



# dibōōko

BOARD GAME



WARNING:  
BRONSON  
SIBLING  
RIVALRY  
ZONE



8DOODLES.COM

+

PLUS ENTIRE SET OF  
288 CARDS

MANUAL

CARDS



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ARTUR J. HELLER



## A FEW WORDS OF INTRODUCTION...



Board games are a wonderful way to bring people together, fostering creativity, strategic thinking, and a sense of adventure. With **DIBOOKO**, we aimed to create a game that combines thrilling surprises with moments of thoughtful planning and decision-making. This game not only entertains but also encourages teamwork, patience, and adaptability—qualities that enhance both your social and cognitive skills.

**DIBOOKO** is designed to be flexible and accessible, with ready-made templates and online add-ons available through the 8doodles platform. Whether you're using the physical game set or taking advantage of the online cards and dice, you'll find countless ways to customize your gameplay. For those seeking a personalized touch, a self-printable version and custom game options are also available on **8doodles.com**.

As creators and publishers, our goal is to ensure that every moment spent with **DIBOOKO** brings joy, laughter, and connection with family and friends. Thank you for making this game a part of your adventures!

ARTUR J. & ANETTA G. HELLER  
8doodles Creative Team

## BENEFITS



- ▶ Enhances strategic thinking
- ▶ Boosts social interaction
- ▶ Encourages adaptability
- ▶ Improves patience and focus
- ▶ Develops critical thinking
- ▶ Provides family-friendly fun
- ▶ Offers customization and creativity



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

## WHAT & WHERE

- ▶ Introduction
- ▶ Game information and manual
- ▶ Game zone access
- ▶ Photos from the play
- ▶ 288 offline game cards
- ▶ Score sheet template
- ▶ Game licenses

2  
5 3  
7 6  
21 20



8DODDLES





## THINGS TO KNOW



- ▶ Age: 5+ (family friendly)
- ▶ Number of players: 2-4
- ▶ Average time: 30-60 minutes
- ▶ Difficulty level: easy - medium
- ▶ Dice for the game: yes (2 white, 1 black)
- ▶ Game cards: online (printable optional)
- ▶ 16 Pawns: 4 pawns per player (in 4 colors)



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



GAME MANUAL

## OVERVIEW & OBJECTIVE

The board game **DIBOOKO** is a thrilling and surprising entertainment experience, perfect for players of all ages. Designed for 2 to 4 players, it's a social game that's always within reach. Each player controls 4 pawns of one color and makes decisions based on dice rolls.

The goal of the game is to skillfully place all 4 of a player's pawns on the dotted spaces matching their team's color. Sounds simple? Be prepared for unexpected challenges that await on the board!

## SETUP & COMPONENTS

**Preparing for the Game:** Ensure all game components are ready before starting: the board, pawns, dice (physical or online), and access to cards (online, digital PDF or printed).

Players should agree on rules and familiarize themselves with the manual to ensure a smooth start.

**GAME BOARD AND PAWNS:** Each player selects a color and takes 4 pawns of that color. Place the pawns in the starting area located at the four corners of the board, marked for each team color.

**DICE:** For regular moves on the board, use one white numeric die. If you don't have a physical die, use the online dice available on the [8doodles.com](https://8doodles.com) platform.

The online dice can be accessed by clicking the die icon above the online cards, making both dice and cards visible on the same screen for a seamless experience.

**CARDS:** The cards are divided into four categories: **Bright**, **Twist**, **Knowledge**, and **Gear**. Each set of cards is represented by a specific icon, making it easy to pick a card from the correct set.

**The game is seamlessly connected to the [8doodles.com](https://8doodles.com) online platform**, offering players access to interactive online cards with these themes. Players can log in, select their desired category, and follow on-screen instructions to draw cards during gameplay. These cards add exciting challenges and surprises, enhancing every game session.

## GAMEPLAY & INSTRUCTIONS

**Starting the Game:** Place all 4 of your pawns on the starting field marked with your color at the designated corner.



Players determine the order of turns by rolling the dice at the start of the game. The player with the highest roll goes first, followed by the next highest, proceeding clockwise.

**To move a pawn onto the board, roll a 1 on the dice.** Placing a pawn on the board counts as one move.

If an opponent's pawn is on the starting field and your pawn is placed on this field, it is captured and must return to the opponent's board, and vice versa: if your pawn is on the starting field and your opponent places their pawn on that field, your pawn must return to your starting field.



# GAME MANUAL



**Taking Turns:** Each player rolls a numerical die (1-6) on their turn to move their pawn. The number rolled determines how many spaces the pawn moves.



**Landing on Card Spaces:** If a pawn lands on a special corner space, roll the numerical die and draw a card from the corresponding deck:



**KNOWLEDGE**

Pick a card when you **roll 1**



**TWIST**

Pick a card when you **roll 2**



**BRIGHT**

Pick a card when you **roll 3**



**GEAR**

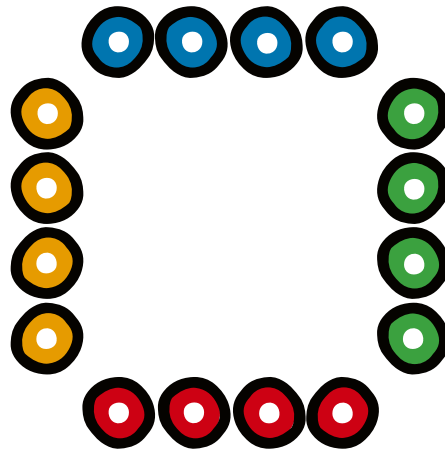
Pick a card when you **roll 4**

Players resolve the task on the drawn card before continuing gameplay.

- ▶ **Rolling a 5** on a card space allows you to designate another player to draw a card.
- ▶ **Rolling a 6** on a card space grants an additional dice roll after completing the card's task.

**Moving Pawns to Dotted Spaces:**

Pawns must traverse the board from the starting point (marked "S"), moving around the board until they are ready to land on the selected color field with a white dot that matches their team's color.



