オキ♥ドキ
OKEY DOKEY

1 to 5 players / 16 to 32 minutes playtime / 6 years and above

♫ Game Overview ♫

All of you have gathered to organize a spectacular music festival. Vocals, guitars, drums, pianos and bass from all over the land come together to play their part in this special event. Many bands have gathered, and each performer has their part to play in creating a successful music festival!

♫ Object of the Game ♫

Okey Dokey is a cooperative game and players are not competing but striving together for the common goal of successfully staging the festival. Players play cards one by one in accordance with the rules to a 5 by 10 grid to create a colourful music festival.

♫ Contents of the Game ♫

● 40 Number cards
  (1 to 8 in 5 colours: red, yellow, green, blue and grey)
● 3 Equal cards
● 10 Reset cards
● 1 rulebook

♫ Goal of the Game (in detail) ♫

The goal of the game is to be able to play all 50 Number and Reset cards to a grid of 5 rows by 10 columns.

←red row
←yellow row
←green row
←blue row
←grey row
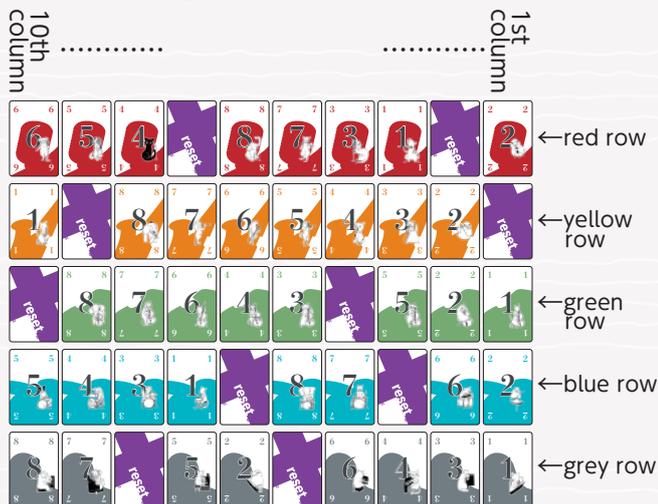
♫ Setup of the Game ♫

1. First, determine the level of difficulty of the game.
The level of difficulty determines the number of Equal cards to be used in the game.

Difficulty Level	Number of Equal Cards
Amateur	3
Standard	2
Professional	1
Maestro	0

2. Shuffle the corresponding number of Equal cards plus all of the Number cards well into a face down deck. Return the unused Equal cards to the box, they will not be used in the game. Then, distribute the Number cards (with the Equal cards mixed in, but not the Reset) in accordance with the number of players. The number of cards each player has indicated by the table below:

Player count	Starting hand size
1	10
2	7
3	6
4	5
5	4

The remaining cards are placed in a Number card deck in reach of all players.

3. Set up the Reset cards by placing 5 piles of 2 cards each face-up in 5 rows as shown in the diagram below:

2 each in 5 rows
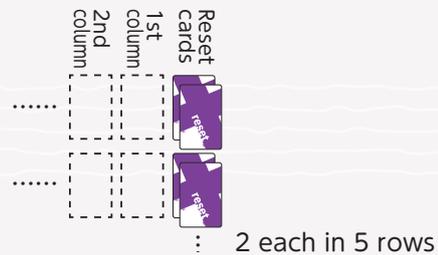
4. Decide on a Start player by discussing amongst all players. Players look at their own hands and decide who should begin. When the game begins, play will proceed in turns clockwise from the Start player. You are now ready to begin!

♫ Flow of the Game ♫

The game will proceed in turns until all 50 cards are placed in the grid. The game takes place in turns clockwise from the Start player.

Exception: In a 5 player game, when the fifth column of each row is placed, that player immediately takes another turn.

On a player's turn, they carry out 1 of the following 2 actions:
  a. Play a Number card
  b. Place a Reset card

a. Play a Number card

Play a Number card to the grid. An Equal card is also possible in place of a Number card. The card placement rules (to follow) must be obeyed. After playing a Number card, the player draws a card from the Number card deck to their hand if available.

b. Place a Reset card

Choose one colour, and place a Reset card from that row into the grid. This action cannot be taken if there are no Reset cards left of that colour. Reset placement rules (to follow) have to be obeyed. Then, if there is at least one card remaining in the deck, the player chooses 0 to 2 cards from their hand to discard face down to the bottom of the deck, and draws the same number of cards that they discarded from the top of the deck.

If, during a player's turn, they are not able to carry out an action (either (a) or (b)), the game ends immediately and the players have lost the game.

