



CODEMONKEY

CODEMONKEY - THE BOARD GAME

RULES - DRAFT

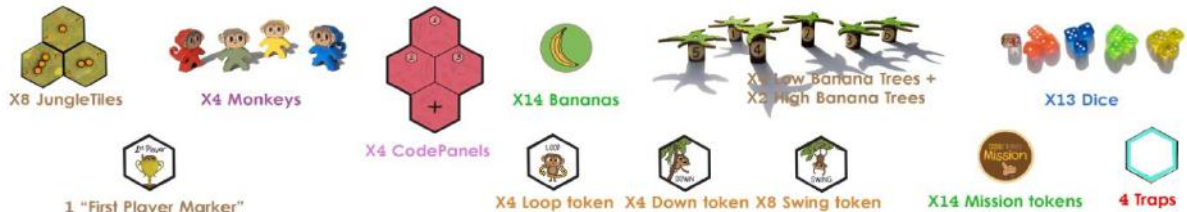


Game designer: Sharon Katz

OVERVIEW:

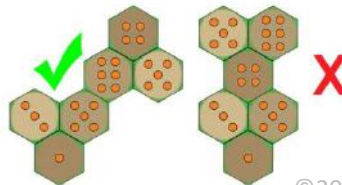
CodeMonkey - Going Bananas is a fun and fast paced programming board game designed to introduce logical thinking and basic coding to kids and adults alike. CodeMonkey - Going Bananas was created as a gateway to the CodeMonkey educational software platform, capturing the basic nature of code learning, with a fun twist, a high level of variable complexity. Your goal is to collect as many bananas as possible by looking for the best movement/action combos hidden in an ever changing jungle and other monkeys hanging around...

COMPONENTS:



SET UP:

1. Build the jungle path: collect the JungleTiles and place them face down in a pile. Players take turns laying one JungleTile at a time. Place the JungleTiles one next to another so only one side of the JungleTile's three hex shapes is touching the next JungleTile. Once done you've created the Jungle Path. When playing 2 and 3 players - place 6 tiles, when playing 4 players - place 8 tiles.



2. Place the BananaTrees: after laying down the jungle path using the JungleTiles players take turns placing the Banana Trees. Place one BananaTree at a time. The jungle path created by the JungleTiles creates imaginary empty hex shaped areas (see marked in the example below). These imaginary HEX shapes which are bordered by at least 3 sides of JungleTiles are called the Jungle's Planting Grounds.

A player can place a BananaTree at any of the Jungle Planting Grounds.



2 players – place 5 trees (trees numbered 1-5), 3- 4 players – place all 6 trees.

3. Place bananas on the BananaTrees. In a 2 player game there are 12 bananas, place 2 bananas on the short trees, 3 bananas on the higher ones. In 3-4 player game use 14 bananas, 2 bananas on the low trees, 3 bananas on the high ones.

4. Place your monkey: each player rolls one die and places their monkey on any of the HEXes along the jungle path matching the number on the die.

5. Note: CodeMonkey is a multi-level game. As you progress with the game set up and opening conditions change. Refer to **Game Levels** explained later in the rules for further instructions.

Basic level opening: each player gets 1 monkey, 1 CodePanel, 2 Action tokens (1 Down, 1 Swing,) and 2 colored dice (movement dice). **Game is ready to begin.** Youngest player gets the "First Player Marker" and goes first...



GAME PLAY:

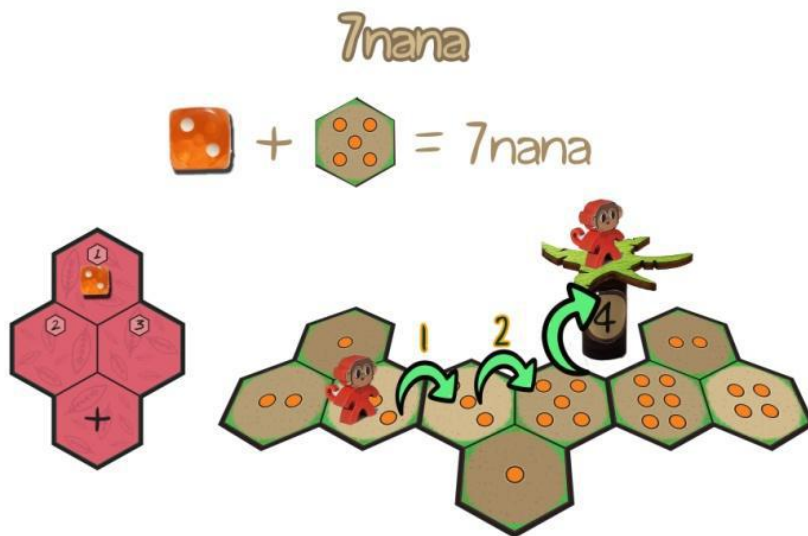
Objective: Be the first to collect the most bananas. Game is over once all bananas were collected from the banana trees. The player with the most bananas collected is winner of the game (bananas are counted at the end of the round).