**All four pawns must be successfully landed on their respective dotted spaces to achieve the goal.**

To place a pawn on a dotted space, roll the exact number required to land on that space. If a player cannot roll the exact number, they must wait until a subsequent turn to try again.

If a pawn lands on a space occupied by an opponent's pawn, the opponent's pawn is sent back to their starting field.

To re-enter the board, the opponent must roll a 1 on their turn to place the pawn on the starting point S.

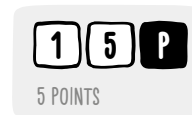


## OFFLINE PLAY WITH THREE DICE AND CARD INTERACTION

When playing offline, use three dice: two white numeric dice and one black die. This method allows you to draw cards and perform tasks seamlessly, even without internet access.

**Roll all three dice together:** The two white dice generate numbers from 1 to 6. The black die indicates the card type based on the rolled number:

- P** - for even numbers (2, 4, 6).
- N** - for odd numbers (1, 3, 5).



**Combine the results:** Use the white dice to choose a number that corresponds to a card. Refer to the black die to determine the card category (P or N).

**Perform the task:** Draw the corresponding card, follow its instructions, and complete the assigned task.

If you choose to play with a point system, collect points based on the tasks completed on the cards to enhance your gameplay and compete for the highest score.

This method ensures uninterrupted play and provides the same exciting challenges as the online version. All you need is the PDF cards and three dice to keep the fun going!

**As a member, you can create your own set of custom cards for this game to add a personal twist to gameplay.**

*Enjoy the game!*



TIME FOR A QUICK GAME





### Lost Pawns?

No need to worry! You can order replacement pawns online. We offer all kinds of sets to match your needs, available 24/7 in our online store.

### Need Dice?



We've got you covered! Check out our selection of dice in stock and ready to ship. Perfect for any game night.



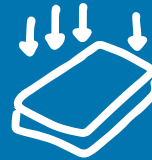
### Personalized Gifts

Looking for a special gift for a friend or family member? Contact us, and we'll help you create the perfect personalized game or item. Explore our online platform for endless customization.



### Game Add-ons

Enhance your gameplay with our wide range of add-ons, from extra cards to bonus challenges. Check out what's new on our platform to keep the fun going!



### Online Platform

Don't forget to visit our online platform for updates, downloadable game manuals, and exclusive content. Log in anytime to access additional features and tools.



### Share Your Set of Cards

Create and share! As an active member, you can design your own set of cards and share them with other players using a special code. It's a fantastic way to add a personal, creative, and crazy fun twist to any game. Whether it's for a themed night or a specific challenge, your shared card sets will make gameplay more exciting for everyone!



### Customer Support

Need help? Our support team is here for you! Whether it's about rules, replacements, or customizations, contact us anytime via our website or email.

### Game Updates

Stay in the loop with our latest game updates! You can find all the details on our message board. It's a good idea to check this board often, as we may sometimes post additional card sets along with special codes to unlock them. Don't miss out on these exclusive extras!



### Game Challenges

Think you're up for the challenge? Follow us on social media to discover exciting game challenges we post from time to time. Compete with friends, family, or other players in the community and show off your skills. Prizes and shoutouts may be waiting for you!



### Social Media Fun

Join our community on social media for tips, tricks, and inspiration. Share your gameplay experiences and see how others are enjoying their games.

SCAN QR CODE TO OPEN GAME ZONE







# 288 OFFLINE CARDS FOR DIBOOKO GAME

## KNOWLEDGE



72 CARDS

## TWIST



72 CARDS

## BRIGHT



72 CARDS

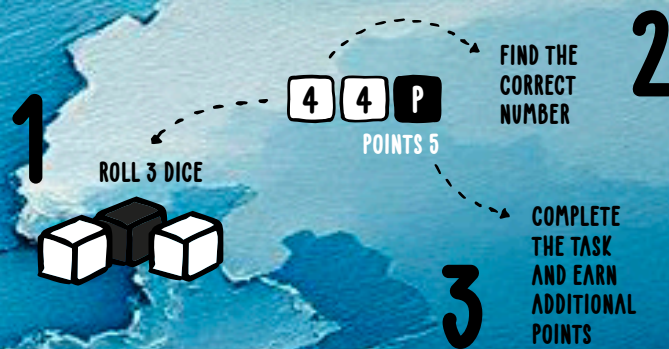
## GEAR



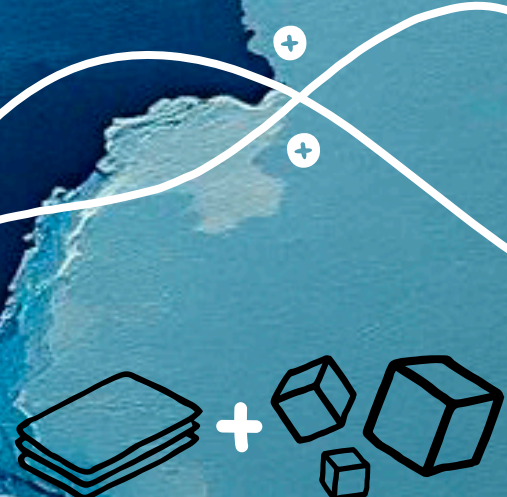
72 CARDS

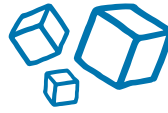
I have prepared an additional set of cards for you. This is my innovative method of expanding the gameplay. The rule is very simple. You roll 3 dice, choose the drawn number, and perform the assigned tasks on the card, gaining extra points in the process.

- ▶ Two **white dice** represent **2 numbers from 1 to 6**
- ▶ **The black die** represents the letters **P** (for even numbers 2, 4, 6) and **N** (for odd numbers 1, 3, 5).



NEW CHALLENGES,  
NEW TASKS...





1 1 P  
5 POINTS

**1 Trivia Time:** Ask another player any trivia question; if they answer correctly, both move forward 3 spaces.

1 1 N  
5 POINTS

**2 Fact Finder:** Share a fun fact about a topic of your choice; move forward 4 spaces.

1 2 P  
15 POINTS

**3 Quick Quiz:** Challenge a player to name three things related to a category you pick; advance 5 spaces if they succeed.

