or 2 numbers have to be on his rack. These numbers can then be marked with another symbol.

Less than 4 players

If there are only three players, tiles are still placed on four racks. The player - less rack is visible to all the players. The tiles on this rack are replaced each time there is a correct solution.

Four racks are also used if there are only two players. The tiles on one of the player - less racks are replaced each time a correct solution is given. The person reading the question determines which of the player - less racks is refreshed.

Variants on "Draw Pile Refreshing"

To make the game more difficult, as a variant, you can perform the reshuffle when FOUR or SEVEN tiles are remaining in the draw pile. As you increase this number from the standard ONE tile to FOUR tiles or SEVEN tiles, you increase the difficulty of Code 777. It is extremely difficult if you refresh when seven tiles are still remaining in the draw pile!

For an easier game, perform the reshuffle when zero tiles are remaining. This will provide perfect information to the players upon revealing that last tile before the reshuffle.

