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MINI·G@MES

PRINT & PLAY

LET'S PLAY GAMES

FORMFINITY

ROLL AND WRITE GAME

MANUAL

ANETTA G. HELLER

ARTUR J. HELLER

A FEW WORDS OF INTRODUCTION...

Surely you already know that one of the biggest advantages of *‚roll and write'* games is the development of social skills at different levels and in different situations. These games help set goals and strive to achieve them. During each game, you learn patience and understanding, and new neural connections are formed. It's the perfect time to strengthen your brain function. You think, plan, and the decisions and actions you take also develop your intelligence. The ‚roll and write' game **‚FORMFINITY'** supports quick decision-making and expands spatial imagination.

We have developed this game for you with ready-made templates and online add-ons in the form of additional sets of cards (an account on the 8doodles platform is required). The game is available in a version for self-printing as well as a personalized version. More information about customization can be found on our website, **8doodles.com**. However, remember that during the game, it is important to exercise caution and ensure the safety of yourself and other players.

As creators and publishers, we guarantee a pleasant and fun time spent together while playing FORMFINITY.
ARTUR J. & ANETTA G. HELLER

BENEFITS

- The game teaches creativity,
- strengthens logical and strategic thinking,
- develops association skills,
- expands spatial imagination,
- helps with interaction with other players,
- allows for the creation of one's own game rules,
- and provides the opportunity to design individual templates.

The optional cards for the FORMFINITY game are available online on the 8doodles.com platform. Did you know that with a membership, you can create your custom cards for the game?

PERSONALIZATION

You can also order the **FORMFINITY** game in a **personalized version** on the following materials:

- **white t-shirt**
- **textile game board**
- **porcelain mug**
- **neck gaiter (buffinity)**
- **drawstring backpack**

Please contact us to discuss the details of customization.

GAME MANUAL

THINGS TO KNOW

- **Age:** 6+
- **Number of players:** 2-6
- **Average time:** 10-60 minutes
- **Difficulty level:** easy - medium
- **Dice for the game:** yes (2 white, 1 black)
- **Game cards:** online (optionally as an add-on)
- **Prepare for the game:** colored pens, pens, pencils, ready-made templates or graph paper.

Do you know that games of this type are great as promotional material, thanks to their ability **to be customized!**

ABOUT THE GAME

As you already know, **HAROLD** is the host of the game. **"FORMFINITY"** is an interesting and enjoyable roll and write game that develops spatial thinking and planning. On a specially prepared and printed template, each player draws the elements they have obtained. Each element consists of several connected small squares. Together, they form various shapes.

All elements are placed on the main board. The player earns elements by rolling three numeric dice. Each element has a number from 1 to 12. Information about additional dice rolls (green circle with dice), earning an additional element (blue circle with number), or the ability to exchange an element that the opponent will choose in the next roll (red circle with arrows) are placed in circles next to the numbers.

The player places the obtained elements on the previously printed template. All templates are available for download on our website.

The game starts traditionally with a roll of three numeric dice.

Depending on the number of points rolled, the player decides which element to choose. The points on the dice can be added together.

