



CODEMASHV2.0.1.0 the game

CodeMash 2010, a bold arena for the elite masters of software development. It is here that the consummate professional learns the tricks of the trade, gains insight into increased productivity, and networks a web of connections that will propel him to new heights. Yet what is the true goal of any veteran conference-er, the highest achievement that can be gained by the journeying professional?

Why free stuff of course! Precious, precious, swag. Brilliant, and mildly useless trophies to adorn the shelves of cubicles and offices for years to come. Delightful ornaments emblazoned with peeling corporate logos that are the envy of less traveled workmates.

In **CodeMash 2010: The Game** you navigate the twisting labyrinth of the vendor's hall to assemble the finest sets of Swag this side of the Atlantic. Play alone or compete with up to 4 players in this fast paced game of memory and skill. **Remember: at the conference your only ally is your mind.**

Game Contents

- (48) pre-designed Swag Cards
- (4) "blank" Swag Cards to make your own
- (4) Conference-er Tokens
- (1) Vendor Floor Map
- this instruction sheet



Set up

1. Each player chooses a Conference-er Token.
2. Remove the 4 "blank" Swag Cards, or if you've filled them out, replace your least-favorite set with them
3. Shuffle the 48 Swag Cards in the deck and place them face-down near the Vendor Floor Map; this will be the Draw Deck.
4. Draw 16 Swag Cards and lay them face-down on the Vendor Floor Map in the indicated spaces.
5. Deal 3 cards to each player.

Two-to-Four Player Rules

What's the point of the game?

It's simple: be the conference-er who collects the most swag!

So who goes first?

It's up to you who goes first. Be creative. Here are a few ideas:

Who arrived at CodeMash 2010 the earliest? Which player most recently attended a different conference? Who's got the most *real* swag? Perhaps the next player scheduled to speak at the conference?

Basic Game Play

Action will proceed in a turn-based, clockwise fashion until the end of the game. A turn works as follows:

1. Move your Conference-er Token to any adjacent space (including diagonals and occupied spaces)
2. Pick up the Swag Card under your token

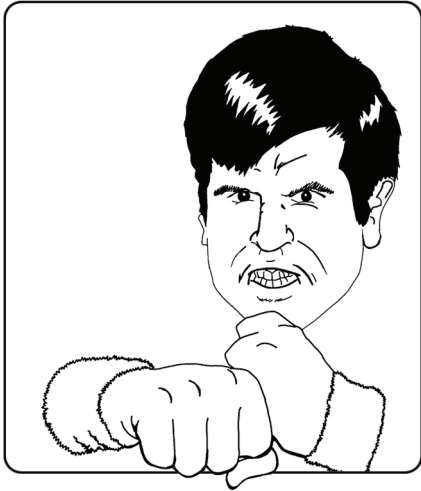
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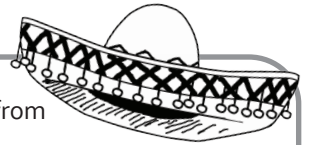
Swag Set Category

elastic
wrist bands

APPAREL



charisma can't replace intimidation



3. If you have a Swag Set (i.e., a pair of Swag Cards from the same category), then immediately:
 - a. lay the pair of Swag Cards face-up in front of you. This is called "tweeting"
 - b. draw 2 Swag Cards from the Draw Deck (if able)
 - c. if the draw gives you *another* Swag Set, then immediately tweet and redraw until you have no more Swag Sets
4. Replace the Swag Card under your token with a *different* card than you picked up

The First Round

Like all veteran conference-ers, players are eagerly waiting *outside* of the vendor hall until it opens. Therefore, on the first round, you must move from outside the board to one of the Swag Cards on the outside edge of the Vendor Floor Map.

If you were dealt a pair of matching Swag Cards (i.e. a Swag Set), then consider yourself lucky. You get to immediately tweet (i.e. lay down the pair in-front of you) and redraw.

No More Swag?

When the Draw Deck runs out, that means it's crunch time! Obviously, you can't draw Swag Cards anymore, so play continues until someone "tweets" and cannot replace the Swag Card they picked up from the Vendor Floor Map. When that happens, the game has now ended and it's time for the keynote address and the brave conference-ers must retire from the vendor floor.

Determining the Winner

The winner is the player with the most points. A Swag Set (i.e. pair of cards in the same category) earns 2 points. Having all four Swag Cards in the category earns *double* points (i.e. 8 points for the set of four). You get no points for having a third Swag Card in your hand that matches a "tweeted" Swag Set.

In case of a tie, the players ruefully admit to a shared victory, but vow to be victorious next year.

Single Player (Solitaire) Rules

Variation #1: Vendor Hall Dash

Unfortunately, you spent too much time "networking" last night and woke up with one doozy of a hangover. Now you have to race through the vendor hall alone grabbing as much swag as your groggy eyes can see.

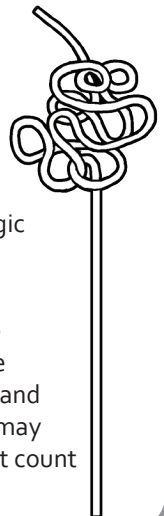
Game play follows the same rules as the multi-player game, the goal however is to finish the game as quickly as possible. At game end any remaining cards in the vendor hall add an extra 10 seconds to the total time.

Green Horn Conference-er	10:00 minutes
Veteran Conference-er	7:00 minutes
Champion Swag Master	5:00 minutes
Bold Faced Liar	3:00 minutes

Variation #2: Swag Bag Calamity

Tragedy strikes: your swag bag has quite the rip in it. Even more tragic is that you don't realize it! Your harvest of trinkets spills out as you greedily shove the freebies into your faulty bag.

Game play follows the same rules as the multi-player game with one addition. On each turn, after you replace a Swag Card taken from the Vendor Floor Map, you must discard one Swag Card from your hand and then draw a Swag Card from the Draw Deck. Discarded Swag Cards may be looked at but may not be used in any fashion and therefore do not count towards the final score.



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