Once the deck runs out,
Players will be unable to draw any more cards.
In addition, when placing an Equal card, players may discard a Number card of the colour of the row where the Equal card was placed. Place the discarded card under the Equal card that was just placed. Only one card may be discarded per Equal card.
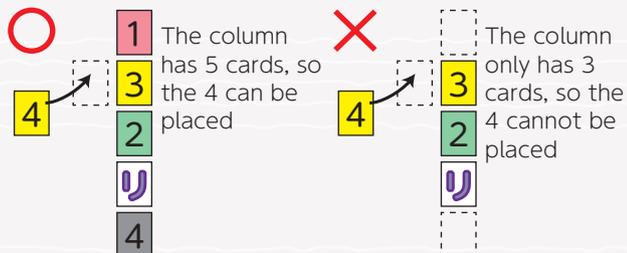
If a player runs out of cards in their hand,
Their turn will be skipped for the rest of the game.
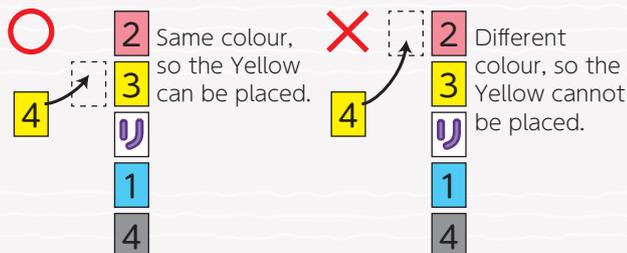
♫ Card Placement Rules ♫

- Column Placement Rules
Cards must be placed in the current column. Only when columns are complete can a new column be created. (e.g. Only after placing 5 cards in column 1 can you place a card in column 2).

O — 1 The column has 5 cards, so the 4 can be placed
4 → 3
2
U
4

X — The column only has 3 cards, so the 4 cannot be placed
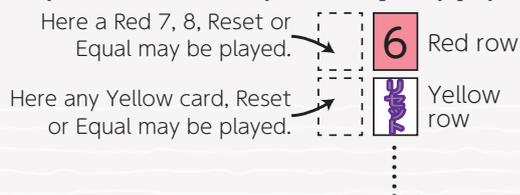4 → 3
2
U

- Colour Placement Rules
Each row must contain the same colour of Number cards. In addition, there is exactly only one row for each colour. (For example, even if a Reset card is placed in the first column of the first row, all subsequent cards still have to be red).

O — 2 Same colour, so the Yellow can be placed.
4 → 3
U
1
4

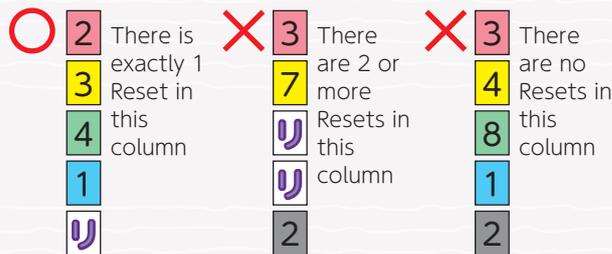X — 2 Different colour, so the Yellow cannot be placed.
4 → 3
U
1
4

- Number Placement Rules
The number of the card played must be equal to or greater than the number of the card to the right of it. You may play a Reset card regardless of the number of the previous card. If a Reset card is placed, it is equivalent to resetting the number to zero (i.e. any number of card may be subsequently played).

Here a Red 7, 8, Reset or Equal may be played. → 6 Red row

Here any Yellow card, Reset or Equal may be played. → Yellow row

- Reset Placement Rules
In every column of 5 cards, there must be exactly 4 Number cards and 1 Reset card. At the end of the game, there should be exactly two Reset cards per row.

O 2 There is exactly 1 Reset in this column
3
4
1
U

X 3 There are 2 or more Resets in this column
7
U
U
2

X 3 There are no Resets in this column
4
8
1
2

- Equal Placement Rules
Equal cards may be placed instead of any Number card. When an Equal card is played, the number value of the Equal card is the same as the card to its right. If the card to the right is a Reset, then the value of the Equal is a zero.

Treat this Equal as a Red 6 = 6
2

Treat this Equal as a Green 0 = U
3
1
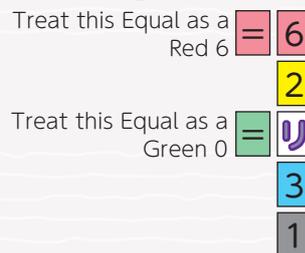
♫ End of game ♫
When all of the 50 cards have been placed in the grid, and all 10 columns have been filled, the players have won the game. If this cannot be accomplished, then the players have lost the game.

♫ Rules regarding player discussion ♫
No player may show their hand to another player. Players may not say or give hints about the number values of their hand. However, players may reveal how many cards they have in a colour. They may also suggest a colour that they would like to be played.

♫ Hints ♫
- For every column, it can be useful to discuss who places which colour, and who will play the Reset card.
- Number '1' cards can only be placed in the first column or after a Reset, so try to play them as soon as possible.
- Besides the 10th column, try to avoid placing number '8' twice in the same column.