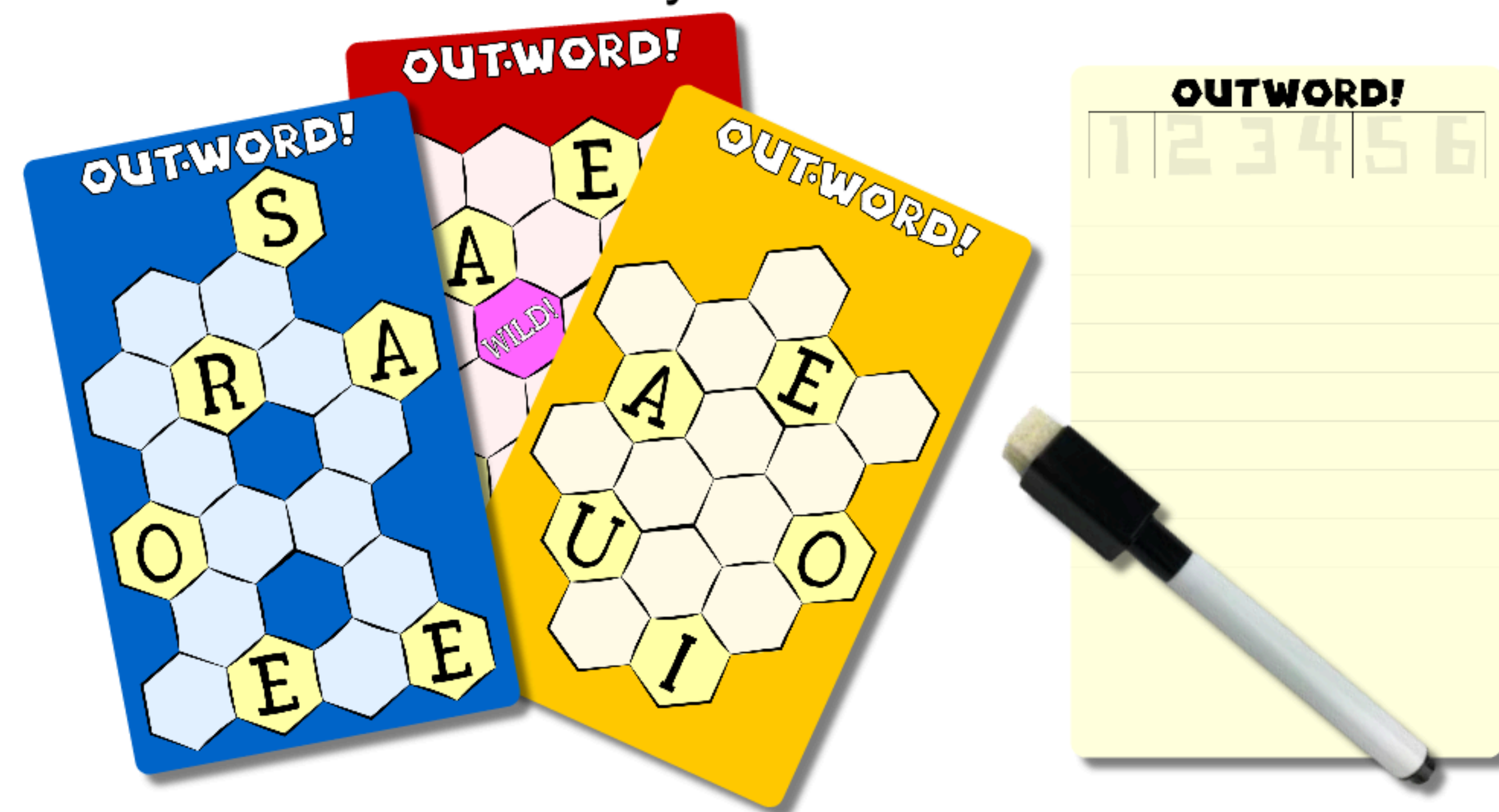


# Getting Ready

1. Set the 2 letter-dice and the three-minute sand timer in the middle of the play area.
2. Shuffle the Challenge deck and set it in the middle of the play area.
3. Give each player a set of 3 colored playmats a scorecard and a dry erase marker.



