



WE WILL SEE
IF THIS TIME
FATE WILL BE
FRIENDLY
FOR YOU...



CREATIVE CARD & DICE GAME

SIXOO





NOTHING HAPPENS
ACCIDENTALLY
ON OUR PLANET,
EVERYTHING IS
PROPERLY PLANNED
AND HAS ITS PLACE...

All displayed
photos in PDF are
for demonstration
purposes only.
The product
does not include a
box or physically
printed cards or dice.

CARD
GAMES



CONNECT PEOPLE
THROUGH CREATIVITY



ANETTA G. HELLER



ARTUR J. HELLER

A FEW WORDS...

You probably already know that one of the greatest advantages of table games is direct contact with other players. You develop your social skills at different levels and in different situations. Games of this type help to set goals and pursue them. During each game you learn patience and understanding. New neural connections are formed during the game. The perfect time to strengthen your brain. You think, plan. The decisions and actions you make also develop your intelligence.

The card and dice game SIXOO develops associative skills, strategic thinking and planning skills. This game is the perfect combination of cards and dice. Supports fast counting and memorization. Simply great fun for the whole family.

When you play together, you interact and cooperate. Card games will work well on the train, on the beach, on the stairs, on a park bench, in the corridor at school. We guarantee good time and fun. However, play carefully. Always keep in mind: safety first.

GOOD LUCK AND UNFORGETTABLE IMPRESSIONS
WISHES THE TEAM

8DOODLES

BENEFITS



- ▶ Stimulates the ability to associate,
- ▶ Expands spatial imagination,
- ▶ Strengthens the interaction between players,
- ▶ Develops quick counting and memorization,
- ▶ Supports the ability to think logically,
- ▶ It allows you to invent your own rules of the game,
- ▶ It creates unforgettable moments spent together.



NOTE: This game can be translated into any language as part of the personalization process. Optional add-on playing cards are available online on the 8doodles platform.

ABOUT THE GAME



- ▶ Age: 7+
- ▶ Players: 2-8
- ▶ Time: 20-40 minut
- ▶ Difficulty: easy, medium
- ▶ Dice for the game: yes
- ▶ Card for the game: yes
- ▶ Add-ons for the game: yes (online, optional)

POSSIBILITY OF GAME PERSONALIZATION!

8DOODLES

YOU SHUFFLE, YOU DRAW
YOU THROW, PLAN,
YOU ARRANGE AND
YOU COLLECT POINTS
THEN WHAT?
YOU WIN



ALL YOU NEED FOR THE GAME

- + SET OF 12 DICE
- + SET OF 54 CARDS
- + PEN, PENCIL, SHEET OF PAPER
- + GAME SCOREBOARD
- + ONLINE CARDS (OPTIONAL)

GOOD TO KNOW

SIX00 stands out as one of the most captivating strategic and logical card and dice games in our selection.

Do you know where the cards have been invented? The first cards were created in China before the 10th century. In Europe, they gained popularity in the fourteenth century after the invention of printing by Johannes Gutenberg. Various symbols began to appear to mark the cards, the most popular ones come from France. Also thanks to the 12 dice available, you can play a lot of traditional dice games, ranging from the game of a THOUSAND to BOSTON. We describe some interesting dice games on our website 8doodles.com.

Do you know where the dice have been invented? Dice were invented in ancient times. The oldest were found in 2000 BC. Egyptian tombs. They were very popular in the Roman Empire and in the Middle Ages. Both cards and dice are very popular to this day.

And now it's time for a description of the game... Because you can't wait to start playing the game, right?



ABOUT THE GAME

SIX00 is a game for everyone. It uses a lot of interesting elements of strategy during the game. The set includes 54 playing cards and 12 dice.

The cards are designed in a way that allows you to also play traditional card games using one deck of cards. The cards feature traditional markers that symbolize **SPADES, HEARTS, DIAMONDS, CLUBS** and appropriate numbering. The set of cards is at the bottom of the box.

The 12 dice were divided between two players of 6 black and 6 white dice. The dice set is located at the top of the box.

The main goal of the game is to score as many points as possible throughout the game. The game is played by laying out cards, rolling the dice and placing them on the cards accordingly. You collect points and write them down. The winner is the one who collects the most of the points during 20 rounds.

