



**Endless
GAMES**

Item #845
Ages 6+

INSTRUCTIONS

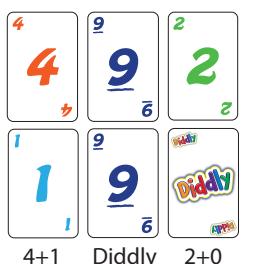
CONTENTS

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

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

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!



4+1 Diddly 2+0

SETUP

The owner of this game picks the first dealer. Shuffle the deck and deal each player six cards face down. **Do not look at these cards!** Players arrange the cards dealt to them into three 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 2-6 players: Diddly can also be played with eight cards in four 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 for exception.) Replace a card on your board with the card just drawn. A drawn card can replace 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 for exception.)

Discard the card from your board that was replaced by the drawn card. 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 using the "recycle" action. 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. Then replace any card on your board with the Peek card. If you "recycle" a Peek card from the discard pile, peek at one of your face down cards before replacing the Recycle card. A Peek card turned face up during the setup phase of a round lets you peek at one of your face down cards before play begins. An unmatched Peek card is worth 10 points.

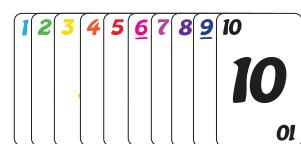


A **Diddly Swap** card lets you swap two cards on your board. If you draw the Diddly Swap card, before placing it, you may swap the position of a card on your board with any other card on your board. A card may be swapped whether face up or face down. Face up cards stay face up. Face down cards stay face down. You do NOT have to swap cards. After swapping or choosing not to swap, replace any card on your board with the Diddly Swap card. A Diddly Swap card turned face up during the setup phase of a round lets you swap two cards on your board before play begins. The Diddly Swap is worth zero points.

Turns continue until one player's cards are all face up. That player takes no more turns in the round. The other players 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" and "Swap" actions may NOT be taken at this point. Scoring now begins. (over)

SCORING

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



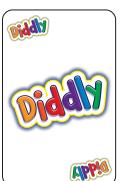
(1 = 1 point, 2 = 2 points, 3 = 3 points..., etc.)

Recycle card = 10 points
A Recycle only matches a Recycle.

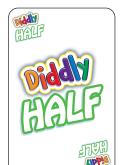
Peek card = 10 points
A Peek only matches a Peek.

Diddly card = 0 points
Diddly Swap card = 0 points
Diddly Half card = 0 points

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



The Diddly card is worth zero points. That's all, Diddly, nothing else.



The Diddly Half card makes the other card in its column score half points.

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

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.

For more information about Diddly, visit:
www.endlessgames.com/diddly

THE 9 CARD GAME 2 - 6 PLAYERS

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.

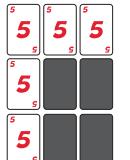
SETUP

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: Same rules as the 6 card game.

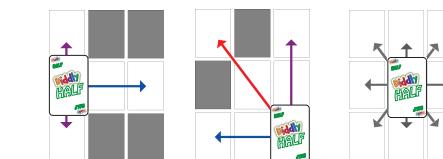
SCORING

If the three cards in a column, row, or diagonal match, they are worth Diddly (zero points). Each card is scored individually.



A card may match in multiple directions. The five in the upper left corner makes the column of fives AND the row of fives worth Diddly.

Cards in a row, column, or diagonal with a Diddly Half card are 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 unmatched card once:

1. Turn every card halved by a Diddly Half sideways.
2. Remove any card or set of cards worth Diddly.
3. Add up the points of the cards left. Sideways cards are worth half, rounded up.

WINNING THE GAME: Same rules as the 6 card game

A big thank you goes to Sarah Thurman and Jaclyn Friedlander. I'm also grateful to Tim, Wyatt, and all the other play-testers. To my Mom and the rest of my family, thanks for all the games we've ever played.

Copyright 2012 Clint Corley. All Rights Reserved.
Diddly is a registered trademark of Endless Games, Inc.
Manufactured under license agreement and distributed by Endless Games, Inc.
Freehold, NJ 732-414-2213 Visit our website at: www.endlessgames.com
The Endless Games logo is a registered trademark of Endless Games, Inc.
MADE IN CHINA.