



## OBJECT OF THE GAME

Expose your opponents' secret code before yours is fully revealed.

## EQUIPMENT

26 numbered plastic panels (numbers from 0 to 11 and a dash “-” in two colours: “light” and “dark”)

Note: the two panels with a dash are only used with advanced rules.

## SETUP

1. Put two panels with a dash back into the box.
2. Place the 24 numbered panels face down in the center of the table and mix thoroughly.
3. Each player takes 4 panels (3 if four players are playing) at random, and stands them up in a line, facing himself. You may choose any combination of light and dark panels.  
Note: be sure to carefully pick up the panel when drawing. If you accidentally flip a panel when drawing, you must take that panel!
4. Place your panels in ascending numerical order (the lowest number will be on your left and the highest on your right).  
For example, you draw Dark 4, Dark 1, Light 7 and Light 10. Arrange them as follows: D1, D4, L7, L10  
IMPORTANT: if you draw the same number on two panels, always place the dark one on the left.
5. Youngest player will play first. Play passes to the left.

## STANDARD PLAY

1. On your turn, begin by drawing any one of the remaining panels. Stand it conveniently to one side so only you can see its number.
2. Next, you must “attack” (guess) a number in an opponent's code. You may choose any opponent you wish. To do so, point to a specific panel and say what you think it is.  
For example, you decide to attack the low-end panel of the opponent across from you. You think this panel might be a “Dark 1” so you say, “This is a dark one.”
  - 2a. If you are correct, the opponent must “knock-down” his panel so that everyone can see its identity. You may also continue your turn if you like (see point “3”, below).
  - 2b. If you are wrong, you must “knock down” the panel you drew and then insert it face-up (so all opponents can see it) into your code in its correct position. By doing so, you give your opponents clues about the identities of your hidden panels. Your turn ends.

3. If your first guess was correct, you may go again: that is, you may continue your turn by attacking any other opposing panel, or you may decide to end your turn. If you end your turn, insert the panel you drew at the outset of your turn into your code. Do not show it to your opponents. Leave it standing. Your secret code is now longer by one panel.

### NEXT TURN (and WINNING)

Play passes to the left. Continue to play until only one player has a panel (or more) still standing. This last surviving player wins the game.

### ETIQUETTE

1. You may not write down your guesses after you make them. You must remember them as you go.
2. It is recommended that opponents do not talk about their strategies out loud.
3. It is recommended that after 1 minute, opposing players impose a 20 second rule forcing the player to make their guess. If they do not make their guess in a timely fashion, they are penalized and must reveal the panel drawn at the outset of their turn.

### ADVANCED PLAY

Same as Standard Play, but add the dash panels into the set before play begins.

The “-” panels can be inserted anywhere within a player’s code acting as a “wild panel”. This complicates the opponents’ challenge. When guessing one must say “this is a Light Dash” or “this is a Dark Dash”.

Once the dash panel is inserted into your code, you may not move it.

### OFFICIAL INTERNATIONAL CODA TOURNAMENT RULES

Game play is the same as described above but scoring is added in tournament play.

Please use a sheet of paper and pencil to keep score.

Scoring is as follows:

1 point for each correct guess (“attack”)

3 points completely exposing an opponents code

5 points for winning the round

As a bonus score, the winner of the round gets the sum of the face value of panels remaining in front of him (the dash is worth zero points).

Winner of the game is the player with the most points after 3 rounds.

### Gakken

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The game is designed by Eiji Wakasugi and Gakken Plus Co, Ltd., Tokyo Japan.

Τα χρώματα και οι λεπτομέρειες του περιεχομένου μπορεί να διαφέρουν από αυτά που φαίνονται στις εικόνες. Συνιστάται η φύλαξη των στοιχείων της συσκευασίας. Δεν είναι κατάλληλο για παιδιά κάτω των 3 ετών, διότι περιέχει μικρά κομμάτια που μπορεί να καταπούν ή να εισπνεύσουν τα παιδιά.

Colors and details of the contents may vary from the images on the box. Safe keeping of the contents is recommended. Not suitable for children 3 years or younger since some pieces could be swallowed or inhaled.



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