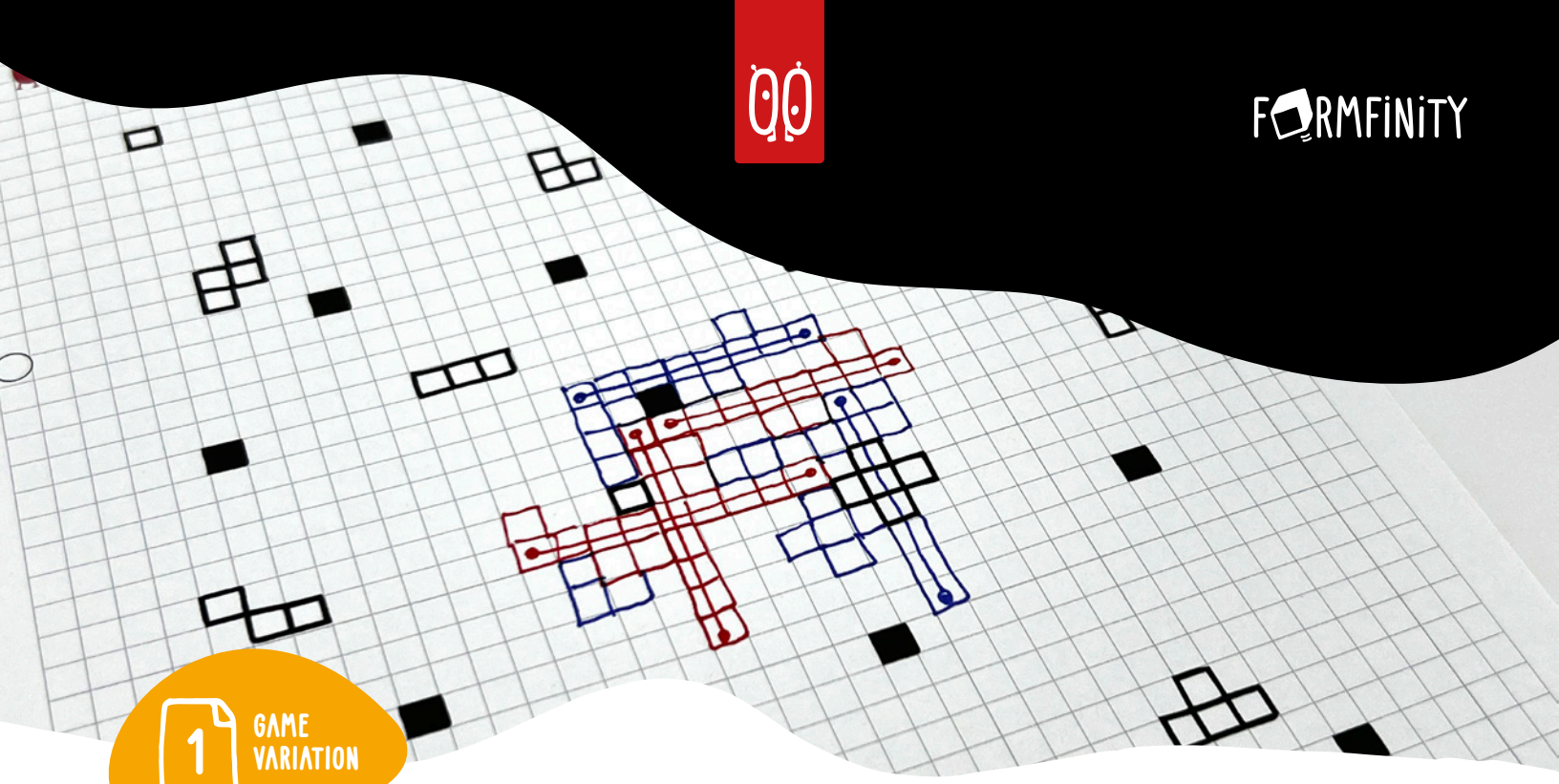
For example, if the player rolls the following number of points: 1-2-6, they can choose an element on the board next to numbers 1, 2, 3, 6, 7, 8, 9. After each roll and selection of an element, it is drawn on the template.

GAME RULES

- Each player should use a pen or marker of a different color to distinguish their elements. This may be important when counting points depending on the chosen game variation.
- Players take turns rolling the dice.
- **On their turn, a player decides whether to draw an online card or roll the dice.** To make the game more exciting, we have added the option of using additional online cards. They can change the course of each game. You build, cross out, arrange, move, connect, block. You play against the clock, collect points from cards, exchange points for elements.
- Obtained elements can be rotated in any direction. Right, left, or 180 degrees.
- Only one element to the right or left of a number can be chosen. This does not apply to the element next to the blue circle with a number. The player can then choose an element x2 or even x3. However, they cannot be connected to each other on the template.
- Elements with the same red circle with arrows can be exchanged. To the right or left.
- An additional dice roll (white die) can be made after drawing the first element on the template. After choosing the next element, it cannot be connected to the previous element.

GAME VARIATIONS

I have prepared **4 game variations** for you, which follow the same basic rules. They differ from each other in the way points are scored. Each variation has a different game template.