1 2 N  
5 POINTS

**4 History Buff:** Ask a history-related question; advance 2 spaces if answered correctly.

1 3 P  
10 POINTS

**5 Science Spin:** Describe a scientific concept or ask a question about one; advance 3 spaces.

1 3 N  
5 POINTS

**6 Famous Figures:** Name a famous person and ask another player to guess their profession; advance 4 spaces if guessed right.

1 4 P  
10 POINTS

**7 Cultural Quiz:** Ask a question about food, traditions, or festivals from another country; move forward 3 spaces if correct.

1 4 N  
5 POINTS

**8 Fun Fact:** Share something interesting about animals; move forward 2 spaces.

1 5 P  
5 POINTS

**9 Riddle Me This:** Pose a riddle to another player; move forward 5 spaces if solved.

1 5 N  
20 POINTS

**10 Math Challenge:** Create a simple math problem for a player to solve; move forward 3 spaces if correct.

1 6 P  
5 POINTS

**11 Bookworm Boost:** Name a book or author and ask someone to describe it; both move forward 4 spaces if they can.

1 6 P  
15 POINTS

**12 Geography Quest:** Ask another player to name a city, river, or mountain; move forward 3 spaces if they answer.

**13 Pop Culture Test:** Challenge a player to name a song, movie, or show from a given genre; advance 5 spaces if correct.

**14 Sports Talk:** Ask a sports-related trivia question; move forward 3 spaces if they answer correctly.

**15 Logical Leap:** Pose a logic puzzle or question; advance 4 spaces if solved.

**16 Language Learner:** Say a word in another language and ask its meaning; advance 3 spaces if guessed right.

**17 Nature's Wonder:** Ask about an animal, plant, or natural phenomenon; move forward 4 spaces if correct.

**18 Space Explorer:** Share a fact or ask a question about space; move forward 5 spaces.

**19 Artistic Vision:** Name an artist and ask another player what they are famous for; advance 4 spaces if they answer correctly.

**20 Historical Leap:** Ask about a historical event or era; move forward 3 spaces if answered.

**21 Brain Teaser:** Pose a tricky question or brain teaser; advance 6 spaces if solved.

**22 Famous Faces:** Show or describe a famous person; advance 3 spaces if others guess correctly.

**23 Science Pop:** Ask about inventions or discoveries; move forward 4 spaces if answered.

**24 Around the World:** Share or ask about a cultural landmark; advance 5 spaces if correct.

2 1 P  
10 POINTS

2 1 N  
5 POINTS

2 2 P  
5 POINTS

2 2 N  
10 POINTS

2 3 P  
5 POINTS

2 3 N  
5 POINTS

2 4 P  
15 POINTS

2 4 N  
5 POINTS

2 5 P  
5 POINTS

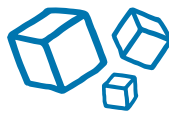
2 5 N  
10 POINTS

2 6 P  
5 POINTS

2 6 N  
5 POINTS







3 1 P  
5 POINTS

**25 Quick Riddle:** Pose a short and easy riddle; move forward 3 spaces if solved.

3 1 N  
5 POINTS

**26 Movie Buff:** Name a movie and ask about its plot or characters; advance 4 spaces if answered correctly.

3 2 P  
15 POINTS

**27 Animal Fun:** Share a unique fact about an animal; move forward 3 spaces.

3 2 N  
5 POINTS

**28 Tech Talk:** Ask a question about technology or gadgets; advance 4 spaces if answered.

3 3 P  
10 POINTS

**29 History Question:** Ask a question about a famous event or date; move forward 3 spaces if correct.

3 3 N  
5 POINTS

**30 Music Moments:** Name a musician or band and ask about their genre; move forward 4 spaces if guessed.

3 4 P  
10 POINTS

**31 Science Genius:** Share a fun science fact or ask a question; move forward 5 spaces.

3 4 N  
5 POINTS

**32 Word Wizard:** Give the definition of a tricky word and ask for its meaning; advance 3 spaces if answered.

3 5 P  
5 POINTS

**33 Logical Thinker:** Pose a yes/no logic question; advance 4 spaces if correct.

3 5 N  
20 POINTS

**34 Famous Event:** Ask another player to describe a famous historical event; advance 3 spaces if answered.

3 6 P  
5 POINTS

**35 Memory Match:** Describe something from a recent memory and ask someone to guess; advance 5 spaces if correct.

3 6 P  
15 POINTS

**36 Animal Kingdom:** Share or ask about an interesting animal fact; advance 3 spaces.

**37 Rapid Fire:** Name three related things (e.g., fruits, sports); advance 4 spaces if done in 10 seconds.

**38 Geography Buff:** Name a country and ask about its capital; move forward 3 spaces if correct.

**39 Artistic Flair:** Ask about a famous painting or artwork; advance 4 spaces if answered.

**40 Quick Math:** Solve a basic math equation; advance 3 spaces if correct.

**41 Storyteller:** Describe a famous myth or folktale; move forward 5 spaces if others guess the story.

**42 Science Whiz:** Name a scientific law or principle and ask someone to explain it; move forward 3 spaces if they succeed.