If for some reason it seems to take too long to complete all the rounds, you can stop and end the game at any time. Before it starts, it is good to agree with the other player on the number of rounds. The decision is yours. Interestingly, after a few games, you may come up with an idea and create your own rules of the game. The SIX00 game and our other games allow you to design your own rules of the game.

A piece of paper and a pen or pencil will be useful for counting points. For your convenience, we have prepared a **special sheets for counting points**, which is available on the **8doodles.com** website, in the TEMPLATES & MANUAL section. You can print it on any printer or use it on any mobile device with bigger screen, so it will be easy to write with electric pen on it.

SUGGESTED ONLINE CARD SETS FOR THIS GAME

- SIX00
- QUICK ANSWER I,II,III
- FUNNY QUESTIONS

+ MORE
ONLINE CARDS

THERE IS NOTHING MORE VALUABLE THAN FUN TIME SPENT TOGETHER

PREPARATION

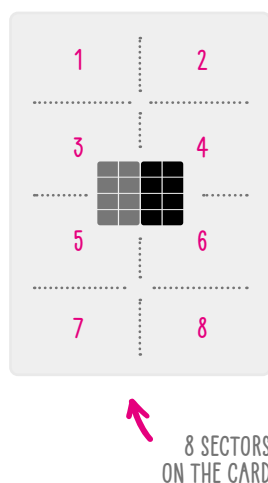
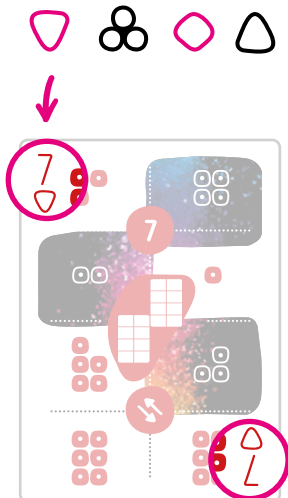
Prepare a deck of SIXOO cards, consisting of **54 + 1 cards**, **12 dice**, a piece of paper to write down points and a pen. The last additional card in the deck contains descriptions of the symbols on the cards, which may be useful at the beginning of the game.

Place the deck of cards on the side of the table so that the center is free to lay out cards and roll dice. The deck of cards should be placed in a way that makes it impossible to see their contents, i.e. face down. Give out the dice, each player should have 6 dice (black or white). Somewhere on the right side, put a piece of paper with a pen. One person should record the scores. Place the additional symbol description card at the main deck.

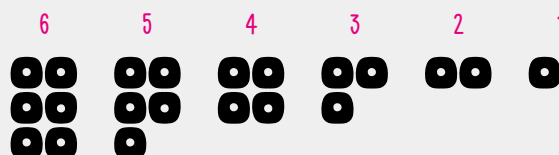


Each card has traditional symbols and appropriate numbering.

HEARTS CLUBS DIAMONDS SPADES

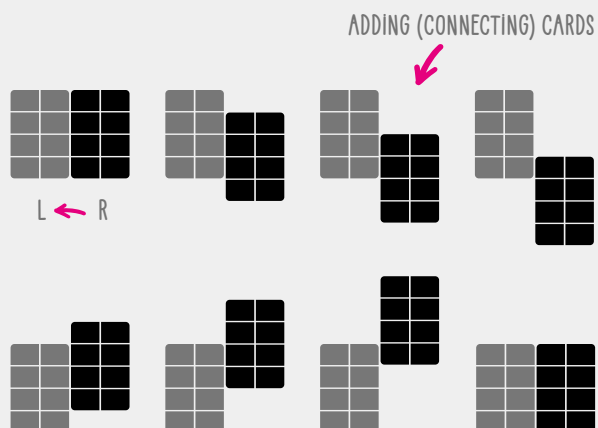


Each card is divided into 8 sectors, separated by dotted lines. In each sector, there are icon-based symbolizing numbers from 1 to 6, which correspond to the numbers on the dice.



GAME PLAY

The basic game consists of 20 rounds. In one round, 3 cards are drawn from the main deck of cards. The drawn cards are placed on the table next to each other in the order they were taken from the main deck. However, it should be noted that the cards can be connected with each other in a strictly defined way. The graphics in the center of the card show exactly how to connect the cards together (add one to the other). Below we present all possible combinations of adding (combining) cards.