Basic rule: A monkey moves across the JungleTiles according to the number rolled on a die, crossing each hex is one step. To climb a tree an action we call **7nana** is required. To 7nana a BananaTree requires moving onto a JungleTile hex where the number on the die used and the number on the JungleTile hex add up to the number 7.

7nana example: red monkey rolled a die and got a 2, moves 2 steps and landing on a 5 at the JungleTile hex which add up to the number 7, resulting in a 7nana, allowing the monkey to climb the BananaTree. Where can you 7nana from? You can 7nana from hexes 5, 6, and 2 all adjacent to the BananaTree and are considered the base of that BananaTree, allowing a 7nana onto this tree.

Once the monkey climbs down the BananaTree the banana is collected and added to your banana stash.



BASIC GAME SEQUENCE:

CodeMonkey – Going Bananas is a turn based game played in rounds.

Each round players perform five actions:

1. Roll their 2 movement dice.

2. Implement the tree die roll if relevant.

3. Code: Using their CodePanels, players command their monkeys a sequence of 3 operations - movement by using the dice, and actions using the action tokens, at any sequence and combination players see fit. **Keep your coding to yourself – do not reveal your sequence to other players!** Declare "Done" when you finish coding your monkey for the round. Once the round begins, coding cannot be changed for the round.

CodePanels are made of 3 hexes labeled according to their order of operation, one through three, refer to them as sequential steps.

4. Run your code: First player plays their first step, than the second player plays their first step, etc. (players use the "First player marker" as aid).

5. Play your trap if relevant (set it for the next round).

At the end of the round move the First Player Marker to the next player to your left (each round a different player goes first).

CODING YOUR MONKEY:

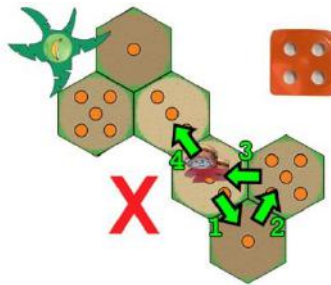
Coding is a combination of movements and actions. Monkeys can do several things. They can travel the JungleTile path looking for those tasty bananas, they can climb BananaTrees to collect bananas, drop back down from the BananaTree, swing on a BananaTree (or between trees), and set traps along the jungle path. Monkeys can perform great movement/action combos.

When coding your monkey, players use the CodePanels. Hexes on the CodePanels are marked 1-3 (1 being your first move, etc.). Players place their dice and actions on the panel indicating the sequence of their desired moves/actions. A hex could be left empty, players don't have to move or take action, sometimes doing nothing is your best option...

If any of your movements/actions are denied during a specific round you keep on playing the programmed sequence as indicated on the CodePanel till the end of the round (see 'Broken Code').

MOVEMENT:

- At the beginning of each round (a round is the combination of 3 actions) players roll their 2 dice. The values on each die determines the number of steps your monkey can travel on the JungleTile along the jungle path.
- Monkeys can travel freely in any direction they see fit along the Jungle path with one restriction: a monkey can't travel through the same jungle hex twice during a specific die roll. In other words, your monkey cannot cross the same hex twice in the same movement. For example: pink monkey's movement below (designated steps 1-4 in green) is illegal since it steps on the same hex twice.



