

Diddly

INSTRUCTIONS

2 - 8 players

CONTENTS

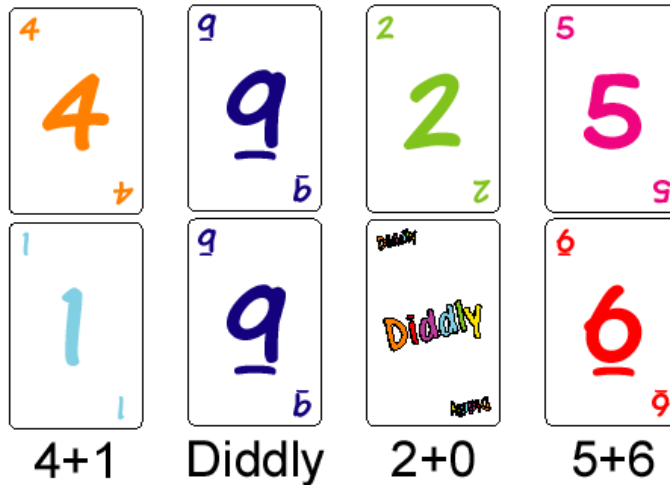
- 104 total cards:
- 80 - number cards (8 each, 1 - 10)
- 8 - Diddly cards
- 4 - Diddly Wild cards
- 4 - Diddly Half cards
- 4 - Peek cards
- 4 - Recycle cards

OBJECT

Try to end up with Diddly (zero points), or as close to Diddly as possible.

The player with the lowest score after five rounds wins!

Match cards in a column, and they both score Diddly! When a round ends, the points of any unmatched cards are added to your score.



SETUP

The owner of this game picks the first dealer. Shuffle the deck, and deal each player eight cards face down. **Do not look at these cards!** Players arrange the cards dealt to them into four columns of two cards each.*



This is a player's board. **Players choose any two cards on their board and flip them both face up in place.** The cards that were not dealt out become a draw deck. Place the draw deck where all the players can reach it. Turn over the top card from the draw deck, and place it face up to start the discard pile. The player to the left of the dealer begins play. Play continues to the left.

**For 5-8 players: deal six cards in three columns of two cards each.*

A TURN

Draw the top card from the draw deck OR the top card from the discard pile.

(See Recycle card below for exception.)

Replace a card on your board with the card just drawn. A drawn card replaces any face up or face down card. A drawn card must be placed face up on your board. You may NOT look at a face down card before you replace it.

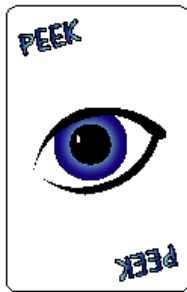
(See Peek card on next page for exception.)

Discard the card you replaced from your board. It is discarded face up on top of the discard pile.

REMEMBER: a card can NEVER be discarded on the same turn it was drawn!



A **Recycle** card that is face up on your board lets you “recycle” any card from the discard pile. If you draw a Recycle card, it must first replace a card on your board. On a later turn instead of a normal draw, you may replace the Recycle card on your board with any card in the discard pile. The Recycle card must be discarded on top of the discard pile, ending your turn. A Recycle card on your board can be replaced and discarded on a normal turn without recycling. An unmatched Recycle card is worth 10 points.



A **Peek** card lets you peek at a face down card on your board. If you draw a Peek card, first peek at one of your face down cards without revealing it. (Drag it toward you into your "hand." Flip it face down before returning it.)

Then replace *any card on your board* with the Peek card. If you “recycle” a Peek out of the discard pile, peek at one of your face down cards before replacing the Recycle card with the Peek. If you turn over a Peek card during Setup, peek at a card before play begins. Two Peek cards during setup equals two peeks.

An unmatched Peek card is worth 10 points.



A **Diddly Wild** matches the other card in its column, making it worth Diddly. A Diddly Wild is worth zero points.

See SCORING for the **Diddly Half** and **Diddly** card rules.

A ROUND

Turns continue until one player's cards are all face up. That player takes no more turns in the round. The other players must each take one last turn. Once everyone has taken their last turn, the round is over. Any cards that are still face down on a player's board are now flipped face up.

“Recycle” actions may NOT be taken at this point. Scoring now begins.

