

CARDOKU

HEAD-TO-HEAD SUDOKU

7	6	2	5	3	1	9	4	8
8	5	1	7	9	4	2	3	6
9	4	3	2	6	8	1	7	5
2	1	9	6	4	5	7	8	3
4	3	6	8	7	2	5	1	9
5	8	7	3	1	9	6	2	4
3	7	4	9	2	6	8	5	1
1	9	5	4	8	7	3	6	2
6	2	8	1	5	3	4	9	7

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60-90 min







1-2



7+

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THE TECH DECK

Playing cards debuted in 9th century China. By 1377, the French used cards with Hearts, Diamonds, Clubs, and Spades. The Tech Deck **MODERNIZES** classic playing cards by depicting 21st century concepts on each card. It is **PORTABLE**: play games anywhere, any time with anyone. It is a **GAME PLATFORM** you can play many games with. The domains (suits) of the Tech Deck are Knowledge () , Science () , Technology () and Services () .

TECH DECK RESOURCES: RULES, VIDEOS

Rules and videos for Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, Chronological, Elevator Pitch, and Peer-to-Peer are at my homepage cheung.interzone.com, Boardgamegeek (BGG) and my Youtube channel.

SUDOKU

A 9x9 magic square number puzzle first appeared on November 19, 1892. Modern Sudoku was designed by Howard Garns and was first published by Dell Magazine as Number Place. Maki Kaji, president of the Nikoli puzzle company, published a puzzle in the Nikolist in April 1984 as Sūji wa dokushin ni kagiru which translates to "the digits are limited to one occurrence". The name was later abbreviated to Sudoku (数独). The generic puzzle name is Number Place.

OBJECTIVE & WINNING THE GAME

OBJECTIVE OF THE GAME – Cardoku is a head-to-head puzzle game based on Sudoku concepts. Players play the Tech Deck cards in a (9x9) grid play area. Players compete against each other to complete rows, columns and (3x3) boxes. As they complete rows, columns and boxes, they score points. Cardoku requires that each player use a Tech Deck.

GAME END – The game ends when either all players have no cards in hand or there are no more possible plays.

CREDITS

Designer, Developer
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CARDOKU GAME SETUP



CREATE TEAMS – Play head-to-head or in teams. If you have more than 3 players, divide the players into two teams.

SETUP DECKS – You can play with either 2 or 3 Tech Decks. If you play with 2 Tech Decks, each player/team has one Tech Deck. If you play with 3, add a random domain (suit) to each team/player's deck from the 3rd deck.

EXPEL CARDS – Expel (remove) all the wild cards and cards of value 10 and higher from each player's deck.

SEED BOXES – Cardoku is played in a 9x9 grid for the cards. Randomly deal one seed card into each (3x3) box with each card in a different column and row than the other cards. Alternate between using one player/team's deck and another. You may use a grid sheet (e.g. from Tech Chess) or other face-down cards to help visualize the 9x9 grid.

DRAW CARDS – Each player/team draws 10 cards into their hand from their respective decks.

FIRST PLAYER – Randomly determine a first player.

CARDOKU GAME PLAY



Each turn a player does the following:

1. **DRAW A CARD** – Draw a card from their play deck.

2. **MAKE A PLAY** – A player may either Play a card, Move a card, or Swap two cards.

2a. **PLAY A CARD** – Play a card into the tableau. The value of the card must be unique in the row, column & 3x3 box.

2b. **MOVE A CARD** – If there are no cards in a player's deck, that player may move a card following Sudoku rules.

2c. **SWAP TWO CARDS** – If there are no cards in a deck, the player may swap two cards each obeying Sudoku rules.

3. **SCORING** – A player scores a point when they completed a (3x3) box, row and/or column.

4. **CHECK FOR END OF GAME** – The game ends when either all players have no cards in hand or there are no more possible plays. If the game did not end, play passes to the next player.

MAKE A PLAY



PLAY A CARD – A player must play a card into the (9x9) tableau. The tableau is composed of nine (3x3) boxes. The play must follow sudoku rules. That is, the value of the card you play must be unique in the row, column and (3x3) box. For example, if you play the 5-Technology in the 2nd row, 3rd column position, there must not be any other 5 value card in the 2nd row, 3rd column and the upper left (3x3) box. The domain (suit) of the card does not matter.

MOVE A CARD – If a player has no cards left in their deck, they may move a card instead of playing a card. Locked cards may not be moved. A card is locked if the row, column, or (3x3) box that it is in has *nine* cards in it. To move a card, place it into any empty position in the tableau. The placement must follow sudoku rules: the value of the card placed must be unique in that row, column, and (3x3) box.

SWAP TWO CARDS – If a player has no cards left in their deck, they may swap two cards instead of playing a card. Locked cards may not be swapped. A card is locked if the row, column, or (3x3) box that it is in has *nine* cards in it. To swap two cards, exchange the placement of two cards in the tableau. The placement of each card must follow sudoku rules: the value of the cards you place must be unique in the row, column, and (3x3) box.

ERRORS – If there is a misplay by the active player, correct the misplay. If an error is discovered in the tableau from a previous play, place the errored card(s) on the bottom of the deck of the player who has the fewest cards in deck.

SCORING



SCORING – If you complete a row, column or (3x3) box, score 1 point. It is possible to score multiple points in a turn if you simultaneously complete a row, column, and/or (3x3) box. (3x3) boxes score using 9 cards. In a 2-deck game, score on rows or columns with a sequence of 1 through 8 or 2 to 9. 3-deck games complete row/columns with 9 cards.

GENERAL RULES



EXPELING – A card that is expelled is removed from the game.

EXCHANGING – Exchanging two cards causes two cards to swap places putting each where the other card was.

SOLO PLAY



For solo play, use 2 or 3 Tech Decks together and setup the game as normal seeding from a single draw deck. Follow the regular steps of play. See how many points you can score. The maximum number of points you can score is 27.

VARIANTS



Sudoku has many variations, many of which can be adapted for Cardoku. Try these variations:

- **Cooperative variation:** players can play cooperatively both trying to complete as much of the grid as possible. Points are shared. Try to score 20 or more points.
- **Separation of domains:** Orthogonally adjacent cards (above, below, left, right) cannot share a domain (suit).
- **The Wild Side:** Play with the wild cards, they can take on any value. Fix their value when placing into the tableau.