

Kadoova Dash!

Make a dash for the finish line and be the first player to reach 10,000 points. Just hope the other players don't turn the tables on you at the last minute.

GAME CONTENTS:

84 CARD DASH DECK

6 WHITE DICE

1 KADOOVA DIE

2 BLACK 'EXTRA' DICE

6 ERASABLE SCORE CARDS

1 DRY ERASE MARKER



Requirements



2-6
PLAYERS



13+
AGE



20-40
MINUTES

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Getting Ready



1.

Remove the Score cards from the deck. Then, choose a person to be the Score-Keeper. Hand them the Dry Erase Marker and the Score cards. Put each player's name on separate cards and make sure to write the scores LARGE so everyone at the table can see them.



2.

Thoroughly shuffle the deck

3.

Place the deck and the dice in easy reach of all of the players.

Let's Play!

Everyone at the table rolls 1 die and whoever gets the highest number starts the game. If there's a tie simply have a tie breaker roll-off.

1. Each turn always begins by rolling the Kadoova die. Unlike a regular die this one is numbered 1, 1, 2, 3 and also has +50 and +100 sides as well.

A.

If you roll a 1, 2 or 3 then draw that many cards from the deck. The only way to get Dash cards is by rolling the Kadoova die.

B.

If you roll a +50 or +100 then you get that many points to start your turn



2. If you drew any Dash cards then check to see if you need to or want to play any of them right away. Most Dash cards can be played at any time but some of them need to be played at the start of your or other player's turns. You can play as many Dash cards as you're able to during your turn.

3.

Pick up 6 dice* and roll** them. You will continue to roll until you either decide to stop, or you get a 'Non Scoring' roll. You can also play Dash cards during your rolls if a card allows.

* You may end up rolling as many as 8 dice or as few as 1 depending on what cards have been played.

** See 'Rolling the Dice' and 'Scoring Chart' on other side

4.

Your turn ends when you're done rolling the dice, and you don't have any more cards you want to play. You need to have scored at least 350 points to have the score-keeper record any points for your turn.

5.

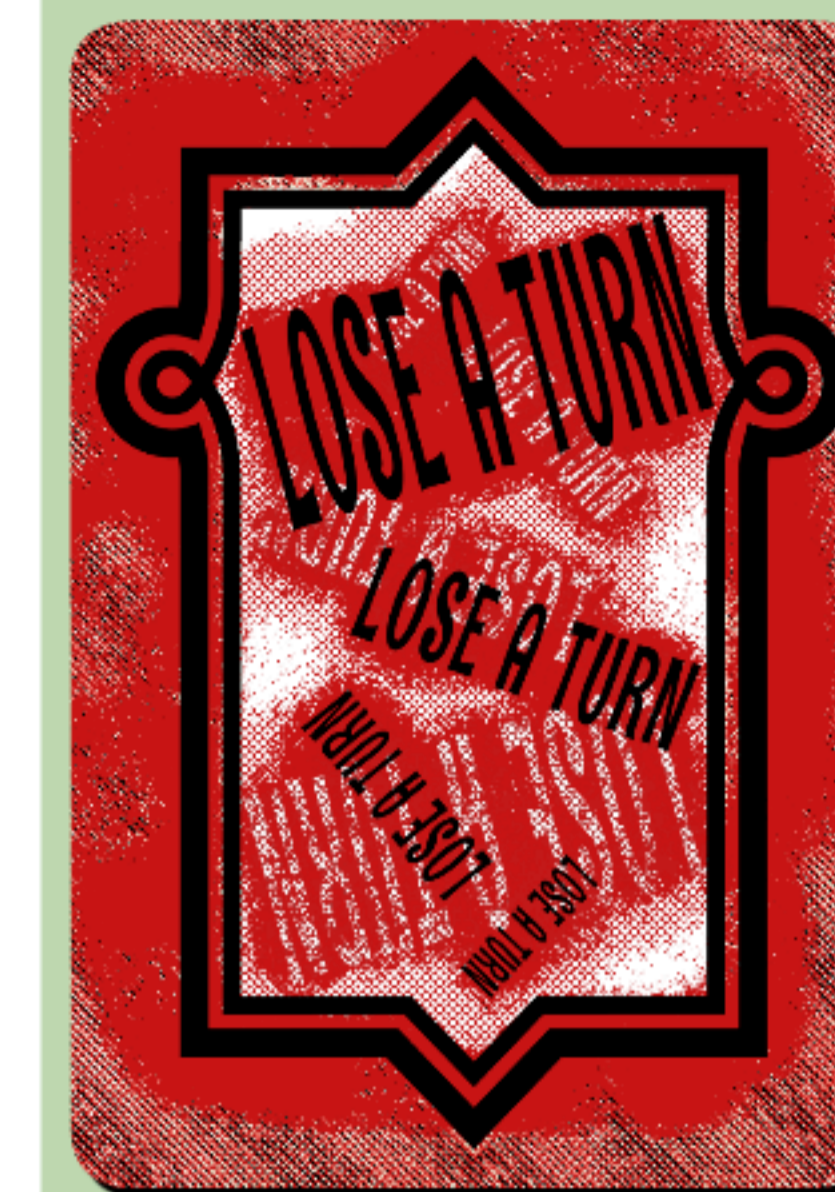
The next player starts over at number 1 above, but the great thing is that you don't have to wait until it's your turn again to do something. There are Dash cards that you can play during the other player's turn as well.