**43 Historical Snap:** Share a fact or ask a question about a famous monument; move forward 4 spaces.

**44 Cultural Catch:** Ask about traditions or foods from another culture; advance 3 spaces if correct.

**45 Movie Scene:** Describe a scene and ask others to guess the movie; advance 5 spaces if they do.

**46 Music Moment:** Share a fun fact about a song or composer; advance 3 spaces.

**47 Logical Leap:** Pose a short logic puzzle; advance 4 spaces if solved.

**48 Animal Fun Fact:** Share something unique about an animal; move forward 3 spaces.

4 1 P  
10 POINTS

4 1 N  
5 POINTS

4 2 P  
5 POINTS

4 2 N  
10 POINTS

4 3 P  
5 POINTS

4 3 N  
5 POINTS

4 4 P  
15 POINTS

4 4 N  
5 POINTS

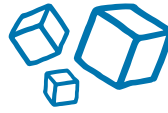
4 5 P  
5 POINTS

4 5 N  
10 POINTS

4 6 P  
5 POINTS

4 6 N  
5 POINTS





5 1 P  
5 POINTS

**49 Space Knowledge:** Ask about planets or space exploration; advance 4 spaces if answered.

5 1 N  
5 POINTS

**50 Artistic Wonder:** Describe an artist's style or medium; move forward 5 spaces if guessed.

5 2 P  
15 POINTS

**51 History Buff:** Share a fun historical trivia fact; advance 3 spaces.

5 2 N  
5 POINTS

**52 Quick Quiz:** Challenge a player with a question about their favorite subject; move forward 4 spaces.

5 3 P  
10 POINTS

**53 Scientific Fact:** Share an invention and ask who created it; advance 3 spaces if answered.

5 3 N  
5 POINTS

**54 Book Smart:** Name a book and ask about its theme; move forward 5 spaces if guessed.

5 4 P  
10 POINTS

**55 Cultural Explorer:** Share a fact about a country; advance 4 spaces if someone adds to it.

5 4 N  
5 POINTS

**56 Brain Game:** Create a mini trivia game; advance 3 spaces if others enjoy it.

5 5 P  
5 POINTS

**57 Nature's Wonder:** Describe an animal's unique trait; move forward 4 spaces.

5 5 N  
20 POINTS

**58 Logical Genius:** Pose a thought-provoking question; advance 5 spaces if solved.

5 6 P  
5 POINTS

**59 Artistic Talent:** Share a fun fact about an artist; move forward 3 spaces.

5 6 P  
15 POINTS

**60 Historical Fact:** Name an important year and ask what happened; advance 4 spaces if answered.

**61 Famous Figures:** Describe a famous person's achievement; advance 3 spaces if guessed.

**62 Science Discovery:** Ask about a famous scientist or invention; move forward 5 spaces if correct.

**63 Cultural Insight:** Name a festival or tradition and ask about it; advance 3 spaces if someone knows it.

**64 Puzzle Quest:** Solve a fun trivia question; advance 4 spaces if correct.

**65 Knowledge Sprint:** Share three quick facts about a topic; advance 5 spaces.

**66 Space Explorer:** Ask about a celestial body; advance 3 spaces if answered.

**67 Movie Scene:** Name a movie and describe its main character; move forward 4 spaces if guessed.

**68 Trivia Whiz:** Pose a trivia question to the group; advance 3 spaces if answered.

**69 Artistic Knowledge:** Share a unique art style; move forward 5 spaces if someone knows it.

**70 Rapid Answer:** Ask a yes/no question about a famous event; advance 4 spaces if correct.

**71 Science Genius:** Describe a cool scientific fact; move forward 3 spaces.

**72 Ultimate Quiz:** Create a challenging trivia question; advance 6 spaces if solved.

6 1 P  
10 POINTS

6 1 N  
5 POINTS

6 2 P  
5 POINTS

6 2 N  
10 POINTS

6 3 P  
5 POINTS

6 3 N  
5 POINTS

6 4 P  
15 POINTS

6 4 N  
5 POINTS

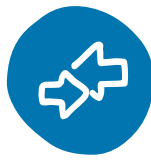
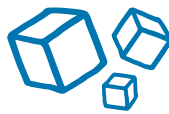
6 5 P  
5 POINTS

6 5 N  
10 POINTS

6 6 P  
5 POINTS

6 6 N  
5 POINTS





**1 1 P**  
5 POINTS

**1 Switcheroo:** Swap positions with any opponent.

**1 1 N**  
5 POINTS

**2 Reverse Boost:** Move backward 4 spaces but gain immunity for 1 turn.

**1 2 P**  
15 POINTS

**3 Twisted Leap:** Move forward 3 spaces, then swap with a teammate.

**1 2 N**  
5 POINTS

**4 Positional Exchange:** Swap two opponent pawns.

**1 3 P**  
10 POINTS

**5 Directional Swap:** Choose to move forward 5 spaces or backward 3 spaces.

**1 3 N**  
5 POINTS

**6 Controlled Swap:** Swap your pawn with a teammate's.

**1 4 P**  
10 POINTS

**7 Momentum Switch:** Roll again and swap positions with the player farthest ahead.

**1 4 N**  
5 POINTS

**8 Double Switch:** Swap two of your own pawns.

**1 5 P**  
5 POINTS

**9 Rewind Leap:** Move back 6 spaces, then roll again.

**1 5 N**  
20 POINTS

**10 Tactical Trade:** Trade places with any opponent pawn.

**1 6 P**  
5 POINTS

**11 Twisting Boost:** Move forward 4 spaces; an opponent skips their next turn.

**1 6 P**  
15 POINTS

**12 Switch Path:** Choose to move forward 3 spaces or swap with a teammate.

**13 Double Reverse:** Move backward 3 spaces, then roll again.

**14 Leap Trade:** Move forward 5 spaces and switch with any opponent.

**15 Reverse Momentum:** Roll twice; move the smaller result backward.

**16 Position Lock:** Your pawn cannot be swapped for 2 turns.

**17 Skip and Swap:** Skip your turn to swap with the closest opponent.

**18 Strategic Leap:** Roll and move forward 6 spaces; swap with a teammate.

**19 Backline Swap:** Trade places with the pawn in last position.

**20 Chain Reaction:** Roll and swap places with the next closest opponent.

**21 Reverse Leap:** Move backward 5 spaces but gain immunity for 2 turns.

**22 Swap Boost:** Swap positions with any pawn and roll again.

**23 Staggered Step:** Move forward 2 spaces and backward 1.

**24 Twisted Path:** Choose to move 4 spaces forward or 4 backward.

**2 1 P**  
10 POINTS

**2 1 N**  
5 POINTS

**2 2 P**  
5 POINTS

**2 2 N**  
10 POINTS

**2 3 P**  
5 POINTS

**2 3 N**  
5 POINTS

**2 4 P**  
15 POINTS

**2 4 N**  
5 POINTS

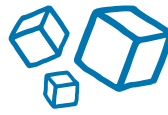
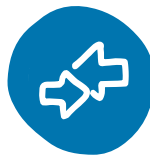
**2 5 P**  
5 POINTS