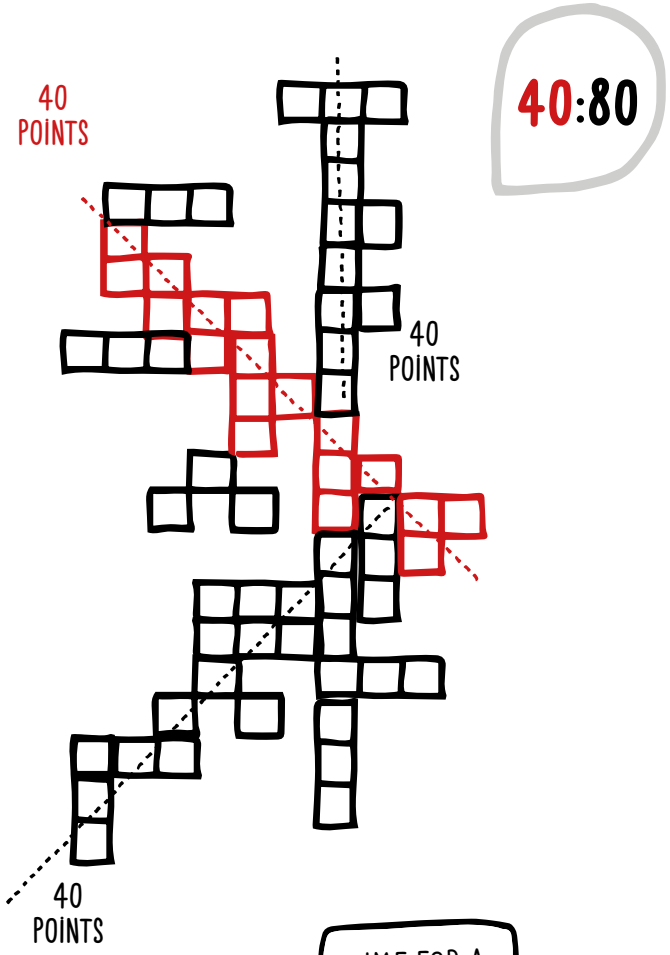


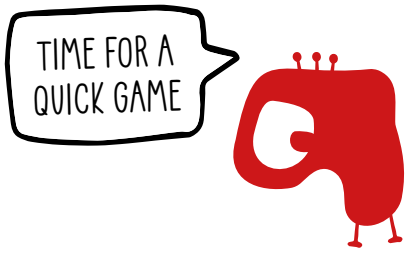
1 GAME VARIATION

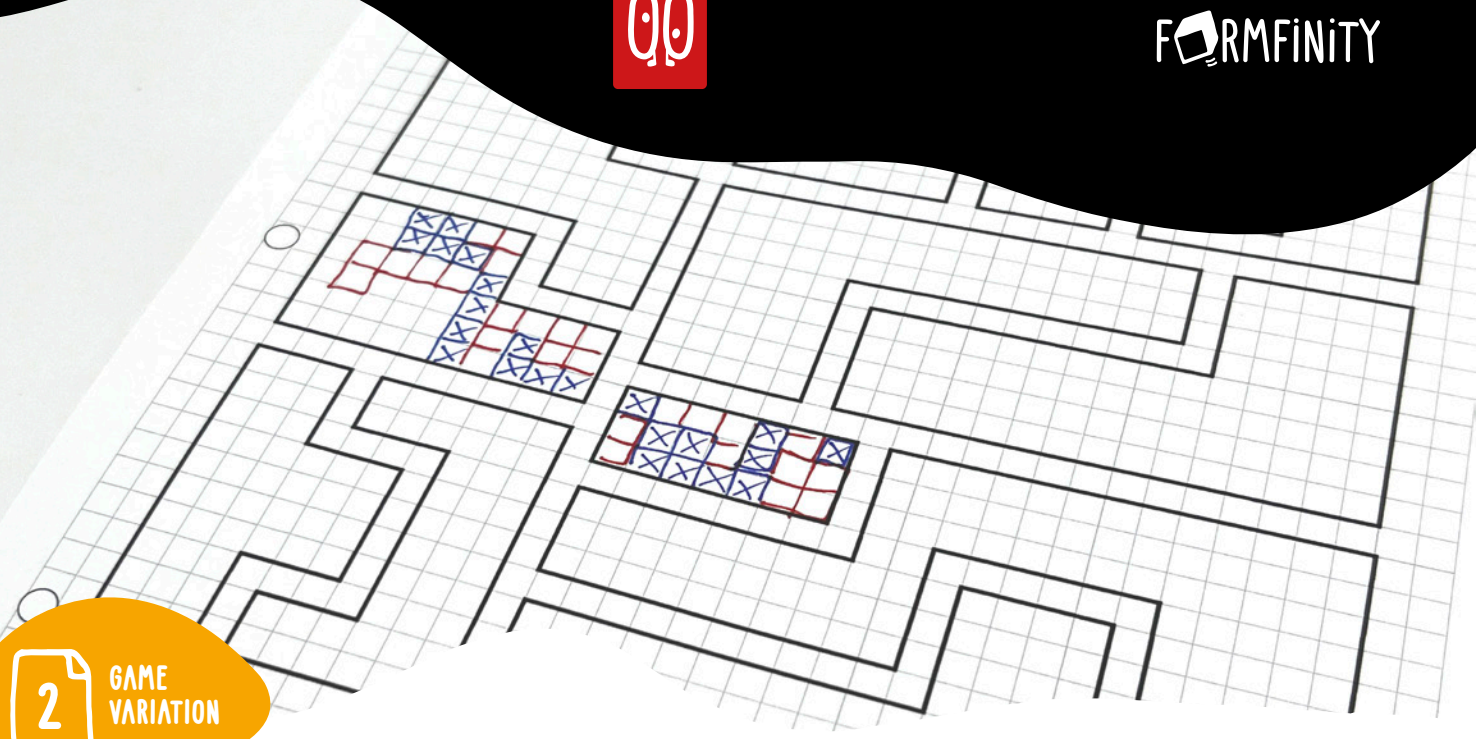
The player's task is to arrange 8 squares in a line by connecting the elements they have obtained. One line can be arranged horizontally, vertically, or diagonally. Each arrangement is worth 40 points for the player. The first player to arrange lines wins. The game can be slightly more complicated by agreeing that the obtained elements cannot be rotated in any way.

In this variation, the templates contain black squares, which serve as obstacles. Obtained elements cannot be attached to them.