- Monkeys can't cross path (i.e., you can't move through a hex another monkey is occupying). Also, there can be only one monkey on any BananaTree at any given time. Once a die is placed on the CodePanel, your monkey would move the number of steps indicated on the die. If your monkey is unable to move the total number of steps indicated on the die, you move the maximum steps possible and the round continues.
- **A monkey can't collect bananas from the same BananaTree twice in a row.**

MONKEY ACTIONS:



1.Monkeys can climb down a BananaTree in 2 manners. First way to get off a BananaTree is the **Down** Token: Once a monkey manages to climb a BananaTree and collect a banana it needs to come down back to the path using the " Down" action.

A player can choose to drop down to any adjacent hex on the JungleTiles surrounding the BananaTree, as long as it is vacant. Simply place the "Down" action at the proper place on your CodePanel. Only after going down from the BananaTree a monkey collects the banana and adds it to their banana stash. Players cannot place a die on the "Down" token.

Second way to get off a BananaTree is to **use a movement die**. When a monkey is on a BananaTree, players can place on one of the sequence hexes on the CodePanel a die that shows a number similar to that of any adjacent JungleTile

hex and climb down the BananaTree to that hex. The monkey does not keep on moving the die number; it just goes down to that JungleTile hex.



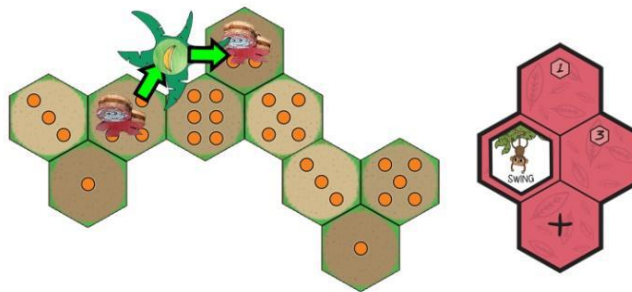
2. Swing: A player can use its monkey's basic skill and use BananaTrees to swing on and through trees. Using the swing action allows a monkey greater movement options.

- Swinging through a BananaTree does not grant this monkey a banana. A monkey can swing through an occupied tree.

- Use the swing action to move more steps than indicated on the dice and to bypass other monkeys and traps.
- The Swing action can be used in two ways. A swing can be used as a "lone action" or with combination of a movement action as a "swing during movement".

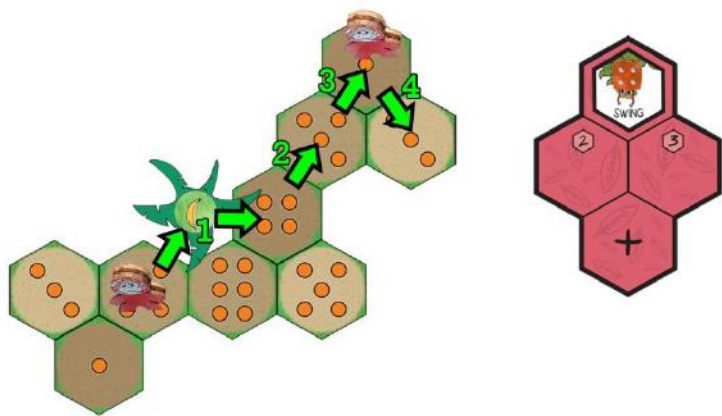
Swing as a "lone action": simply place the "Swing" token at the desired place on your CodePanel.

For example: red monkey's second action is Swing. The monkey can thus advance as indicated bypassing the hex with the 6 mark. A monkey must be adjacent to a BananaTree's base when swinging through it. When swinging, a monkey can land at any adjacent JungleTile hex located at that BananaTree's base.



Swinging during movement: A monkey can also swing during movement. To indicate such action place the "Swing" token under your die, as shown below, on your CodePanel.

For example: Pink monkey swings as it moves using the 4 die, bypassing the JungleTile hex with the 6 mark, gaining extra distance.



■ A monkey can also swing between two BananaTrees in one move, as long as the distance between them is no more than one JungleTile hex.



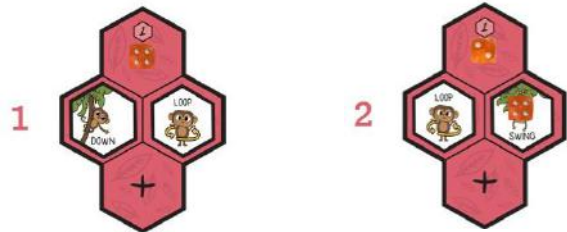
3. Loop: The loop action is optional for beginners and could be added to the game as players get more familiar with it (see Game Levels). The Loop action allows replaying previous actions. This action could be placed at the 2nd or 3rd action location on the CodePanel. By placing this action your monkey will replay either its 1st action or 1st and 2nd action respectively.