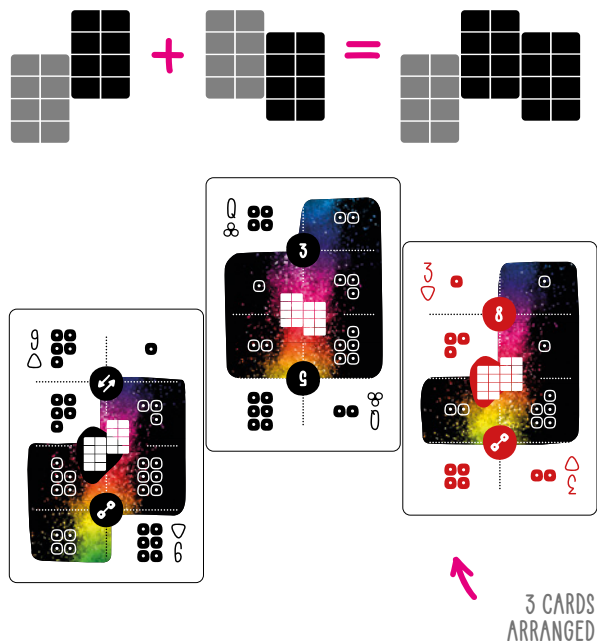
The grey card in the diagram above is the card on the left (L) to which the next drawn card from the deck on the right (R) is added (placed). On playing cards, these connections appear in white for aesthetic reasons. Cards are connected to each other through sectors.

OPTIONAL CARDS WITH ONLINE CHALLENGES



We have prepared a set of interesting playing cards of the same name **SIXOO**, which is available online on our website. These are cards dedicated to this game only. They are not required, but they can introduce a lot of new to each game. After the last roll of two dice and placing them on cards, a card is drawn and the instructions on the card are carried out.

PLAN WISELY
THINK ABOUT WHERE YOU WILL PUT
NEXT DICE ON THE CARD...



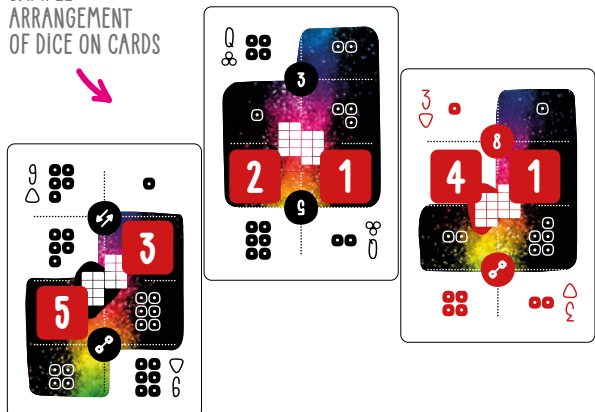
GAME PLAY CONTINUED

After arranging three cards on the table, each player rolls two dice in turn. After rolling, the first player places two dice on the cards face up in the sectors that correspond to the numbers rolled on the dice.

So if a player has rolled the numbers **3** and **5**, he should look for available sectors with the corresponding numeric symbols on the cards.

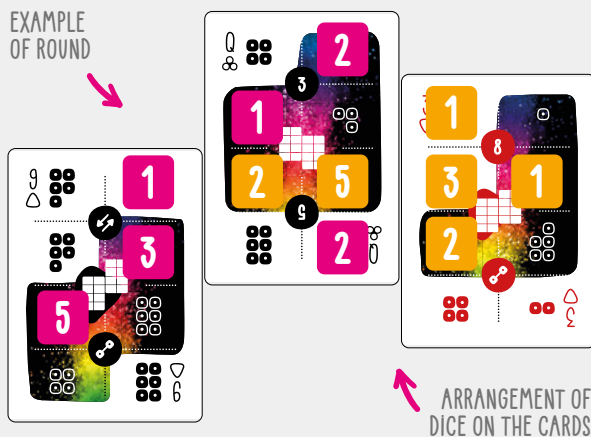
Dice are placed on sectors to create lines horizontally, vertically, or diagonally. Each line represents points on the dice that the player scores. One line consists of at least 3 dice placed one after the other. In one line, there can be a maximum of 6 dice. The lines of dice can intersect, and there can be more than one of them, depending on how all the dice are arranged on cards in sectors.

