CODE RUNNER

GOAL OF THE GAME

The goal of the game is to construct your HTML file, from header to footer, by placing cards in front of you to progress in creating the code. Play strategically to earn the most points. The player with the most points at the end wins the game.

DEFINITIONS

– HTML FILE: Think of your HTML file as a digital sheet of paper where you put the basics of your website. Each card you play contributes to building this sheet. It incorporates the following 3 steps: Header, Main and Footer

– HEADER: The first step of your website. Imagine it as the top part of your website where you write the brand's name ans the menu. Play smart cards here to earn the most points. Once closed, you can proceed to the second step: the main.

– MAIN: The second step. This section represents the heart of your website. It's where you place most of your cards that describe the game's flow. Be strategic in organizing this part of your HTML file.

– FOOTER: The last step. This is the conclusion of your game. Place cards here to add finishing touches to your HTML file and earn extra points.

HOW TO PLAY

GAME SET UP

- 7 cards are dealt to each player, each card is worth an amount of points

- The pile with the remaining cards is placed face down in the middle of the table.

- There is a space next to the deck, for discard : the cards you'll want to throw away.

- In front of each player there must be a place, called "game area" where the player can place his cards, to follow the track of the building of his website.

GAME PLAY

Each player must have 7 cards in their hand. To start your game, you must have a <header> card. You can start building your website by putting it in your game area. Each turn you have to draw a card either from the deck or from the discard.

With the 8 cards in your hands you can either:
- throw a card in the discard
- launch an attack to one of your opponents
- put it in front of you to advance in the game.

You have to follow this order of key cards : header – main – footer. To earn points you must fill these categories with tags and bonus cards. Be careful you have to close each key card with a closing card to be able to pass to the next step.

END OF THE GAME

To end a round a player has to put down the card `</footer>` which ends the building of his website. All the players must stop

KEEP TRACK OF SCORES WITH THE APP

Too lazy to count points ? Our app does it for you !

SCAN ME

CARDS EXPLANATION

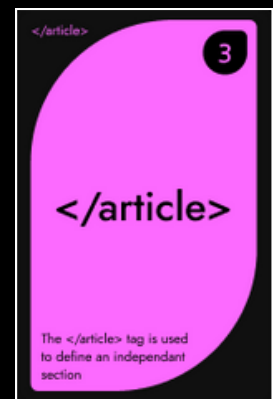The number at the top right of the card is the value of the card.

KEY CARDS

Key cards are 3 steps you need to follow to build your website, you need to follow this order. HEADER, MAIN then FOOTER. You have to use a closing card (represented with a slash) to advance to the next step. The key cards are worth 10 points.

<header>   <main>   <footer>
                    10   10   10

        <header>   <main>   <footer>

The <header> tag is   The <main> tag defines   The <footer> tag
used to group the   the main section of a   defines the footer of a
header elements of a   web page   web page
web page

</header>   </main>   </footer>
                    10   10   10

        </header>   </main>   </footer>

The </header> tag is   The </main> tag   The </footer> tag
used to group the   defines the main section   defines the footer of a
header elements of a   of a web page   web page
web page

TAG CARDS

Tag cards are the elements you put to fill your website:

Tag cards with closure are cards you use in between key cards to earn more points than a tag card without closure, be careful when you put one you have to close it with a closure card.

<section> **5**

<section>

The <section> tag is used to define an independant section

<section> **5**

</section>

The </section> tag is used to define an independant section

<article> **3**

<article>

The <article> tag is used to define an independant section

</article> **3**

</article>

The </article> tag is used to define an independant section

 4

The tag is used to define lists
Only tag can be included in it

 4

The <ul> tag is used to define lists
Only tag can be included in it
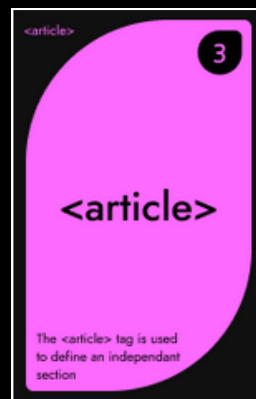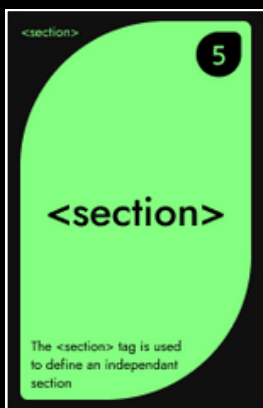
Be careful with the <ul> tag, you can only put in it.

Tag cards without closure are cards you use in between key cards to earn points:

The <p/> tag is used to define paragraphs

The <a/> tag is used to include links

The <img/> tag is used to include images

The tag is used to include elements in a list
Only in a <ul> tag
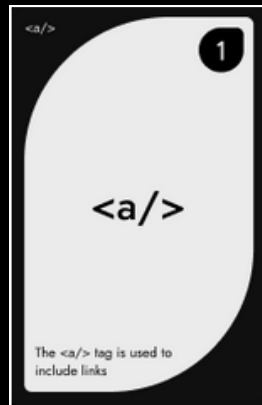
Be careful you can only use a inside of an <ul> !