On the right side, we present a graphic with an example of gameplay. Show your wit and arrange your elements in such a way that your opponent cannot block you.







2 GAME VARIATION

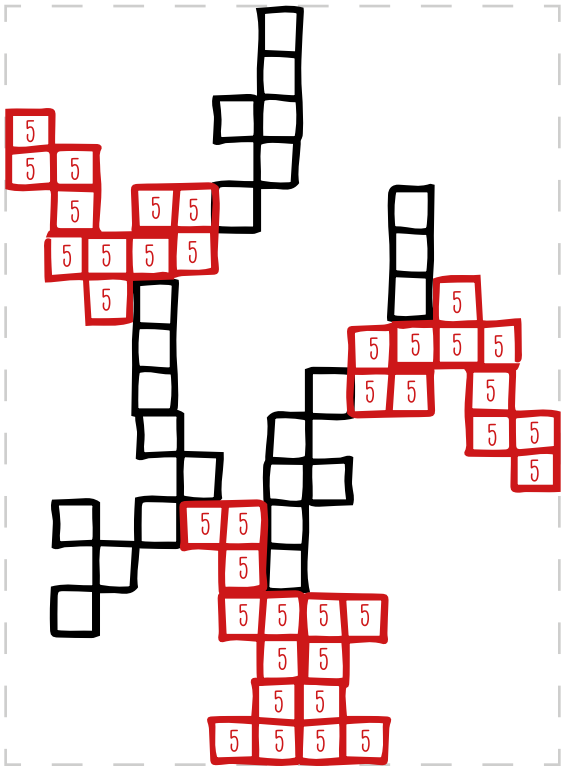
In this variant, the acquired elements must be drawn in empty frames on the template. Each template contains several frames of different shapes. Elements can be placed in all frames at once. The acquired elements must fill the entire frame. The player who fills the last free space with an acquired element wins.

