

the Pretty Darn Quick word game

PDQ

RULES OF PLAY

There are many different games you can play using the PDQ cards. Once you get good at the main version, try some of the variations listed at the end of the rules.

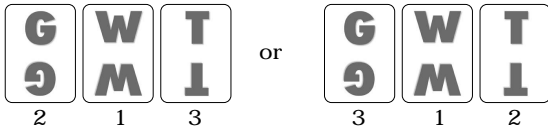
Contents
78 letter cards

Object
The object of the game is to collect the most cards by making words that include the letters on the cards.

Setup
Have a dictionary handy, in case someone says a word that you want to look up to see if it's a real word or to see how it is spelled.

Choose one player to be the dealer. (If you play multiple games, take turns being the dealer.)

How to Play
The dealer shuffles the entire deck and deals three cards face up in a row in the middle of the playing area. Make sure to deal the center card first, then deal one to the left and to the right of that card as shown:



Once the three cards are dealt, all players, without taking turns, immediately try to think of a word that includes those letters in order, from left to right or from right to left. The first player to shout out a correct word gets to keep the cards.

Word-Making Rules

- Must be four or more letters.
- Must start with either of the outside letters and continue in order to the left or right.
- Does not have to end with the other outside letter.
- May contain any number of additional letters between or after cards.
- Cannot be a proper noun, compound word, abbreviation or foreign word.

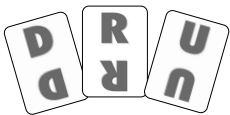
Some examples



Valid words:
PiNeApple PheNomenAl
PiNbAll PreSidentAl
PaNcreAs ANteloPe
PeNdAnt ANticipate
PeniNsula ANthroPology

You cannot use:

- painter, adoption or append because the letters do not appear in order.
- dependable, beanpole or catnip because they do not start with one of the outside letters.
- Pocahontas, Pandora or Pennsylvania because they are proper names.



Valid words:
DRUM DumbstRuck
DReadfUl UnderStand
DangeRoUs UnderStOOD
DRUGstore UnRead

You cannot use:

- during, under or underwear because the letters do not appear in order.
- burped, lured or curdled because they do not start with one of the outside letters.
- Dracula, Drusilla or Urbandale because they are proper names.

After a player wins a round and collects the three cards, the dealer deals three more cards to start the next round.

Ties

If more than one player shouts out a valid word at the same time, whoever has the longest word wins the round. If the words are the same length, the dealer removes the three cards, puts them off to the side and deals three new cards that can only be played by the people who tied. The player who says the first valid word also wins the other three cards as a bonus.



No Word

If all players agree that no word can be made with the letters shown, the dealer removes the three cards, puts them off to the side, and deals three new cards. The first player to shout out a correct word in the next round also wins the other three cards as a bonus.



The Letter "X"

If the letter "X" appears as one of the outside letters (left or right), you can use "EX" as the first letters in your word.

For example:



Valid words:

EXCelleNt
EXCEption
EXCitemeNt

Ending the Game

The game is over when all cards have been dealt. At this point, all players count the cards they have collected. Whoever has most cards wins.

Alternate Scoring: J, K, Q, X, and Z cards count twice.

Other Ways to Play

For Experts

Set a higher letters-per-word minimum, such as five or six instead of four.

For Younger Players

Deal only two cards per round instead of three. Also, shorten the letter minimum to three. For a slightly more challenging version, words must start and end with the two letters shown.

Intergenerational Play

When adults play with children, raise the letter minimum for the adults to five or higher.

PDL (Pretty Darn Long)

In this version, it's not the quickest player who wins the round, but the one who makes the longest word using the three cards. Players go back and forth shouting out words until no one can think of a longer word. Note: Once a word has been said, it cannot be beaten by another player saying the plural or adding a suffix (i.e., -LY, -ED or -ING).

Solitaire

In this one player version, the object is to get through the entire deck without being stumped. Play like the regular version, however you may only make words from left to right. Make as many words as you can until you get stuck on a set of letters. Then count up the cards you have collected. Shuffle the entire deck and try to beat your high score.

Any-Which-Way

Words can start with any of the three letters (including the center) and continue with the others in any order.

Four Score (For experts)

Before playing, remove two cards (Z and one X) from the deck. Then, play using regular rules, only deal out four cards at a time, instead of three.

Stuck in the Middle

Words may start before either of the outside letters. But you still have to use the letters in play in order from left to right or from right to left. For example:



Valid words:

ocTaGoN midNiGhT
anTaGoNist uNGraTeful

Word Count

Give each player a pencil and paper. Using a stopwatch or timer, see how many words you can make in a set time limit. Write down a list of words that can be created from the three letters that have been dealt, using the regular game rules. Whoever has the most unique words wins.

A Word from Gamewright

We've released over 50 games in the nine years since we started, and yet this is our very first word game. What took us so long? Well, let's just say that great things come to those who are patient... From the moment we played PDQ, we knew it had the markings of a great game. First of all, it's an amazing brain booster. Not only does it help build vocabulary, but it also challenges you to "read between the lines" by forming words out of component parts. Second, it's incredibly versatile. You can play almost an infinite number of games using the same deck of cards. We've listed our favorites. Please send us yours. And last but certainly not least, on top of being a great word game, PDQ is a great get-together game. Whether it's a small family gathering or a large party, you can play with a wide variety of players and ages. Best of all, everyone can play at once. Thanks for PLG!

- The Gamewright Gang

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