**2 5 N**  
10 POINTS

**2 6 P**  
5 POINTS

**2 6 N**  
5 POINTS





**3 1 P**  
5 POINTS

**25 Positional Advantage:** Move forward 3 spaces and force an opponent back 2 spaces.

**3 1 N**  
5 POINTS

**26 Reverse Trade:** Swap with the player directly behind you.

**3 2 P**  
15 POINTS

**27 Momentum Lock:** Roll again; swap with any opponent within 6 spaces.

**3 2 N**  
5 POINTS

**28 Controlled Leap:** Jump forward 5 spaces but skip your next turn.

**3 3 P**  
10 POINTS

**29 Directional Guard:** Protect yourself from swaps for 1 turn.

**3 3 N**  
5 POINTS

**30 Leapfrog:** Move forward 6 spaces; teammate rolls again.

**3 4 P**  
10 POINTS

**31 Reverse Roll:** Roll and move backward double the result.

**3 4 N**  
5 POINTS

**32 Opponent Skip:** Force the next player to skip their turn.

**3 5 P**  
5 POINTS

**33 Twisting Shield:** Gain immunity and block an opponent's roll.

**3 5 N**  
20 POINTS

**34 Position Reset:** Return to your starting position and roll again.

**3 6 P**  
5 POINTS

**35 Backpedal Guard:** Move backward 3 spaces but gain immunity for 1 turn.

**3 6 P**  
15 POINTS

**36 Twisted Double:** Roll twice and move forward or backward.

**37 Positional Block:** Prevent an opponent from swapping with you for 2 turns.

**38 Leap and Swap:** Move forward 4 spaces and swap with a teammate.

**39 Strategic Block:** Block one opponent's move this round.

**40 Momentum Shift:** Roll again and swap places with the pawn farthest ahead.

**41 Tactical Stall:** Skip your turn to gain immunity for 2 turns.

**42 Leap Reset:** Move forward 6 spaces but return to your last position if rolled under 3.

**43 Switch Advantage:** Swap positions with any pawn on the board.

**44 Reverse Boost Plus:** Move backward 3 spaces; roll twice next turn.

**45 Twisted Jump:** Leap 7 spaces forward but skip your next roll.

**46 Team Switch:** Swap positions with a teammate.

**47 Rewind Step:** Move back 2 spaces; roll again.

**48 Positional Shift:** Choose to move forward or backward 3 spaces.

**4 1 P**  
10 POINTS

**4 1 N**  
5 POINTS

**4 2 P**  
5 POINTS

**4 2 N**  
10 POINTS

**4 3 P**  
5 POINTS

**4 3 N**  
5 POINTS

**4 4 P**  
15 POINTS

**4 4 N**  
5 POINTS

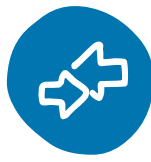
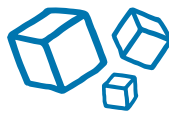
**4 5 P**  
5 POINTS

