

HOW TO PLAY IN TEAMS

If you have **more than four** players, you can play Cadoo in teams. A team can be any number of people, from one to four or more.

When it's your team's turn, roll the die and draw your SOLO or COMBO card.

If your team rolls a SOLO, you and your teammates do the challenge on the card together. The other teams watch and check your answer.

If your team rolls a COMBO, choose **one** player on your team to do the challenge while all the **other teams** try to guess. (The people on your team **don't** guess.) If another team shouts out the correct answer, both teams place tokens on the board. Your team chooses the spot.



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Cranium® Family Edition:

Made with a mix of hilarious activities that gives your whole family a chance to shine!



Ages 8 to Adult

If you have questions or comments about Cadoo, please e-mail: consumer_affairs@hasbro.com. You can also write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Or call 888-836-7025 (toll-free in the U.S.).

Notice to Parents: Cranium Clay contains wheat.

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Cadoo®

Ages
7+

GET
READY

Welcome to **Cadoo**,
the game that gets you thinking,
giggling and grinning as you go for
a four-in-a-row win!

**OBJECT OF
THE GAME**
Be the first to get a Cadoo
(four tokens in a row—across,
up, down, or diagonally)
to win!

SOLO CARDS

TOKENS

PAD AND
PENCIL

DIE

DECODER
GOGGLES

TIMER

CRANIUM
CLAY

COMBO CARDS

1. Set out the game board, pad and pencil, tokens, SOLO cards, COMBO cards, timer, Cranium Clay, decoder goggles, and die.
2. Each player chooses a token color and takes all the tokens of this color. (If you have more than four players, see the special instructions for team play on the back page.)
3. You're ready to play Cadoo! The youngest player goes first.

over



ON YOUR TURN

1. Roll the die to see which kind of card you get—SOLO or COMBO.
2. Draw your own card and read it **out loud** so everyone can hear you. Your card tells you what to do and how to place your tokens if you succeed.
3. When you're ready, start the timer and do your Cadoo challenge.
4. Did you beat the timer? Congratulations! Place your tokens.
5. Pass the die to the player on your left. Your turn ends after one card.



IF YOU SUCCEED ON A Combo CARD

Excellent! You put one token on any open spot, **and** the player who shouted out the right answer puts a token on top of yours. **Both** of you can use this spot to go for your four-in-a-row Cadoo. If nobody guesses correctly, you may **not** place tokens on the board.

IF YOU SUCCEED ON A Solo CARD

Way to go! Put one token **CARD** on any open spot. No one can place a token on top of yours.



HOW TO WIN

If you're first to get a four-in-a-row Cadoo, you win! **But** you can win **only** on a SOLO card! If you have three tokens in a row and roll a COMBO, you still get to place tokens if you succeed—just not on the spot that would complete your Cadoo. Only a SOLO card gives you a chance to go for the winning spot.

FOR EXAMPLE

Blue would have to roll a SOLO to play for this spot and get a Cadoo.

If Orange shouts out Blue's COMBO answer, Blue **can't** choose this spot, because it would give Orange a four-in-a-row Cadoo on a COMBO.

What if nobody gets a Cadoo?

This happens sometimes. Keep playing until the board is full. The player with the most tokens on the board wins the game.