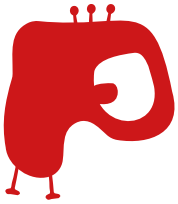
If after 6 last rolls it is not possible to fill the free space, players count all their elements consisting of small squares. Each square is worth 5 points. Then the winner is the one with the most points.

On the right side, we present a graphic with an example of gameplay on a ready-made template.

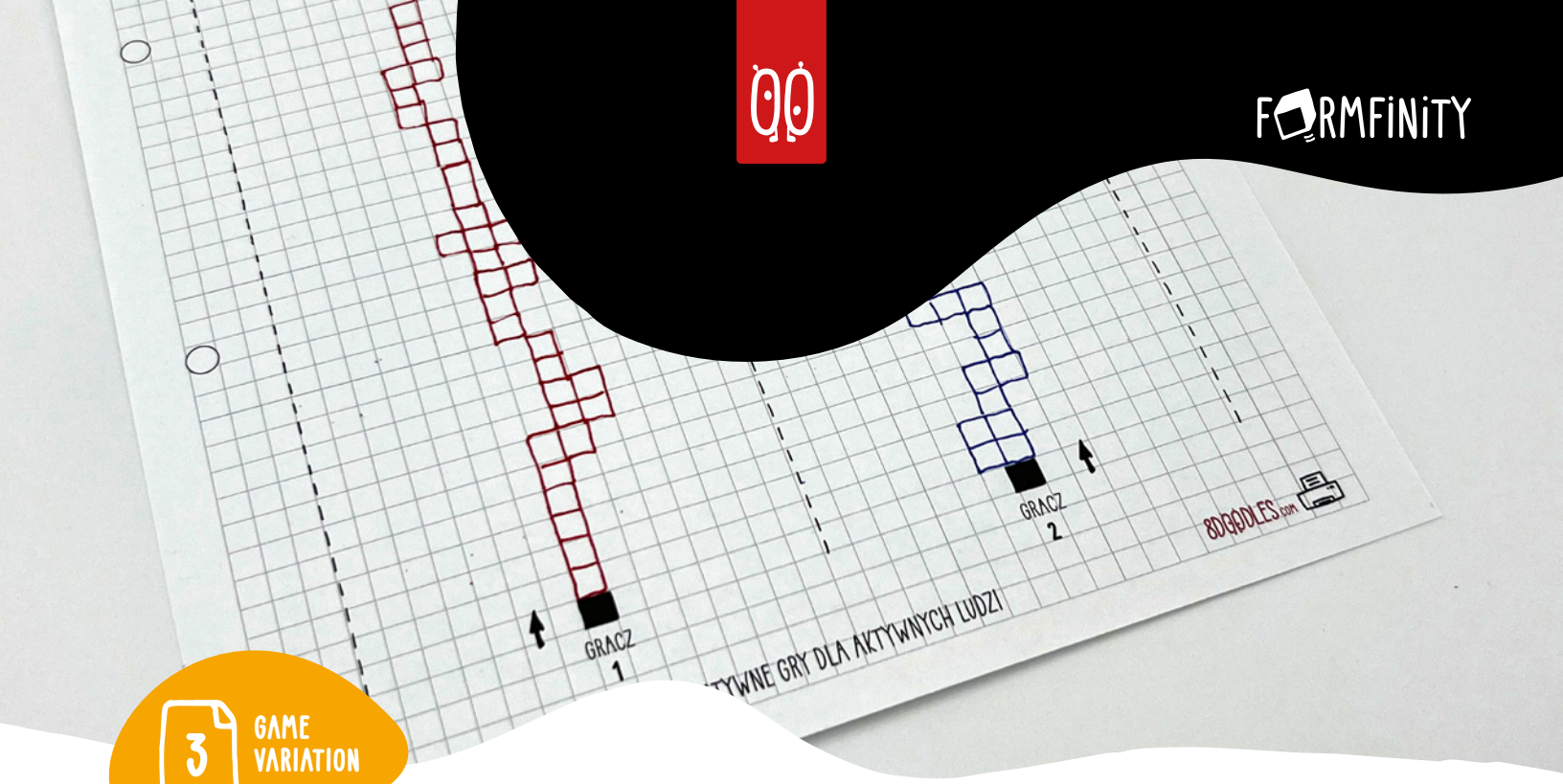
37:24

37X5=**185**
24X5=**120**





FAST ARRANGEMENT...