SAMPLE
ARRANGEMENT
OF DICE ON CARDS



The players roll **3 rolls of 2 dice** in turns, arranging all 6 of dice on unfolded cards to get as many lines of dice as possible from which the points can be counted.

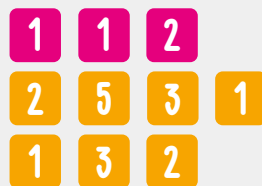
EXAMPLE
OF ROUND



Above we have shown the placement of all 12 dice in one round. The players successively rolled the following numbers on the dice:

Player 1 **5 - 3** Player 2 **2 - 5**
Player 1 **1 - 2** Player **1 - 1**
Player 1 **2 - 2** Player **3 - 2**

In this way, the first player in the 1st round arranged 1 line diagonally, consisting of numbers **1 - 1 - 2** obtaining **7 points (4+3)**. We'll explain where the extra **+3** came from in a moment (**special symbol**). The second player created 2 lines in the 1st round, one horizontally and the other diagonally. The first line is **2 - 5 - 3 - 1** horizontally and the second line is **1 - 3 - 2** vertically. Thus, for the first line he received **19 points (11+8)**. He received **6 points** for the second line.



After the first round, the scoring is as follows:
Player 1 = **7 points** oraz Player 2 = **25 points**

This scoring can change very quickly in the next rounds played. Everything will depend on the numbers obtained on the dice and the ability to distribute them on the cards.

GAME HINTS

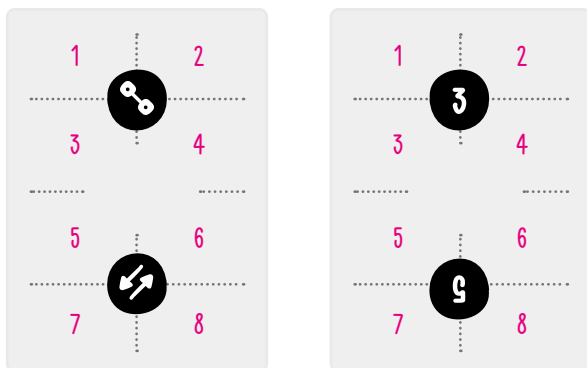
If possible, try to place the dice as close to each other as possible to arrange the sequence of numbers as quickly as possible. However, remember that placing dice on sectors that contain special characters can also be very profitable. It all depends on where the opponent places the dice. Observe, analyze and earn points.

IF YOU THINK THIS IS A GOOD MOVE, MAKE IT...



SPECIAL SYMBOLS

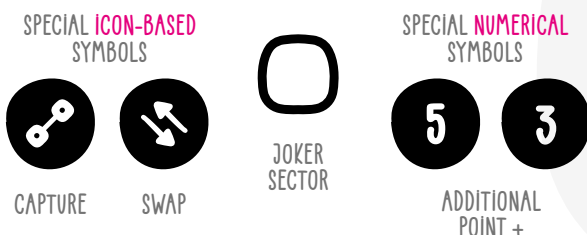
There are additional special symbols on the cards. Each of them has a different role. The special symbols are in the center where the 4 sectors connect.



SPECIAL **ICON-BASED** SYMBOLS

SPECIAL **NUMERICAL** SYMBOLS

Special symbols are categorized into two groups: **numerical** and **icon-based**.



CAPTURE - If there is an opponent's die in one sector, and you add your die to a sector connected by this special symbol, according to the indicated diagonal direction, your die is taken over by the opponent. This allows them to gain additional points if this die is in a straight line with the other die.

SWAP - If there is an opponent's die in one sector, and you add your die to a sector connected by this special symbol, according to the indicated diagonal direction, you swap the dice in places, which may lead to creating a new line and gaining additional valuable points.

ADDITIONAL POINTS + - if you are placing a dice first in a sector connected with this special character, then when arranging a line you get an additional number of points specified in this special character. The number in the middle is connected to 4 sectors. **Remember:** the special symbol can only be used once per round. For example, if one of the players places his dice in a free sector next to a special character that symbolizes additional scoring, the next player, even though he places his dice next to this symbol, will not receive additional points.

