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LER 0332



WARNING: **CHOKING HAZARD - Small parts.**
Not for children under 3 years.

A challenging word game where the fastest player wins!



LER 0332

Ages 8 to Adult

RULES & SCORING

Easy to Learn...

A Challenge to Master!



For 2 to 8 Players

Contents

96 letter tiles, 4 joker tiles, game board, 27 bonus word cards

Object

Take 4 is a fast-paced, skill-testing word game for 2 to 8 people. Each player constructs a crossword puzzle using the letter tiles drawn from the pile. The object of the game is to create your crossword correctly before the other players have completed theirs. At the end of the game, the winner is the player who has the lowest score. Four joker tiles are used in standard play. The four jokers act as wild cards and can be used to represent any letter. A player may replace a joker with the actual letter and reuse that joker as a different letter in another word at any time during play.

Standard Play

1. Turn all tiles face down in the center of the board.
2. To start, one player says, “Take 4.”
3. Players each take four tiles and arrange them to make a word or words in crossword fashion (left to right or top downwards) on the grid in front of them.
4. As soon as any player has arranged all four tiles into a word or crossword, that player calls, “Take 4.”
5. Immediately, all players remove another four tiles from the center and add on to their crossword. The first player to use all eight letters says, “Take 4” and once again all players take four more tiles. Play continues in this fashion, with all players taking four letters on the call of the first finished, until all tiles are taken from the center.
6. Once all tiles are gone from the center, the first player to complete a crossword using all his/her tiles yells, “Done.” Play stops. Round One of the game is complete and the score is calculated. See scoring instructions that follow.
7. At any time during play, a crossword may be shifted on the grid (See Using Special Logo Squares) or dismantled in full or in part and rebuilt. A crossword can be constructed using any grid lines on the board.
8. Discussion regarding spelling or validity of a word is encouraged while play goes on. If players do not agree on spelling or validity, play stops while one player consults the dictionary.

9. Proper nouns, slang words, and abbreviations may not be used.
10. During play, if a stalemate occurs and no one can call “Take 4,” players must agree to take four tiles so play can proceed.
11. If there are three players, the final “Take 4” must change to “Take 1.” One tile remains unused in the center circle.

Scoring and Play

1. The player who calls “Done” reads the words in his crossword aloud. The other players verify its construction. Assuming the crossword is valid, and has no spelling errors, a score of zero is placed on the score sheet for that player for Round One. If the crossword is invalid, all tiles incorrectly placed must be removed from the crossword. The player receives a score of twice the sum of the numerical values of those tiles. **Note:** Tiles may not be rearranged, but only removed until a valid crossword remains.
2. Other players, starting in a clockwise rotation from the winner, read their crosswords. For each valid crossword, the sum of the numerical values on the unused tiles is entered on the score sheet. If any of these crosswords is invalid, all tiles incorrectly placed must be removed and their face value counted with the other unused tiles.
3. All tiles are returned face down to the center of the board to begin the next round of play.
4. Successive rounds are played until one player reaches a total score of 50 to end the game. (The score of 50 may be changed to any value agreed upon by all players after they have become more experienced.)
5. The winner of the game is the one who has the lowest total score when the game ends.
6. Avid players should play as many games as the number of players so that an overall winner can be determined.

Suggested Strategies

1. Be sure to check thoroughly that your crossword is valid before declaring “Done.” Errors can be very expensive!
2. Be careful about reconstructing your crossword in the latter stages of the round. You might get caught with extra tiles.

3. When the last “Take 4” call is made, make special effort to use the tiles with the highest point value.

Advanced Play (Optional)

Using any or all of the following rules will present further challenge.

Bonus Words

Before the beginning of each round, shuffle the deck of Bonus Word Cards and distribute one to each player. Players place their Bonus Word in the Bonus Word rectangle nearest to them on the board. All players who use their Bonus Word or any anagram of it in their crossword receive a bonus score of 3 points deducted from their score for that round. At the end of each round the Bonus Cards are collected, shuffled, and distributed, one to each player.

Using Special Logo Squares

The playing grid has 30 special squares with the *Take 4* design on them. If a player’s crossword joins two of these squares, that player’s score is reduced by 2 points. If three logos are covered, the score is reduced by 4 points, if four are covered, the score is reduced by 6 points; and so on.

Words Greater Than Five Letters In Length

If any player constructs a word or words greater than five letters in length, his/her score is reduced by the number of letters used greater than five; e.g. if, when the round is over, Player #3 has made the word “elephant,” consisting of eight letters, then his/her score is reduced by 3 points on that round. If Player #3 also makes the 6-letter word “grumpy,” then his/her score is reduced by an additional point.

Trades

Players may trade letters, one for one only, at any time during play. Possible trades should be discussed while play continues.

Note: Using advanced scoring may result in a negative score on any particular round.

* Original game concept by Dwight Bender, an innovative mathematics educational specialist and teacher for over 30 years.