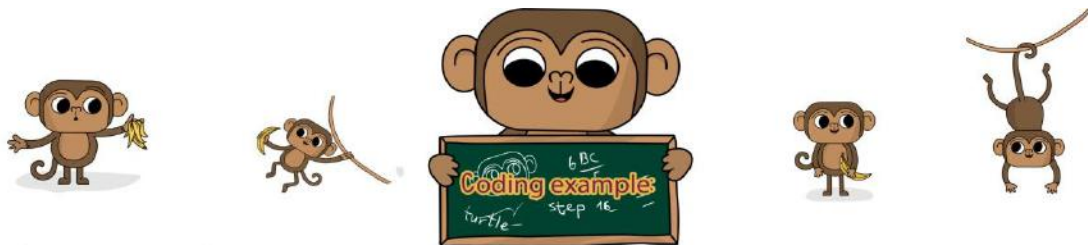
This is a very powerful action, allowing your monkey extra actions!

But beware - Looping comes with a cost - If your monkey is denied the sequence, you lose a banana from your collected banana stash!

Example 1: Playing the Loop at the third step. This means that for the 3rd step your monkey will replay actions in locations 1 and 2 on your CodePanel, and move 4 steps (replaying the 4 die) followed by the Down action once more.

Example 2: Playing the Loop at the 2nd step. This means your monkey will replay the action in location 1 and move 2 steps once more during its 2nd move (replay the 2 die).





Red monkey rolled 5 & 4 for this round. Yellow monkey blocks an easy stroll along the path... There are still a few bananas to grab on trees 4 & 5...

Red monkey's code for the round:

1. Move 5 steps with a swing (to 7nana) (to bypass yellow monkey and gain an extra step)
2. Climb down the tree (& collect the banana)
3. Move 4 steps and catch tree #5



BROKEN CODE:

During the game your monkey's code could be broken in several ways. A broken code means you cannot successfully run all 3 steps for the round as planned due to other players' actions in the jungle, or if falling in a trap.

A code could be broken due to a few occurrences:

A fellow monkey blocking your monkey on the jungle path, or your monkey 7nanaed onto a BananaTree already occupied by another monkey, or by falling into a trap.

If that is the case, players simply run whatever code is relevant and playable. Obviously this would usually result in "wasted" moves and give your opponents an advantage for the round.

- If you 7nana but the tree is occupied, your monkey remains at the hex at the base of the tree and 7nana is denied.
- If your monkey cannot move the number of steps as indicated by the dice, it advances the most steps it can.

THE BANANATREE DIE:

The tree die is used when a player lost a banana due to falling in a trap or not being able to complete the Loop action. In such case, the lost banana is returned to the game and placed back on a banana tree. Each banana tree is numbered, simply place the banana on the banana tree matching the number rolled by the tree die. If the banana tree is fully loaded (reminder: low trees have 2 bananas and high trees have maximum 3 bananas), the tree die is rolled again in the following round.

2 player note: In a 2 player game when rolling a 6 the player may place the banana at any of the trees.

THE TRAP:

Monkeys can also place a little trap on the JungleTile hexes along the jungle path to try and slow opponents' moves (break their code).

First time placing the trap: at the end of the round a player can place the trap only at a JungleTile hex where its monkey has completed a 7nana from, or any other hex with that same number (anywhere on the jungle path). The Trap action takes place the following round onwards.

A monkey falling in the trap loses a banana! (Banana is placed back on a bananaTree determined by a Tree Die roll).

Once a trap is placed, no monkey, including your own, can 7nana from this JungleTile hex as long as the trap remains on the path. The trap also denies passage through that hex from opponent monkeys! Opponent monkeys trying to get across would need to either swing on an adjacent BananaTree to bypass it, or end their movement for the specific die roll at the trap.

A monkey falling in a trap remains in place (in the trap) for that step only and continues to play its next steps of the round, if relevant...once you continue out of the trap you give one of your bananas back to the jungle (roll the tree die and place it on the relevant tree).