JOKER - you can place any dice in this sector.

8 IMPORTANT RULES GOOD TO REMEMBER...

1. If you cannot add dice on the cards because there is no free sector with the required number, you are looking for a sector with a number lower or higher by 1. However, if there is no free sector, the dice moves to the next roll. If it is the last roll, you lose the dice in this round.
2. Before each game, shuffle the deck of cards.
3. If you create a line of six dice in one direction, you shout **"SIXXXXXXX..."** Additionally, you take over all the points of the other player in this round.
4. Make wise decisions, moves cannot be undone.
5. If you roll the same numbers **1-1** or **6-6** and they do not match, you can re-roll.
6. You can exchange the **Joker Card** for another card or you can leave the card on the table as it is.
7. Always use **fair play** in every game.
8. Don't forget to smile during the game. Always use the **appropriate words** when communicating with other players.

A MORE DIFFICULT VARIANT OF THE GAME

If you want to add variety to the game, instead of having three cards on the table in one round, place one first. Roll the dice, put the dice on the card. Take the second card out of the deck, add it to the first. Roll the dice. Place the dice on the cards. Take the third card out of the deck, add it to the second. Roll the dice. Place the dice on the cards. This way, players won't know what all the cards are and it will be more difficult to decide where to place the dice on the cards.

Oh and something else... If you think of an interesting, your own variant of the game, please contact us, maybe we will also include it in the manual and write about you on our blog. It's nice if you can take photos while playing and send them to us! Don't forget to join us on our social networks and recommend the game to your friends!