CSS BONUS CARDS

CSS bonus cards are cards used to garnish your website. You can use them on other cards to multiply the initial points.

ID

Allows you to double the number of points on the card on which you placed it.

CLASS

Allows you to double the number of points on all cards that have the same name as the one on which you placed it. You can't use it with e closed tag.

EXAMPLE

Here's an example of how to place the cards in your game area.

`<header>` **10**	`<main>` **10**	`<footer>` **10**
`<ul>` **4**	`<section>` **5**	`<img/>` **1**
`<li/>` **2**	`<a/>` **1**	`<a/>` **1**
`<li/>` **2**	`<article>` **3**	`<img/>` **1**
`</ul>` **4**	`</article>` **3**	`</footer>` **10**
`<p/>` **1**	`<section>` **5**	
`</header>` **10**	`</main>` **10**	

x2

</header>

10

The </header> tag is used to group the header elements of a web page

</main>

10

The </main> tag defines the main section of a web page

</footer>

10

The </footer> tag defines the footer of a web page

ATTACK CARDS

You can use those cards to slow down the advance of your opponents. they are worth 0 points.
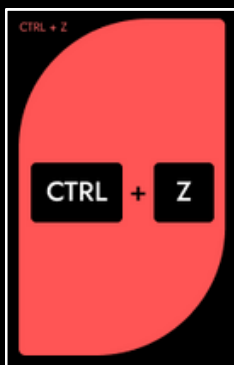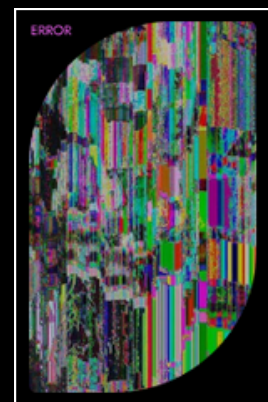

CTRL + Z

Allows you to remove the last cards of the opponent of your choice

ERROR

Allows you to pass the turn of one of your opponent

HACK

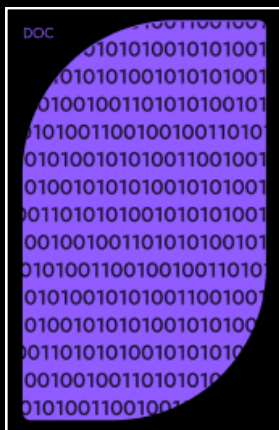Allows you to steal the card that you want from the hand of one of your opponent

DELETE

Aallows you to remove a card of your choice from your opponent, which can lead to the removal of the following cards if it's a key card. (for example if you remove this card <MAIN> the player has to delete all what became after this card.)

BONUS CARD

DOC

Allows you to choose any card from the discard.

GAME VARIATIONS

Code Runner can be played at different level :

LEVEL 1 : with the basic rules, DELETE card is not used in this level.

LEVEL 2 : this level contains some specificities regarding what you cannot put in the different Key spaces. It's a bit harder but it's more relevant :

- In the Header you cannot put section cards.
- In the Footer you cannot put IMG cards.
- In an article you cannot put section cards.
- DELETE card is not used in this level

LEVEL 3 : this level implies some new cards and new cards abilities:

- ERROR and CTRL + Z cards can be used on all players at any time during the game
- DELETE card is used to erase any code line you want from the opponent you chose

GAME MATERIAL

Card	Qty
`<header>` — 10 — The `<header>` tag is used to group the header elements of a web page	X7
`<main>` — 10 — The `<main>` tag defines the main section of a web page	X7
`<footer>` — 10 — The `<footer>` tag defines the footer of a web page	X7
`<section>` — 5 — The `<section>` tag is used to define an independant section	X4
`</section>` — 5 — The `</section>` tag is used to define an independant section	X8
`</header>` — 10 — The `</header>` tag is used to group the header elements of a web page	X7
`</main>` — 10 — The `</main>` tag defines the main section of a web page	X7
`</footer>` — 10 — The `</footer>` tag defines the footer of a web page	X7
`<article>` — 3 — The `<article>` tag is used to define an independant section	X3
`</article>` — 3 — The `</article>` tag is used to define an independant section	X6
`<p/>` — 1 — The `<p/>` tag is used to define paragraphs	X10
`<a/>` — 1 — The `<a/>` tag is used to include links	X10
`<img/>` — 1 — The `<img/>` tag is used to include images	X10
`</ul>` — 4 — The `</ul>` tag is used to define lists. Only `<li/>` tag can be included in it	X3
`<ul>` — 4 — The `<ul>` tag is used to define lists. Only `<li/>` tag can be included in it	X6
`<li/>` — 2 — The `<li/>` tag is used to include elements in a list. Only in a `<ul>` tag	X10
id — x2 — id attribute usage is unique	X8
class class class — x2 — class attribute is used on the same tags	X4
CTRL + Z	X2
ERROR	X2
HACK	X2
DELETE	X1
DOC	X1