Your monkey can travel freely through your own trap, but cannot 7nana from a JungleTile with a trap.

Playing the Trap:

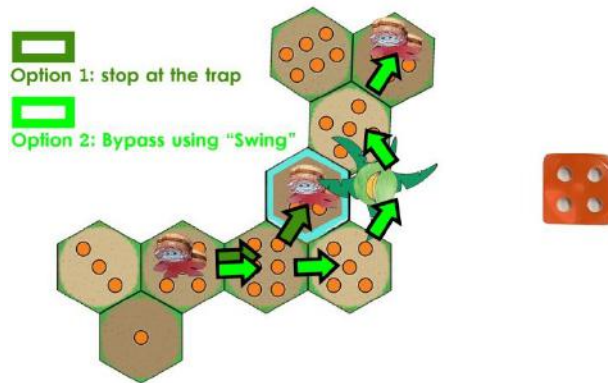
A player may choose to either:

- move it to the next JungleTile hex if your monkey 7nana'd again in following rounds, or
- move it to any JungleTile hex with the same number as it is currently placed on. A trap is not to remain in place 2 rounds in a row.
- remove the trap off the path at the end of a round.

Opponent monkeys cannot use the Down action or use a die to go down from a BananaTree into a trap.

For example: Blue monkey placed their trap on the JungleTile hex indicated by the blue hex border. Pink monkey plays a 4 die. It can either end this die's movement at the trap (moving only 2 of the 4 steps indicated by the die roll), or bypass the trap using the swing action.

Once stopped at the trap, a trapped monkey continues to its next movement/action from that point (relinquishing one banana from their stash back to the jungle according to TreeDie rules).

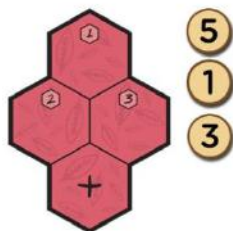


THE MISSIONS:

Once players get the basics of the game, add the Missions to the game. The Missions give a secondary goal to the game, making it a bit trickier...

At the beginning of the game, and just after set up, place the Mission tokens face down on the table. Each player draws 3 tokens. Next, place the tokens next to your coding panel in a column (see example below) at any order you see fit.

The idea behind the Mission is simple: a player collecting bananas from all 3 indicated BananaTrees gets an extra banana added to their final banana count. A player managing to get all 3 bananas in the right sequence gets 3 Bananas added to their final banana count!



For example, red player got the 1-3-5 tokens, and decided to set them in the following order, 5 being the first objective, 1 being the second, and 3 being the last (first objective is placed on the top). If red player manages to collect bananas from these trees but not at the right order he/she gets another banana at the final banana count. If bananas are collected at the correct sequence, he/she get 3 extra bananas.

Once a banana is collected place it next to the relevant tree number so players know if sequence is kept.

GAME LEVELS: VARIETY & COMPLEXITY

CodeMonkey design supports growing complexity in its game play allowing players to advance with the game and with it enhance coding variety and complication.



Level 4: The Magnetic magic cards. Magnetic magic cards add a fun twist of uncertainty to the game. Each player has his/hers magnetic card and a metal disc. Each card is marked with the numbers 1-6 referring to BananaTrees numbers. Just before starting a game (and before drawing the Missions) players place their card in such a way the numbers side of the card is seen by all players other than the player owning the card. The player to your left chooses and marks (using the disc) a tree number. All players know which tree number is marked except the card owner.

When collecting a banana from the marked BananaTree on the magic card the player does not gain that banana, instead the TreeDie is rolled by the affected player and the banana is placed on a BananaTree accordingly. Note that this does not affect the Missions, and although the banana isn't added to your stash, it is still counted as a successful gain.



For example, red player's opponents decided tree #4 would be his/hers rotten tree...

Once a player is affected by the card, the player to their left resets it once more (without the player owning the card seeing).

Level 7: Time is factor. Well, well, ripe bananas start falling off the trees! As the game begins, the player going last for the opening round sets a timer anytime between 5-7 minutes (you can use a smartphone or any other device). Players do not see the timer and the time set. Once the timer beeps, no matter when during the game, the game is paused, TreeDie is rolled, and a banana is removed from the indicated tree...

ENJOY!