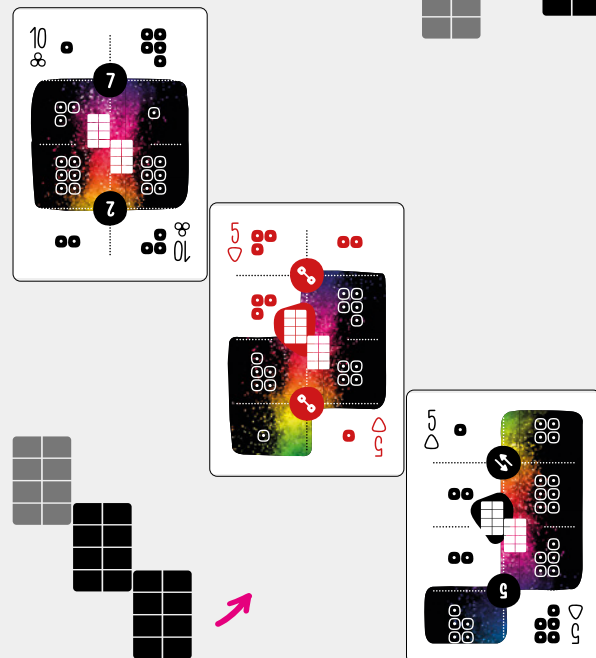
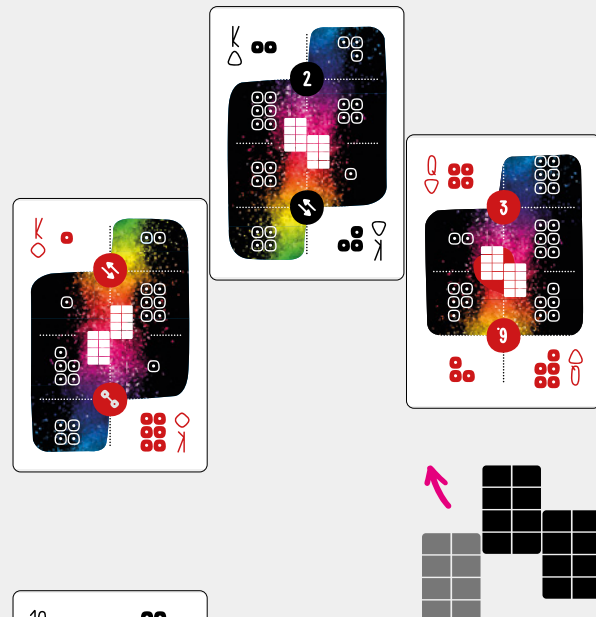
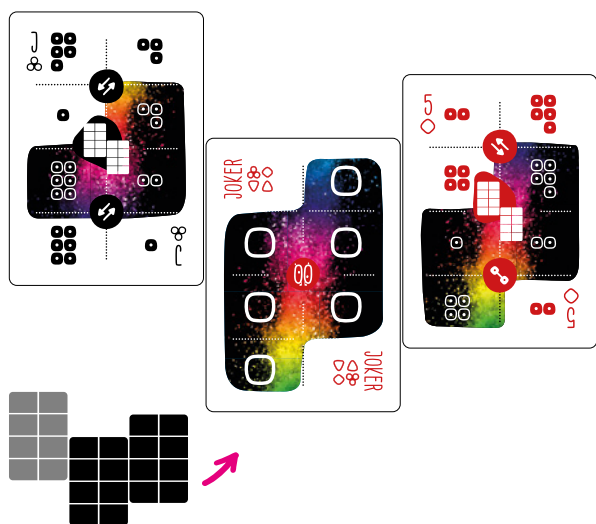
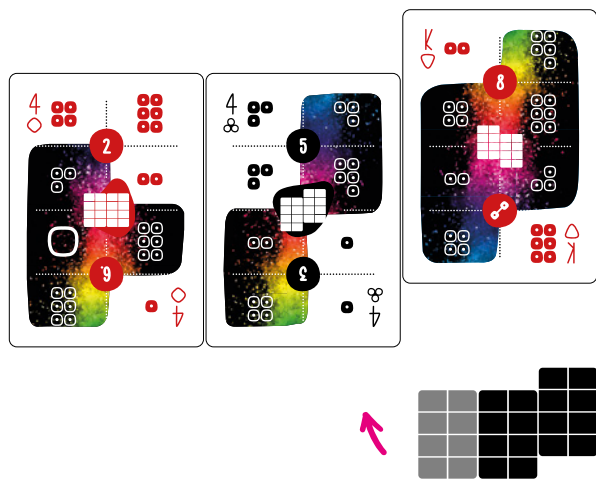
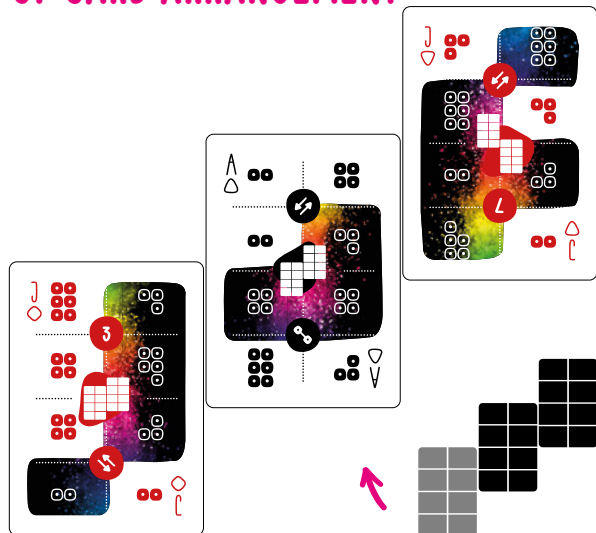
Good luck in the competitions :)

GAME PLAY HINTS

Try to use as many special symbols as possible, because they give you a chance to score more points. But be careful with them, as they can really shake up each round. Play each round carefully.

THE NEXT MOVE WILL BE
EVEN BETTER...

A FEW EXAMPLES OF CARD ARRANGEMENT



GAME PLAY HINTS

As you play the game, keep an eye on which numbers on the dice are most often rolled, this can help you decide where to place your dice on the cards. While it's not that simple, sometimes it might be worth a try.

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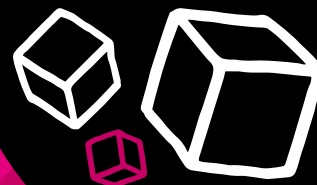
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LET'S PLAY
GAMES

CARD GAMES
BOARD GAMES
DICE GAMES
LOGIC & PUZZLE GAMES



ASK US **WHAT CAN WE**
DO FOR YOU
IN **TERMS OF**
PERSONALIZED
BOARD GAME
FOR **BUSINESSES**
& **INDIVIDUALS**



360 HELLER MEDIA
CREATING POSSIBILITIES FOR BETTER LIFESTYLE

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