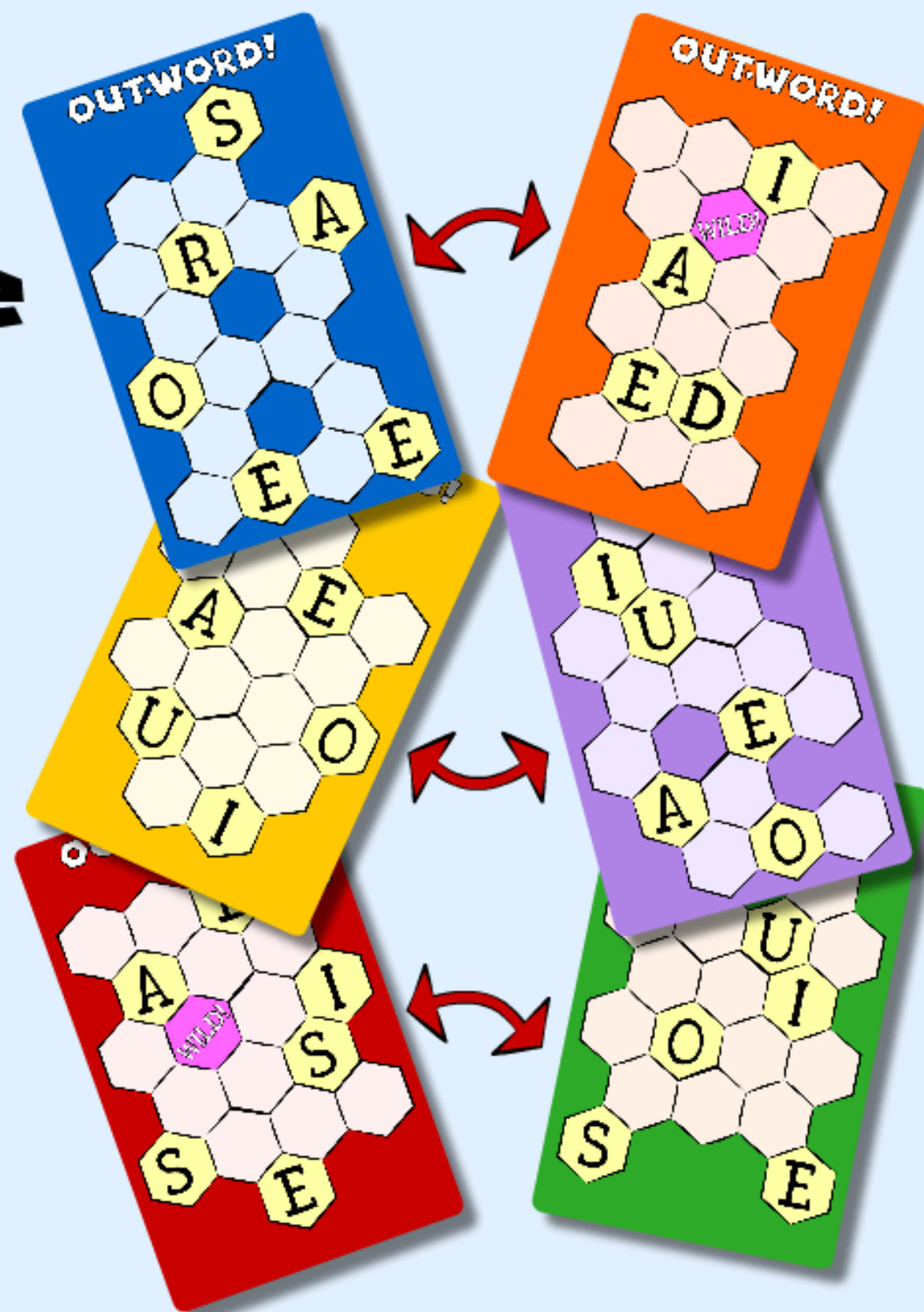
# 6 Rounds

4. Players set their Blue colored playmat on the table front of them. The playmats are double sided and the order in which they are used is:

**Blue to Orange**  
**Yellow to Purple**  
**Red to Green**

All players should be using the same color playmat as each other during a given round.

Once all 6 sides of the playmats have been played then the game is over.



# Let's Play!

1. Each round begins by drawing a Challenge card from the deck and reading it out loud.
2. Players take turns choosing one of the letter dice and rolling it. They read out loud the 3 letters displayed at the top of the dice. Everyone then places those letters anywhere they'd like on their playmat. This continues until all 12 spaces have been filled with letters.
3. The timer is flipped, and all players now have 3 minutes to write down as many words as possible on their scorecard until the timer runs out.
4. Players take turns reading out their words. Any words which are identical to another player's words should be erased.
5. Players total their scores and write that amount in an open box at the top of their scorecards, and then erase their scorecard words and playmats.

# Making Words

Form words by combining letters from any connected hexagon either horizontally or diagonally.

You cannot skip over a hexagon. All the letters of your word must connect to a previous letter.

Words must be at least 2 letters long and you cannot use the same letter twice.

No hyphenated words or proper nouns—unless a “Challenge” card says otherwise.

Variations of the same word are fair game (e.g., “run,” “runs,” “running”).

Remember, quick thinking and a sharp eye for connections are your keys to victory!

# Scoring & Winning

Scoring is based on word length plus any bonus points you may have earned from the Challenge card.

Word Length		Points
2	=	1
3 - 4 - 5	=	2
6 - 7 - 8	=	5
9	=	10
10	=	15
11	=	20
12+	=	25

At the end of the 6th round each player adds up the combined point total from all of the rounds. The player with the highest score wins the game!

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# Kadoova Duel!



# OUTWORD!

# Instructions



2-4  
PLAYERS



10+  
AGE



30  
MINUTES