**4 5 N**  
10 POINTS

**4 6 P**  
5 POINTS

**4 6 N**  
5 POINTS





5 1 P  
5 POINTS

**49 Controlled Momentum:** Roll and move the exact result forward or backward.

5 1 N  
5 POINTS

**50 Reverse Protection:** Immunity from opponent swaps for 2 turns.

5 2 P  
15 POINTS

**51 Chain Boost:** Move forward 3 spaces; teammate rolls again.

5 2 N  
5 POINTS

**52 Leap Back:** Jump forward 5 spaces but trade places with an opponent.

5 3 P  
10 POINTS

**53 Tactical Roll:** Roll twice and move either result forward.

5 3 N  
5 POINTS

**54 Backpedal Leap:** Move back 4 spaces but gain an extra roll.

5 4 P  
10 POINTS

**55 Controlled Reverse:** Choose to move forward 2 spaces or backward 2 spaces.

5 4 N  
5 POINTS

**56 Swap Pair:** Swap positions between two opponent pawns.

5 5 P  
5 POINTS

**57 Reverse Push:** Push an opponent's pawn backward 4 spaces.

5 5 N  
20 POINTS

**58 Leap Guard:** Move forward 5 spaces and block penalties this round.

5 6 P  
5 POINTS

**59 Swap Guard:** Swap with a pawn but protect yourself from further swaps.

5 6 P  
15 POINTS

**60 Forward Swap:** Move forward 4 spaces; teammate gains an extra turn.

**61 Leap Choice:** Roll and choose to move 5 spaces forward or swap.

**62 Twisting Trade:** Roll again; swap positions with the last pawn.

**63 Leap Momentum:** Roll and move the combined result forward or backward.

**64 Positional Leap:** Move forward 6 spaces; block opponent rolls.

**65 Reset Shield:** Return to your starting position but gain immunity for 2 turns.

**66 Switch Leap:** Swap with a teammate and move forward 3 spaces.

**67 Leap and Guard:** Move forward 4 spaces; block all swaps.

**68 Trade Advantage:** Swap places with an opponent and roll again.

**69 Leap and Push:** Move forward 5 spaces and push an opponent back 3.

**70 Final Trade:** Trade places with any opponent; move forward 2 spaces.

**71 Reverse Block:** Block one opponent's move for the next round.

**72 Ultimate Swap:** Swap places with any pawn on the board and roll again.

6 1 P  
10 POINTS

6 1 N  
5 POINTS

6 2 P  
5 POINTS

6 2 N  
10 POINTS

6 3 P  
5 POINTS

6 3 N  
5 POINTS

6 4 P  
15 POINTS

6 4 N  
5 POINTS

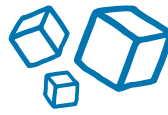
6 5 P  
5 POINTS

6 5 N  
10 POINTS

6 6 P  
5 POINTS

6 6 N  
5 POINTS





1 1 P  
5 POINTS

**1 Creative Spark:** Advance 5 spaces by sharing a fun idea with other players.

1 1 N  
5 POINTS

**2 Inspiration Boost:** Move forward 3 spaces and let another player skip their next turn to encourage collaboration.

1 2 P  
15 POINTS

**3 Artistic Leap:** Roll the dice; if the result is odd, draw a simple sketch to advance 6 spaces.

1 2 N  
5 POINTS

**4 Imaginative Path:** Choose any tile up to 8 spaces ahead by describing an inspiring moment.

1 3 P  
10 POINTS

**5 Bright Creation:** Create a mini rule for the next round; advance 4 spaces.

1 3 N  
5 POINTS

**6 Motivational Step:** Move forward 2 spaces and allow a teammate to roll again if they share an uplifting thought.

1 4 P  
10 POINTS

**7 Visionary Move:** Advance 3 spaces; teammates move 1 space each if they discuss a future goal.

1 4 N  
5 POINTS

**8 Idea Swap:** Switch positions with a player by exchanging creative ideas for how to use the game.

1 5 P  
5 POINTS

**9 Light of Inspiration:** Move forward 7 spaces after naming a famous inventor, artist, or creator.

1 5 N  
20 POINTS

**10 Dream Leap:** Jump 6 spaces forward after sharing a dream or ambition.

1 6 P  
5 POINTS

**11 Colorful Thoughts:** Describe your favorite color; move forward 3 spaces.

1 6 P  
15 POINTS

**12 Inspired Journey:** Share a favorite travel destination; move forward 4 spaces.

**13 Artistic Vision:** Sketch or describe a quick picture; advance 5 spaces.

**14 Bright Talent:** Name a personal skill or talent; move forward 4 spaces.

**15 Creative Boost:** Roll again if you can suggest a new game rule.

**16 Positive Energy:** Share a compliment with another player; advance 3 spaces.

**17 Lightbulb Moment:** Describe a clever idea; move forward 6 spaces.

**18 Spark of Joy:** Recall a happy memory; advance 5 spaces.

**19 Creative Collab:** Partner with a teammate to create a mini story; both advance 3 spaces.

**20 Colorful Leap:** Describe a vivid scene or memory; advance 4 spaces.

**21 Visionary Path:** Share a life goal; move forward 5 spaces.

**22 Bright Thinking:** Suggest a new feature for the game; move forward 3 spaces.

**23 Artistic Inspiration:** Name a favorite artist; advance 4 spaces.

**24 Imaginative Leap:** Roll again after describing a fantastical idea.

2 1 P  
10 POINTS

2 1 N  
5 POINTS

2 2 P  
5 POINTS

2 2 N  
10 POINTS

2 3 P  
5 POINTS

2 3 N  
5 POINTS

2 4 P  
15 POINTS

2 4 N  
5 POINTS

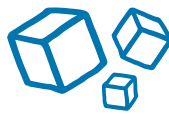
2 5 P  
5 POINTS

2 5 N  
10 POINTS

2 6 P  
5 POINTS

2 6 N  
5 POINTS





**3 1 P**  
5 POINTS

**25 Storyteller's Move:** Tell a short story about your pawn; advance 6 spaces.

**3 1 N**  
5 POINTS

**26 Inspirational Boost:** Share a quote or saying; move forward 4 spaces.

**3 2 P**  
15 POINTS

**27 Light Step:** Recall a meaningful moment; advance 5 spaces.

**3 2 N**  
5 POINTS

**28 Creative Jump:** Name a famous creative work; move forward 3 spaces.

**3 3 P**  
10 POINTS

**29 Imaginative Shortcut:** Invent a new game rule; move forward 4 spaces.

**3 3 N**  
5 POINTS

**30 Thoughtful Leap:** Suggest a creative twist for the game; advance 5 spaces.

**3 4 P**  
10 POINTS

**31 Bright Memory:** Share a fond childhood memory; move forward 6 spaces.

**3 4 N**  
5 POINTS

**32 Visionary Leap:** Describe a futuristic idea; move forward 7 spaces.

**3 5 P**  
5 POINTS

**33 Inspirational Path:** Recite a motivational quote; advance 4 spaces.

**3 5 N**  
20 POINTS

**34 Artistic Shortcut:** Name a favorite art piece; move forward 3 spaces.

**3 6 P**  
5 POINTS