Using the Cards

So you ended up with some cards and you're thinking 'I can only use 1 per turn right?' Well, you're wrong!

You can use as many of them as you're able to or as few as you'd like. Multiple copies of the same card can even be used on the same turn. After a card is played it is then discarded.

There are some cards that can only be used on your turn and other cards which can be used on your turn or during another player's turn but you can play as many as you want as long as the cards allow it.



Red cards are always bad and they must be played immediately by the player who drew it.

Purple Cards are always good. They're permanent upgrades for that player for the rest of the game.



Most cards can be used either on your turn or during another player's turn.

Using these cards wisely is a crucial part of the game and where the strategy really comes in. Maybe you're in the lead and want to slow down your nearest opponent so you play a card that makes them re-roll a Straight. Perhaps you're behind, but you've held on to a card like Tax Time and you give it to the lead player just after they've hit 10,000. They could end up losing thousands of points and give you a chance to steal the game!

Penalty Cards

Any card that one player plays against another is considered a "Penalty" card. For example, if a player gives you a "Lose a Dice" card that's a penalty. However, if you have a "Return to Sender" card then you won't lose a dice and instead the player who gave you that card will lose one on their next turn.

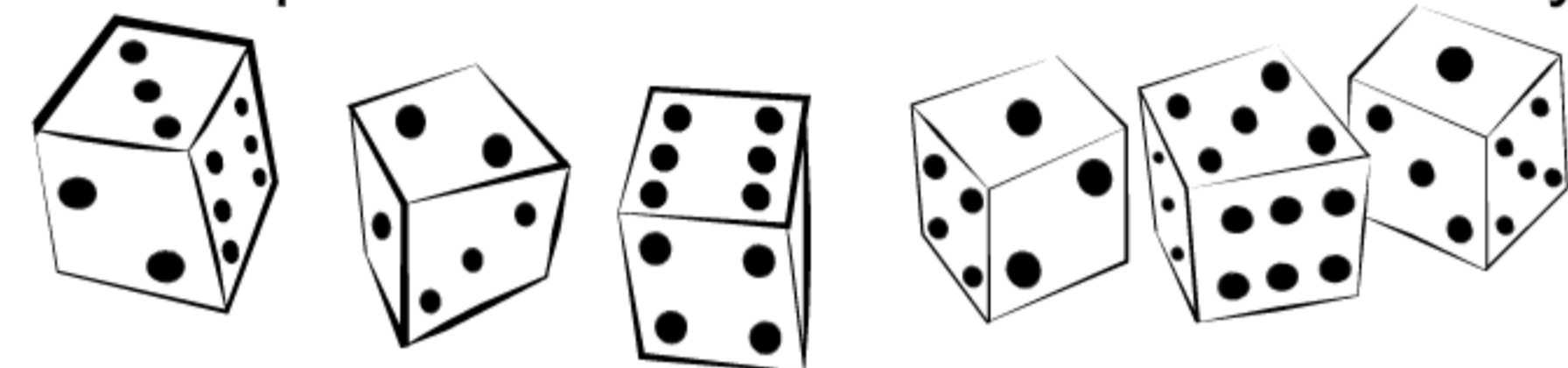


Rolling the Dice

The most common things to look for are:

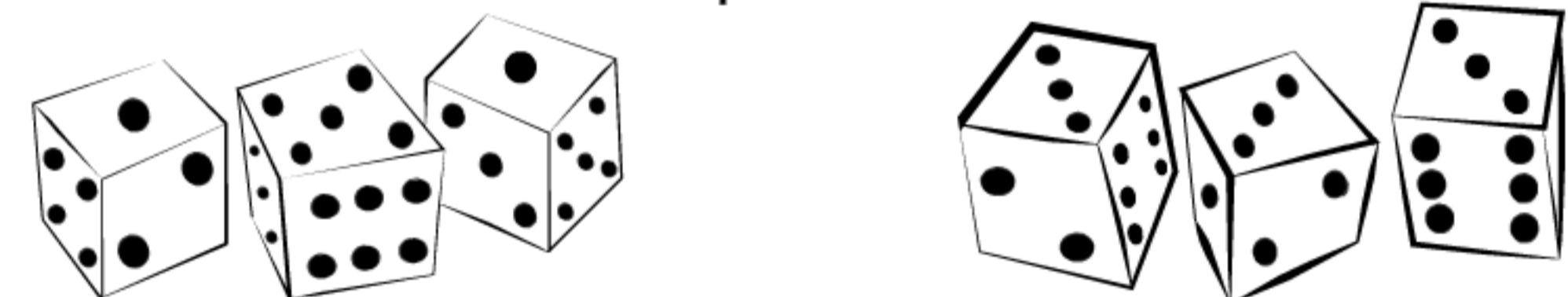
1s, 5s and Three of a Kind

Below is an example where someone has rolled a 3, 2, 6, 1, 5, 1. The two 1's are each worth 100 points and the 5 is worth 50 points for a total of 250 points. The other three dice have no value. If they had rolled points on the Kadoova die then they'd add those as well.



This player does not yet have at least 350 points so they have to keep rolling. They can choose to keep the two 1's and the 5 or just one or two of those scoring dice but you do need to set aside at least 1 die every shake to keep rolling. Once you've set aside any dice then those cannot be re-rolled unless all of your dice have scored points.

The player decides to keep the two 1s and the 5 and shake the remaining 3 dice. Then they roll a three-of-a-kind by getting three 3s which is worth 300 points.



They now have a total of 550 points for this turn. They could decide to stop rolling and have the score-keeper record their points or, since all of their dice have scored points, they could pick up all the dice and roll again. This continues until they either quit rolling or they get a 'Non Scoring' roll.



If you don't score any points on a roll then your turn is over and you lose ALL the points you've made that turn, unless you have a Dash card that can help you out.

Scoring Chart

All scores below are based on achieving these rolls in a Single Shake of the dice.

$$5s = 50$$



$$1s = 100$$

$$\text{Three } 1s = 1000$$



$$3\text{-of-a-kind} = \text{die number times } 100$$

$$3\text{ dice} = 400, \quad 4\text{ dice} = 600$$

If you roll 4 or 5 of-a-kind you get

100 points for each extra die.

$$3\text{ dice} + 1\text{ die} = 300, \quad 4\text{ dice} + 1\text{ die} + 1\text{ die} = 600$$

$$\text{Six-of-a-Kind} = 4000$$

$$\text{Straight } 1,2,3,4,5,6 = 2000$$

A Full Kadoova

Roll three pairs of 2s, 3s, 4s, or 6s. The person who grabs the Kadoova die first and yells 'Kadoova!' gets 500 points and they get to roll the die, keeping whatever they rolled.

$$2\text{ dice} + 3\text{ dice} + 4\text{ dice} = \text{KADOOVA!}$$

Winning

When a player hits 10,000 points or more, that triggers the 'potential' last round. Each player at the table gets one more turn to try to get more points than that player. Once everyone has taken their final turn and at least one player has a score over 10,000, then the player with the highest score wins!

BUT WAIT!



TAX TIME



Robin Hood



Bandit

It's also possible through the use of Dash cards to actually lower the original player's score down to below 10,000. If that happens, and no one else has reached 10,000 or more points, then the game continues until another player goes over 10,000. Then, just as above, all the other players get one more turn to earn as many points as possible or bring that player's score below 10,000.

Whoever has the highest score, 10,000 or over, once everyone's taken their last turn wins!

It can be a real nail-biter right up until the last card has been played!

Important Stuff!

Rolling a Full Kadoova:

Get 3 non-scoring pairs in a single shake: 2s, 3s, 4s or 6s. The first person to grab the Kadoova die and yell out "Kadoova!" gets 500 points and then gets to roll the Kadoova die receiving either cards or more points. A Full Kadoova can only occur with the six white dice and will always be a 'Non Scoring' roll. If you are rolling extra dice it's possible to get a Full Kadoova and keep rolling.

Cheating:

If you are caught cheating you instantly lose 1000 points and your turn is over. I hope you've learned your lesson. Do a better job of cheating.

Negative Scores:

It's entirely possible to go into negative numbers early in the game. Try rolling the dice better.

The Score-Keeper:

It's recommended to have one person record all the player scores (see cheating above). Everyone at the table should always know who's in the lead and what their own score is. Choose a trustworthy Score-Keeper. I'm looking right at you grandma. I saw what you did.

8 of-a-kind:

In the unlikely event that you roll an 8 of-a-kind in a single shake without using anything like a re-roll card you instantly win the game. I hope you got that on video because no one else will believe you.

Tie Breaker:

In the case of a tie at the end of the game then the tying players each roll 6 dice until they get a non-scoring roll. The player with the highest total from those rolls wins. No Dash cards allowed, it's in fate's hands now.

If you have any questions or ideas you can visit us at:
www.pointystickgames.com