PLAY GUIDE AND RULES

TAKE TURNS AT PLACING WOODEN BEADS ON THE RODS, THE FIRST PLAYER TO GET FOUR IN A ROW ON ANY LEVEL OR PLANE WINS.

WHITE WINS WITH A HORIZONTAL ROW OF FOUR
BLACK WINS WITH A DIAGONAL ROW OF FOUR
WHITE WINS WITH A VERTICAL ROW OF FOUR
BLACK WINS WITH A DIAGONAL ROW OF FOUR ON THE BOTTOM ROW PLANE
QUADRAGO CAN BE PLAYED DIFFERENT WAYS; TWIST THE MIDLE AS PART OF YOUR MOVE FOR TRULY CHALLENGING AND MIND BENDING GAME EXPERIENCE

_WIN ON ANY LEVEL, ANY PLANE, ANYWAY, WITH FOUR IN A ROW_

Rules

How To Play Quadrago

STARTING/ The game starts with an empty game board. Decide color of each player and who goes first.

OBJECT/ The object is to get four wooden beads in a row before your opponent does.

PLAYING/ Players take turns at placing a wooden bead on any bar. The mind twisting part of Quadrigo is that each player also has the option to twist the middle 90 degrees (one “notch”), clockwise or counter clockwise, as part of each turn. A 180 degree (double “notch”) twist is not allowed.

The twist is critical to create winning positions in Quadrigo.

WINNING/ The first player to create a row of four wooden beads wins, which can occur vertically, horizontally or diagonally, anywhere on the board on any level, row, column or plane, including a double diagonal, which is a row that is diagonal both top-to-bottom and corner-to-corner.

LEARNING/ You can practice your skills by playing Quadrigo without the twist to get the hang of the three dimensional nature of Quadrigo. You just take turns placing the wooden beads anywhere and the first to get four in a row wins. You can also play out the entire board and count the most rows of four as the winner. Once you understand the three dimensional thing, playing Quadrigo with the twist is truly a challenging task.