**35 Creative Flow:** Describe an inspiring scene; move forward 5 spaces.

**3 6 P**  
15 POINTS

**36 Spark of Genius:** Share a clever thought; advance 4 spaces.

**37 Innovative Idea:** Suggest a game improvement; move forward 3 spaces.

**38 Colorful Vision:** Describe a vibrant scene; advance 6 spaces.

**39 Motivational Leap:** Recall an inspiring moment; move forward 7 spaces.

**40 Bright Journey:** Share a travel idea; advance 4 spaces.

**41 Artistic Trail:** Draw or describe a unique object; move forward 5 spaces.

**42 Light Leap:** Recall a motivational story; move forward 6 spaces.

**43 Inspirational Move:** Share a personal achievement; advance 3 spaces.

**44 Visionary Shortcut:** Propose a creative addition to the game; move forward 5 spaces.

**45 Creative Glow:** Describe a favorite creative activity; advance 4 spaces.

**46 Imaginative Leap:** Name a dream destination; move forward 7 spaces.

**47 Artistic Boost:** Share an inspiring quote; advance 6 spaces.

**48 Bright Thought:** Recall a personal success; move forward 3 spaces.

**4 1 P**  
10 POINTS

**4 1 N**  
5 POINTS

**4 2 P**  
5 POINTS

**4 2 N**  
10 POINTS

**4 3 P**  
5 POINTS

**4 3 N**  
5 POINTS

**4 4 P**  
15 POINTS

**4 4 N**  
5 POINTS

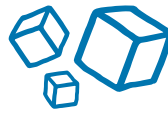
**4 5 P**  
5 POINTS

**4 5 N**  
10 POINTS

**4 6 P**  
5 POINTS

**4 6 N**  
5 POINTS





5 1 P  
5 POINTS

**49 Motivational Push:** Share a goal or ambition; advance 4 spaces.

5 1 N  
5 POINTS

**50 Light Step Ahead:** Name an iconic invention; move forward 5 spaces.

5 2 P  
15 POINTS

**51 Innovative Shortcut:** Describe a creative solution; move forward 6 spaces.

5 2 N  
5 POINTS

**52 Creative Shine:** Recall a joyful experience; advance 4 spaces.

5 3 P  
10 POINTS

**53 Spark Leap:** Roll again if you share a brilliant idea.

5 3 N  
5 POINTS

**54 Visionary Glow:** Share a dream project; move forward 6 spaces.

5 4 P  
10 POINTS

**55 Artistic Creation:** Name a favorite artist or designer; advance 5 spaces.

5 4 N  
5 POINTS

**56 Motivational Memory:** Describe a moment of triumph; move forward 7 spaces.

5 5 P  
5 POINTS

**57 Creative Sprint:** Share a way to improve the game; advance 4 spaces.

5 5 N  
20 POINTS

**58 Light Leap Forward:** Name a favorite invention; move forward 6 spaces.

5 6 P  
5 POINTS

**59 Bright Spark:** Describe an inspiring thought; advance 3 spaces.

5 6 P  
15 POINTS

**60 Inspirational Boost:** Recall a motivating story; move forward 5 spaces.

**61 Artistic Drive:** Share a fun fact about creativity; advance 6 spaces.

6 1 P  
10 POINTS

**62 Imaginative Drive:** Name a memorable book or movie; advance 4 spaces.

6 1 N  
5 POINTS

**63 Visionary Journey:** Suggest a game challenge; move forward 7 spaces.

6 2 P  
5 POINTS

**64 Motivational Push:** Recall a mentor or role model; advance 5 spaces.

6 2 N  
10 POINTS

**65 Bright Trail:** Name a favorite creative tool; move forward 6 spaces.

6 3 P  
5 POINTS

**66 Creative Explorer:** Describe an ideal adventure; advance 4 spaces.

6 3 N  
5 POINTS

**67 Inspirational Spark:** Share an innovative idea; move forward 5 spaces.

6 4 P  
15 POINTS

**68 Light Memory:** Recall a moment of clarity; advance 6 spaces.

6 4 N  
5 POINTS

**69 Artistic Sprint:** Suggest a unique game mechanic; move forward 7 spaces.

6 5 P  
5 POINTS

**70 Visionary Light:** Describe a future goal; advance 5 spaces.

6 5 N  
10 POINTS

**71 Motivational Leap:** Share a happy moment; move forward 4 spaces.

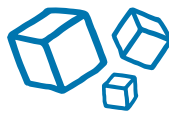
6 6 P  
5 POINTS

**72 Bright Creation:** Invent a quick rule for the next turn; advance 7 spaces.

6 6 N  
5 POINTS







1 1 P  
5 POINTS

**1 Repair Time:** Imagine fixing a broken machine and describe how you would do it; advance 4 spaces.

1 1 N  
5 POINTS

**2 Teamwork Boost:** Name a teammate and share how they could help solve a challenge; move forward 3 spaces.

1 2 P  
15 POINTS

**3 Creative Repair:** Suggest a new way to solve a fun or tricky problem; advance 5 spaces.

1 2 N  
5 POINTS

**4 Gear Shift:** Roll again to advance the dice result +1, but explain why you rolled that number.

1 3 P  
10 POINTS

**5 Build Together:** Describe a creative project you'd like to make with friends; advance 6 spaces.

1 3 N  
5 POINTS

**6 Puzzle Fix:** Solve a riddle of your own creation or guess one from another player; advance 4 spaces.

1 4 P  
10 POINTS

**7 Imagination Boost:** Invent a gadget and explain how it would work; move forward 5 spaces.

1 4 N  
5 POINTS

**8 Problem Solver:** Name a small problem and how you'd solve it; advance 3 spaces.

1 5 P  
5 POINTS

**9 Fun Fix:** Share your favorite tool and what you'd use it to fix; move forward 4 spaces.

1 5 N  
20 POINTS

**10 Quick Repair:** Pretend you're fixing something in the room; describe what it is; advance 2 spaces.

1 6 P  
5 POINTS

**11 Build a Bridge:** Name a place or idea you'd connect to something else; advance 6 spaces.

1 6 P  
15 POINTS

**12 Design Genius:** Imagine a robot and share what task it's built for; move forward 5 spaces.

**13 Fix-It Boost:** Share a story about something you've improved or fixed; advance 3 spaces.

**14 Gear Guru:** Explain how gears could help in a game; advance 4 spaces.

**15 Simple Solution:** Share an easy fix for a common problem; advance 2 spaces.

**16 Fix It Now:** Name a fun action you'd take to solve a problem right now; advance 1 space.

**17 Builder's Leap:** Describe an amazing building project idea; advance 7 spaces.

**18 Tools of the Trade:** Name three tools you'd use for a big project; advance 5 spaces.

**19 Creative Twist:** Invent a tool and describe how it'd make life easier; advance 4 spaces.

**20 Repair Expert:** Share a quick tip for fixing things faster; move forward 6 spaces.

**21 Puzzle Master:** Come up with a mini riddle for another player; if they solve it, advance 3 spaces.

**22 Bright Idea:** Name an invention you love and why it's useful; advance 4 spaces.

**23 Handy Helper:** Suggest a way to make organizing tools fun; move forward 2 spaces.

**24 Fix and Go:** Describe how you'd clean up or fix something messy; advance 3 spaces.

2 1 P  
