

Code Kingdoms Board Game: How to Play

There are many different ways that this game could be played. Follow the main gameplay instructions below or pick the alternative method. Or perhaps devise your own method for playing the game.

Game Preparation

Player 1 – chooses a player avatar card

Player 2 – chooses a Glitch avatar card

There are 2 types of programming/move cards. These are:

1. Commands – these cards include commands such as Jump & Walk
2. Direction Parameters – these cards include the parameters: North, South, East, West

Special Cards – these are cards with obstacles and/or solutions printed on them. These can be placed at various locations around the board at the player's choice.

Moving Distance – numerical cards are available which can be selected to choose the number of spaces the avatar will move. Alternatively, we recommend simply rolling a dice to decide instead; it's much more fun!

Place each type of programming card in its own pile before the game begins; you should have two piles.

Open up the map of the a CK world

Place the rocket at a location of your choice

Winning & Losing the Game

Each player aims to win the game by reaching the rocket. The player that reaches the rocket first wins the game.

A player will die by moving onto a space that represents water or lava. At this point the second player wins the game. As an alternative the player can restart by placing their avatar back at the start position and missing a turn.

Player 1 should aim to avoid making contact with the Glitch on route to the rocket.



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Player 2 (the Glitch) should aim to make contact with Player 1 to prevent them from moving forward whilst on route to the rocket.

When player 1 makes contact with player 2 (the Glitch) then they 'die' and need to restart at their start position.

Player 1 can prevent making contact with the Glitch by placing obstacles using the Special Cards.

How to Play

Each player is given 7 cards from each pile. These cards are previously unseen by the player, and they have to make best use of what they receive.

Players then spend time to use the commands they have collected to construct a sequence of instructions that will best help them meet their goal

Moving your Avatar

Players execute their instructions in turn – 1 at a time. At each execution, if appropriate (for example if Walk is selected), then the player will roll a dice to decide how many spaces to move in the direction chosen (North, South, East or West).

If a player chooses a 'jump' command then they supplement this with a direction, and no dice roll is needed. An avatar can only jump one space in the direction chosen (North, South, East or West).

Trading Cards

If a player is unhappy with the cards in front of them then they may choose to trade them with an alternative from the pile. When doing so, the card being traded must be placed at the bottom of the pile, with the new card being taken from the top. A player is not to trade more than 2 cards at a time. When it's a player's turn to move, they can choose to execute their instructions or trade their cards; they cannot do both within the same turn.

Alternative Method

Players have full view and choice of what commands area available. Each player chooses a selection of commands (again limit the number) from which to work with. This differs in that players are making an informed choice about what commands they are picking.

Players arrange their sequence of instructions to help them meet their goal (and avoid obstacles). Players take it in turns to execute their instructions one at a time. Players are not allowed to change their instructions once the execution of them has begun.