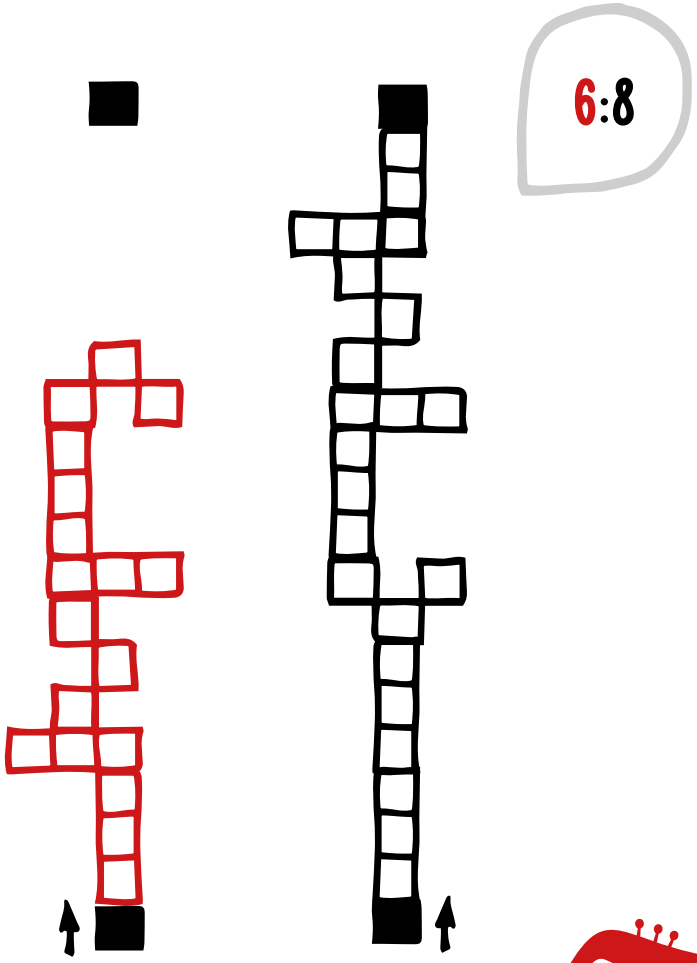


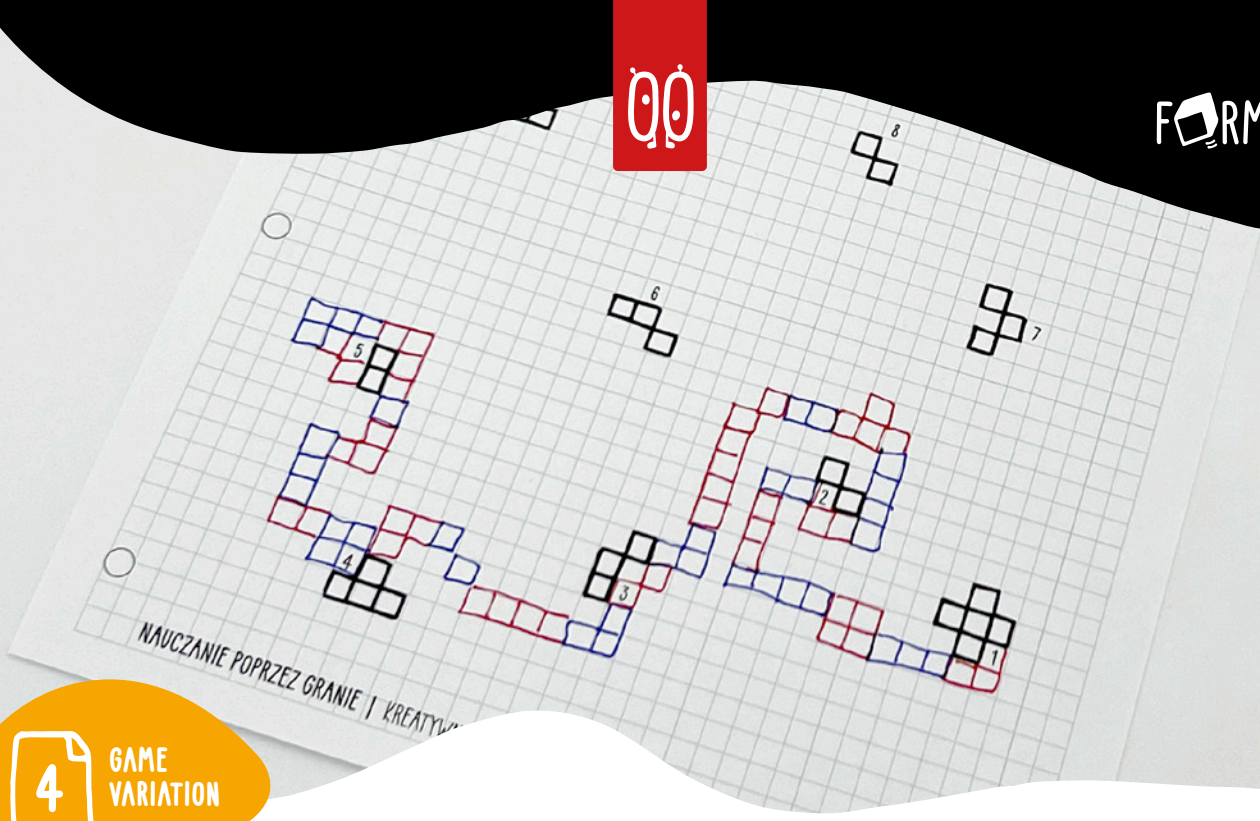
3 GAME VARIATION

This game variant involves quickly connecting 2 black squares. Players collect elements and race upwards or downwards. One player starts from the bottom up, and the next player starts from the top down. Remember that elements cannot touch corners, and they cannot be rotated. The last square of an element connects to the first square of the new element. The challenge is not as easy as it may seem, and it is worth observing how the elements are arranged and connected to make the perfect final connection.

By using the online card set, expect tasks that may interfere with your plans for a quick finish. If there are more players, you can divide into several teams, which can result in an even more interesting gameplay.

The winner is the player or team that reaches the goal and connects two squares (the bottom and top) as quickly as possible. Each player must have their own game template.





