

# Adadada

for 2 voices

## PROPERTIES

Pen/pencil (each)  
1 Grid Score

## PLAY

Players determine which will go first. Each grid is assigned a phone triad, found in grid footer. Player 1 writes 1 of 2 unique triad phones (e.g., for the "[α]-[d]-[α]" grid, [α] or [d]) in one square of the grid, sounding the phone (cf. Pronunciation Key). Player 2 then writes either of the triad phones in another square & sounds that phone. Play continues as such, with each player competing to complete phone triads (horizontally, vertically or diagonally) on his respective turn. Players should mark their respective, completed triads. 1 player might circle his triads, while the other strikes through.

When a player successfully completes a phone triad, that player sounds completed triad & takes another turn writing & sounding a phone. Player's turn continues as long as a triad is completed in each turn.

Phones/squares employed in one triad may not be employed in another.

When either the grid is full or no new phone triads can be made, play ends. Player with most triads marked wins. Draws happen. If grid is full & no triads have been made, also a draw. Draws demand rematch.

## VARIATIONS

Play simultaneously with other pairs. Vary game grid selection across group.

Replace triad phones with numerals.

## PRONUNCIATION KEY

b ~ **B**ear

i ~ w**EE**d

d ~ **D**ee**D**

a ~ f**A**ther

m ~ **M**ost

u ~ z**OO**m

z ~ **Z**oo

ə ~ **A**bout

h ~ **H**air

o ~ d**O**d**O**



GAME GRID #2

[u b u]


