



Rules

Contents

28 Tiles
23 Question cards
5 Racks
5 CODE 777™ cards
1 Notepad
Instructions

Preparation

Each player receives a rack, a sheet from the notepad, and a Code 777 card. They place the rack in front of them with the side on which the tiles are to be placed pointing away from them. Shuffle the 23 question cards and lay them face down in a stack. Mix the tiles well and lay them face down. The question cards and the tiles are placed in the center of the table. Each player then draws three tiles and places the tiles on the rack belonging to the player to their left, making sure that this player does not see the numbers. Each player can now see the numbers of all his opponents but not those in his own rack.

Object of the game

The object of the game is for the players to discover, as quickly as possible, what numbers are on their own rack. This is done by using the information obtained from the question cards.

Playing the game

Randomly select a player to begin. The player who has been selected takes the top question card from the stack, reads it out loud and answers the question. The question is answered by reviewing the numbers that the player can see and not about the numbers on his own rack. Here are some example answers:

“Do you see more blue sevens or more sevens of a different color?” The answer could be: “More blue” or “More of a different color” or “Just as many” (the latter 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.

“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. If a player thinks that he knows the numbers on his rack, he can announce this at any time, and then say what the numbers are. He only has to say what the numbers are, not the colors. If two or more players announce at the same instant that they have a solution, then the player to the right of the card reader gives his solution first (and so on counter-clockwise).

One point is awarded for a correct solution. A solution only counts as correct if all three numbers have been guessed correctly. No points are scored for a wrong solution. In both cases the tiles are taken out of the player’s rack, placed out of play, and are then replaced by three new ones, naturally without letting the player see the new numbers. If all the tiles are used during a game, those placed out of play are mixed well again and a new tile pile is created.

Note: The shapes and colors on the tiles are consistent, that is all green numbers have a circle, all yellow numbers have a triangle, etc. The shapes have been placed on the tiles for the benefit of those who are colorblind. They have no other game effect.

Ending the game

The first player to score three points is the winner.

Tips

The Code 777 cards have a diagram showing all the possible numbers in the game in the right color. Diagrams are also printed on the notepad sheets. Numbers can be crossed off on the notepad sheet 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 crossed off too. A player might also conclude that 1 or 2 numbers have to be on his rack. These numbers can then be circled. Answers that have been given to questions can also be noted on the sheet next to the appropriate question numbers. If a player needs to see a question again that has already been asked then it can be read from the numbered list of questions included.

When playing with less than 4 players

If there are only three players, tiles are still placed on 4 racks. The rack without a player is visible to all the players. The tiles in this rack are replaced every time there is a correct solution. Four racks are also used if there are only two players and the tiles on one of the racks without a player are replaced each time a correct solution is given.