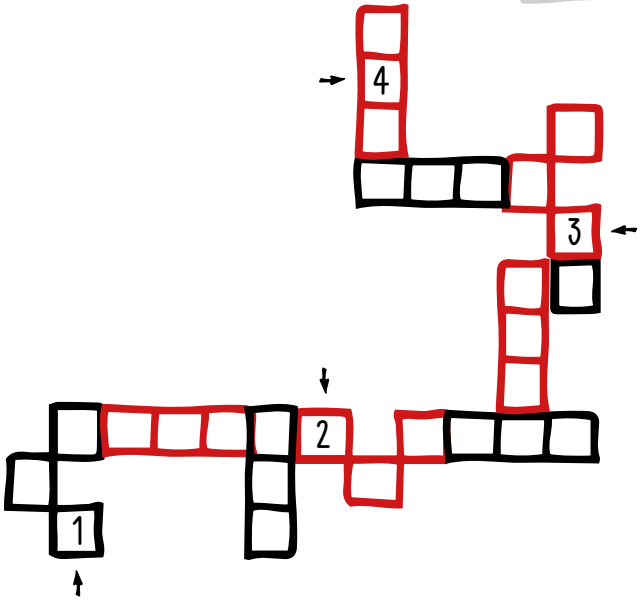
4 GAME VARIATION

This is a very interesting game variant. This time, the players' task is to sequentially connect numbers. To do this, you need to connect the acquired elements in the right way to reach the next number. However, the number must be in one of the squares of the given element. It cannot be outside of it. Each player who manages to connect a number with their element earns 100 points. The player who collects the most points by connecting the numbers wins.

If you have an idea for another game variant, let your imagination run wild and create it. Write to me, and I will publish the most interesting one on our online blog. I will share your version of the game with other players. The possibilities are endless.

I focus on creativity and warmly invite you to play!
HAROLD

3:1



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