CODE DEPENDENCE - OFFICIAL RULEBOOK

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Objective
- Score the lowest total points across all rounds.
- Discard all 9 playable cards as quickly as possible without exposing your CODED card.

Setup
- 3 to 7 players are seated in clockwise order.
- Each player receives 1 CODED card in a private sleeve, then 9 playable cards.
- Players get a 5-minute planning phase to map safe clue paths.

Turn Structure
- The clue-giver says exactly one word.
- That clue cannot appear on any of the clue-giver's own cards (including CODED).
- Each other player gets exactly one guess, in clockwise order.
- If a guess is in the clue-giver's playable hand, that card is transferred to the guesser.
- If a guess hits the clue-giver's CODED card, it transfers as a CODED hit and both sides are penalized.

Round End
- A round ends immediately when a player has zero playable cards left.
- The guesser who names that final playable card gets a bonus.

Scoring
- Each card left in your own hand: +1 point
- Each card you earn by guessing correctly: -1 point
- If your CODED card is guessed: +10 points
- Each CODED card you guess from another player: +5 points
- If you guess the final playable card of the round: -1 bonus