SCORING

If the cards in a column match, they are both worth DIDDLY (zero points). Columns with unmatched cards score each card as follows:



Any number card,
1 through 10
= its number in points.

(1 = 1 point, 2 = 2 points, 3 = 3 points..., etc.)

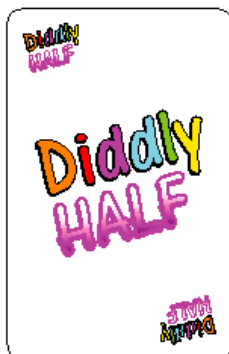
Recycle = 10 points.

A Recycle only matches a Recycle or Diddly Wild.

Peek = 10 points.

A Peek only matches a Peek or Diddly Wild.

The **Diddly Half** card makes the other card in its column score half points, rounded up.



With a **Diddly Half** card:

Peek, Recycle, 10 & 9 = 5 points

8 & 7 = 4 points

6 & 5 = 3 points

4 & 3 = 2 points

2 & 1 = 1 point

All Diddly cards = 0 points

SCORING continued

Diddly Wild = 0 points

Diddly Half = 0 points

Diddly = 0 points

The **Diddly** card is simply a zero.
It has no effect on other cards.
Diddly, that's all, nothing else.



STARTING A NEW ROUND

A scorekeeper should note the scores for each round. The player to the left of the last dealer becomes the new dealer.

WINNING THE GAME

After five rounds have been played, add up the scores. The player with the lowest total score wins. If there is a tie, the tied player with the lowest round score wins. If that is a tie, the tied player with the next lowest round score wins, and so on.

If you have questions or comments,
visit the [Diddly Facebook page](#)!

THE 9 CARD GAME

2 - 6 PLAYERS

OBJECT

Match three cards in a column, row, or diagonal, and they are worth Diddly (zero points). The player with the lowest score after five rounds wins.

SETUP

Deal every player nine cards face down.

Players arrange the cards dealt to them into a 3x3 rectangle. Players pick three cards on their board and flip them face up in place.

A TURN & A ROUND: Use standard Diddly rules.

SCORING

If the three cards in a column, row, or diagonal are a matching set, they are all worth Diddly (zero).

Unmatched cards score normally. No card is scored more than once.

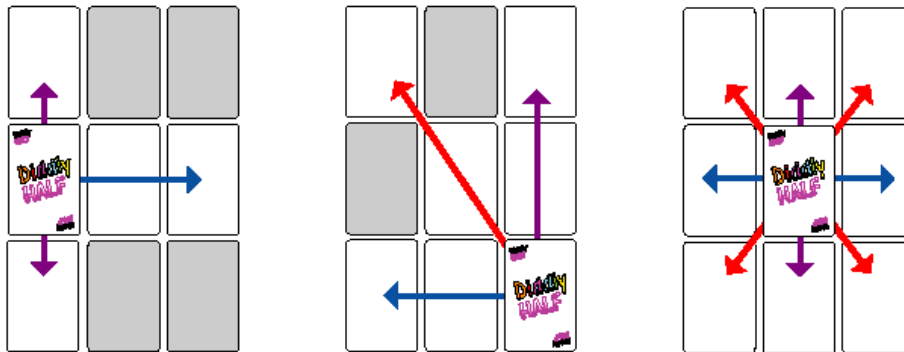
A card may be part of a three card matching set in multiple directions. The five in the upper left corner makes the column of fives AND the row of fives worth Diddly.





A **Diddly Wild** with two other matching cards (or another Diddly Wild) makes a matching set. A Diddly Wild can match different cards in different directions. The grayed out cards in the example on the left score individually as normal. The rest are worth Diddly.

Every card in a row, column, or diagonal with a **Diddly Half** card is worth half points, rounded up:



The point value of any card can be reduced by half only once. *Halving a card only affects how a card scores, not how it matches.*

When a round is over, score each card once:

1. Turn cards halved by a Diddly Half sideways.
2. Remove any card or set of cards worth Diddly.
3. Add up the points of the cards remaining.

Sideways cards are worth half, rounded up.

WINNING THE GAME: Use standard Diddly rules.

A big thank you goes to Sarah Thurman, also Jaclyn Friedlander and the play-testers. To Mom and all my family, thanks for all the games we've ever played.
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