

The Awesome Foursome Word Game



Discard White Instruction Sheet
Retain Blue Instruction Sheet

Instructions

WHAT'S QUAD*DOKU?

Like the puzzle Sudoku, Quad*doku is a grid challenge, but it's played with letter tiles rather than numbers on a matrix of four intersecting words. The goal is simple. Just form as many "dokus" or other high scoring words as you can on a turn. Sounds easy, but you'll soon discover that changing one word on the grid often affects the others. Combine this with the added twist that the same letters have varying values. Do you really want to play that 2 point "E" tile rather than the 3 point "E" tile?

The fastest way to get your score up is to create a doku. A doku is a 4-letter word whose letter tiles add up to 10. When scoring, each doku's value is doubled, so that 10 points becomes 20 points. On a turn, a player who makes four 4-letter dokus, each adding up to 10, scores a treasured Quad*doku and is rewarded with a well-earned 80 points. There are several thousand four letter words, but getting four to intersect on a 4 X 4 playing grid for a Quad*doku is the real challenge.

TO WIN:

Have the most points at the end of the game. The game is over when there are no tiles left to play or no player can make a new word with the remaining tiles.

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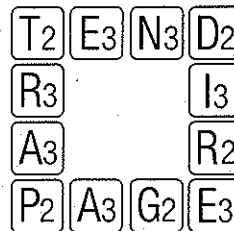
4 x4 playing grid 75 letter tiles (You'll need paper and pencil, not provided)

SETUP:

1. Pick a player to be the Scorekeeper. The Scorekeeper writes each player's name at the top of a column to tally cumulative points.
2. Create a drawpile by placing all the tiles (letter side up) in full view of all players. Arrange the letters in alphabetical order. For example, group all the A's together with their varying point values, all the B's together, etc.
3. Position playing grid in view of all players.

4. Players set up a starting Quad*doku, as shown.
Note that each doku adds up to 10 points, and interconnects at the four corners. You and your friends can create your own starting Quad*doku if you wish.

Starting Quad*doku



HOW TO PLAY:

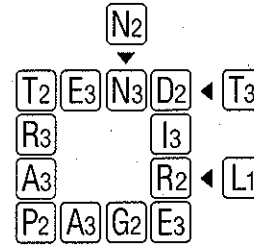
1. Pick a player to go first. Play continues to the left.
2. On your turn, draw letter tiles from the drawpile to put on top of the grid's already-placed letters. You may create one, two, three or possibly four new words on a turn. To form a new word add one, two, three or four letters to an existing grid word. Note that changing any one corner letter automatically changes two words. When finished make sure each new word that you formed is a correctly spelled 4-letter word. When placing tiles, it's possible to form:
 - Dokus: 4-letter words whose point values add up to 10. Remember dokus snag double points, so you score 20 for every doku you make.
 - A Quad*doku: This is the ultimate goal, four new 10-point dokus that interconnect at the four corners of the grid to score 80 points.
 - Non-dokus: 4-letter words whose point values add up to less or more than 10. Non-dokus are worth the total face value of their letter tiles.

Once, your word or words are built, add up your score. Important: You must place at least one tile on an already-placed word to score for that word. The Scorekeeper records your total. Your turn is then over and play continues to the left.

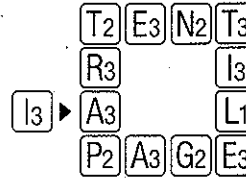
3. Letter-Placing Rules:

- You can select as many letters from the drawpile as you wish.
- Before placing any selected letters put them around the perimeter of the grid next to the letters you wish to cover. Then add up their points hoping to make some dokus. Go back and forth to the drawpile, not only looking for the letter you want but also for its value. Once satisfied that your tiles will all form 4-letter words, place them on the grid and score.
- The same letter can be placed on a matching grid letter, but its value must be different. In the example below, we do this by

replacing an N3 with an N2 and changing the D2 with a T3 to form TENT, a new doku. The connecting word TIRE now is not a doku, but changing its R to an L to form TILE nets you a new doku.



- Remember when you change one word it often affects the other words on the grid. Always make sure that your letter placement makes a legal, properly spelled 4-letter word.
- Placing corner letters is a key strategy. Remember just one letter can change two words.
- One easy way to form a new doku is to place a different letter with the same value on a doku that already exists on the grid. For example, change the letter A3 in TRAP to I3 to form TRIP.



- Legal words: No proper names or foreign words are allowed. No abbreviations or acronyms either.

WINNING THE GAME:

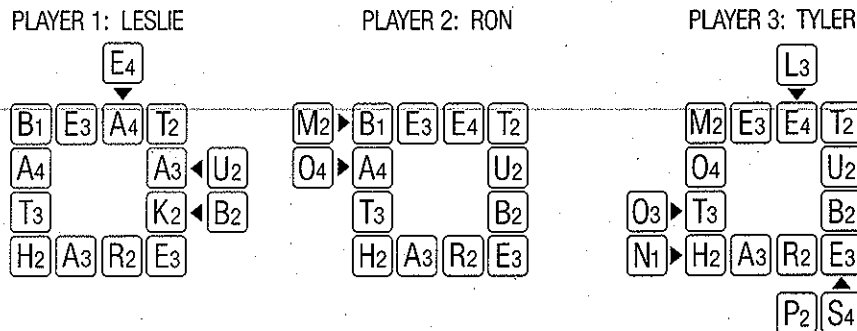
The game is over when there are no tiles left in the drawpile to play or no player can make a new word with the remaining tiles there. The Scorekeeper then tallies the scores and the player with the highest total wins.

SOLO PLAY:

No opponent? No problem! Play Quad*doku by yourself. Just set up the tiles in the standard way. Then decide whether to make the most 4-letter words you can or the most dokus. Keep track of your count and try to better your score with each game.

SAMPLE ROUND OF PLAY:

Take a quick look at the beginning moves of a 3-player Quad*doku game.



Leslie played three letters: An E over the A in BEAT to make one new word BEET, and a U and B over the A and K in TAKE to make TUBE. Score: 10 points for BEET, a "doku", which doubles your score for that word to 20; and add 9 points for the non-doku TUBE for a total of 29 points

Ron played two letters: An M over B in BEET to make MEET, and an O over A in BATH to make MOTH. Score: 11 points for the non-doku MEET and 11 points for the non-doku MOTH for a total of 22 points.

Tyler played five letters: An O and an N over the T and the H in MOTH to make MOON; a P and an S over the R and E in HARE to make two new words NAPS and TUBS; and finally an L over the E in MEET to form MELT. Score: The four new words created are "dokus" with 10 point values doubled for a Quad*doku worth 80 points.

This product complies to all safety requirements of ASTM F 963.

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Cadaco
4300 West 47th Street
Chicago, IL 60632

