

Code Monkey

This game based on the song *Code Monkey* by Jonathan Coulton
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*Code Monkey very simple man
With big warm fuzzy secret heart:
Code Monkey like you...*

Welcome to another day at job. We all Code Monkeys.
We all want win. To win, you must:

- Placate Boring Manager, Rob.
- Win heart of Pretty Receptionist

To placate Boring Manager, Rob, you must complete at least two projects and **not** have any uncompleted projects.

To win heart of Pretty Receptionist, you must have played the most romance cards. If someone else has played as many as you, you still have her heart, but if they play one more, they have won her heart and you must win it back.

You must do **both** these things to win the game and you win as soon as you have done so.

Code Monkey get up get coffee. Code Monkey go to job...

This game for 2-5 Code Monkeys.

Shuffle the deck and deal each Code Monkey 5 cards. Place the rest of the deck in the middle of the area as a draw pile. Place the Pretty Receptionist in the center of the table.

Code Monkey just keep on working...

On your turn, **first** you get two actions, **then** you draw to fill your hand back to five. Do not draw at the start of your turn. You draw at the **end** of your turn.

You have two actions during your turn. You may do any of the following as an action. You may perform the same action twice per turn.

Play a card. Here are the types of cards you can play and the special rules for those cards. Note that you cannot play “Cancel” cards as an action.

Projects. (Blue Cards) You may play a project on yourself or another Code Monkey. Place it face up in front of the Code Monkey. It is now an uncompleted project. You cannot win if you have any uncompleted projects. A Code Monkey can not have more than two uncompleted projects at a time. Note that this it *not* completing a project and others cannot play cards to stop you at this time.

Romance. (Red Cards) These are cards like candy, flowers, and soda. You play these to woo the Pretty Receptionist. When you play one of these cards, you must give other Code Monkeys the opportunity to play Orange Cards like “Soda Make Me Fat” or “Busy With the Telephones” to stop you. If your romance is cancelled, place your card and the canceling card in the discard pile. Otherwise, place the romance card in front of you to keep track of how many times you’ve wooed the Pretty Receptionist.



If you now have more Romance cards on the table than anyone else, place the Pretty Receptionist in front of you to show you now have her heart. Note that if you have her heart, you may **not** play a Red Romance card you’ve already used, so if you’ve used Flowers and you have her heart, you may not play Flowers again. You could play Soda though, if you haven’t played it yet. If you don’t have her heart, you could play Flowers twice though.

Energy Snack. (Green Cards) These are cards like Corn Chips, Energy Drink, and Caffeine. You may play these to complete a project in 1 action, even if they normally take two actions to complete (see completing a project, below). You may also play this card at the same time you play a project to automatically complete that Project as it is being played (in which case, it doesn’t count as an action). Place this card in the discard pile after using it.

Special Cards. (Grey Cards) These are special cards that do something different, like *Boring Meeting with Boring Manager Rob*. Just play the card as your action and then place it in the discard pile (unless it is used for Romance).

Complete A Project. Some projects take 1 Action to complete. Some take 2 Actions, which would be your entire turn. You may play an Energy Snack card as an action to complete a 2 Action project in 1 Action, or play it when you play a Project to complete that project when it is played. Announce when you are completing a Project to give other Code Monkeys the opportunity to play Purple Cards like “Code Not Elegant” or “Pretend to Work” to stop you. If you are stopped, the project remains uncompleted and face up in front of you. Otherwise, turn the project card sideways to denote that it’s been completed.

Discard Cards. You may discard cards as an Action, up to your entire hand. Keep in mind that you do not draw cards until the end of your turn.

Pass. You may do nothing as an action if you want.

After you have performed your two actions, draw to fill your hand to five cards.

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Back of Card, Pretty Receptionist, Manager Rob © Len “Jawbone” Peralta

Playtesters: Robin Guynn, Lawrence Lee, Laura Young, and others.

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