10 POINTS

2 1 N  
5 POINTS

2 2 P  
5 POINTS

2 2 N  
10 POINTS

2 3 P  
5 POINTS

2 3 N  
5 POINTS

2 4 P  
15 POINTS

2 4 N  
5 POINTS

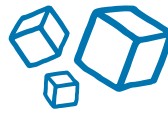
2 5 P  
5 POINTS

2 5 N  
10 POINTS

2 6 P  
5 POINTS

2 6 N  
5 POINTS





3 1 P  
5 POINTS

**25 Team Repair:** Name how a teammate could help you fix something tricky; move forward 5 spaces.

3 1 N  
5 POINTS

**26 Build It Fast:** Describe how you'd create a cool new toy; advance 4 spaces.

3 2 P  
15 POINTS

**27 Gear Up:** Share how you'd use a crank to power something fun; move forward 1 space.

3 2 N  
5 POINTS

**28 Tool Time:** Describe a gadget you'd bring on an adventure; advance 3 spaces.

3 3 P  
10 POINTS

**29 Puzzle Solver:** Answer or create a yes/no question to solve a problem; advance 2 spaces.

3 3 N  
5 POINTS

**30 Build a Dream:** Imagine your ideal playhouse or creative space; advance 6 spaces.

3 4 P  
10 POINTS

**31 Gear Magic:** Name a way gears can solve puzzles; advance 1 space.

3 4 N  
5 POINTS

**32 Tinker Time:** Share a funny or creative idea for fixing something; advance 5 spaces.

3 5 P  
5 POINTS

**33 Quick Twist:** Name someone you admire for solving problems; advance 3 spaces.

3 5 N  
20 POINTS

**34 Puzzle Boost:** Suggest how to solve a tricky puzzle creatively; advance 4 spaces.

3 6 P  
5 POINTS

**35 Team Builders:** Describe how a team could build something amazing; advance 6 spaces.

3 6 P  
15 POINTS

**36 Fix-It Leap:** Explain how you'd connect wires or create a new gadget; advance 3 spaces.

**37 Repair Rush:** Share a quick idea to fix a simple object; advance 2 spaces.

**38 Tinker Genius:** Suggest a way to make an everyday task easier; advance 5 spaces.

**39 Creative Leap:** Name and describe an exciting new invention; advance 6 spaces.

**40 Gear Puzzle:** Solve a riddle or share a fun question; advance 3 spaces.

**41 Quick Fix:** Pretend to improve something around you and describe it; advance 1 space.

**42 Build It Big:** Imagine creating something enormous and useful; advance 7 spaces.

**43 Tool Check:** Describe a tool you'd bring to a dream adventure; move forward 4 spaces.

**44 Simple Tinker:** Share how you'd tweak or adjust something; advance 2 spaces.

**45 Design Spark:** Suggest a creative decoration idea; advance 4 spaces.

**46 Fix-It Team:** Partner with another player and share ideas to both advance 3 spaces.

**47 Creative Builder:** Share your favorite thing to make or design; move forward 5 spaces.

**48 Gear Boost:** Roll again and move; add +2 to your roll if you invent a new use for a gear.

4 1 P  
10 POINTS

4 1 N  
5 POINTS

4 2 P  
5 POINTS

4 2 N  
10 POINTS

4 3 P  
5 POINTS

4 3 N  
5 POINTS

4 4 P  
15 POINTS

4 4 N  
5 POINTS

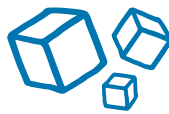
4 5 P  
5 POINTS

4 5 N  
10 POINTS

4 6 P  
5 POINTS

4 6 N  
5 POINTS





5 1 P  
5 POINTS

**49 Puzzle Partner:** Solve a challenge with someone else to both advance 4 spaces.

5 1 N  
5 POINTS

**50 Quick Leap:** Pretend to climb something and describe what you're reaching for; move forward 2 spaces.

5 2 P  
15 POINTS

**51 Repair Master:** Share something cool you fixed or improved; move forward 6 spaces.

5 2 N  
5 POINTS

**52 Tinker Star:** Suggest a fun improvement for the game; advance 3 spaces.

5 3 P  
10 POINTS

**53 Simple Build:** Imagine fixing or building something helpful; advance 1 space.

5 3 N  
5 POINTS

**54 Gear Flip:** Roll two dice; pick the smaller number to move forward.

5 4 P  
10 POINTS

**55 Bright Builder:** Describe how you'd build a unique and fun space; advance 6 spaces.

5 4 N  
5 POINTS

**56 Puzzle Time:** Share or invent your favorite type of challenge; advance 4 spaces.

5 5 P  
5 POINTS

**57 Tool Box:** Name three tools you'd keep in a perfect toolbox; move forward 5 spaces.

5 5 N  
20 POINTS

**58 Build Together:** Share a teamwork story to inspire others; advance 3 spaces.

5 6 P  
5 POINTS

**59 Repair It Fast:** Share a quick tip for solving everyday problems; advance 1 space.

5 6 P  
15 POINTS

**60 Creative Fix:** Describe how you'd repair or improve something unusual; advance 4 spaces.

**61 Dream Builder:** Imagine an incredible invention to help others; advance 7 spaces.

6 1 P  
10 POINTS

**62 Tool Check:** Share a dream gadget you'd love to use; advance 5 spaces.

6 1 N  
5 POINTS

**63 Quick Repair:** Pretend to combine two tools and describe the result; move forward 2 spaces.

6 2 P  
5 POINTS

**64 Build and Smile:** Share how you'd design a fun and useful game; advance 6 spaces.

6 2 N  
10 POINTS

**65 Creative Leap:** Roll again; double your result if you suggest a new game rule.

6 3 P  
5 POINTS

**66 Fix-It Genius:** Name a creative way to solve a cool mystery; advance 4 spaces.

6 3 N  
5 POINTS

**67 Puzzle Play:** Describe a fun or challenging game moment; advance 3 spaces.

6 4 P  
15 POINTS

**68 Repair Power:** Name a superhero tool and how you'd use it; advance 5 spaces.

6 4 N  
5 POINTS

**69 Bright Idea:** Suggest a playful upgrade to your favorite room; advance 6 spaces.

6 5 P  
5 POINTS

**70 Tinker Boost:** Pretend to adjust a dial and share what it does; move forward 1 space.

6 5 N  
10 POINTS

**71 Gear Up Team:** Collaborate with teammates to create a fun idea; all move forward 2 spaces.

6 6 P  
5 POINTS

**72 Fix-It Finale:** Describe the best invention you could imagine; advance 7 spaces.

6 6 N  
5 POINTS







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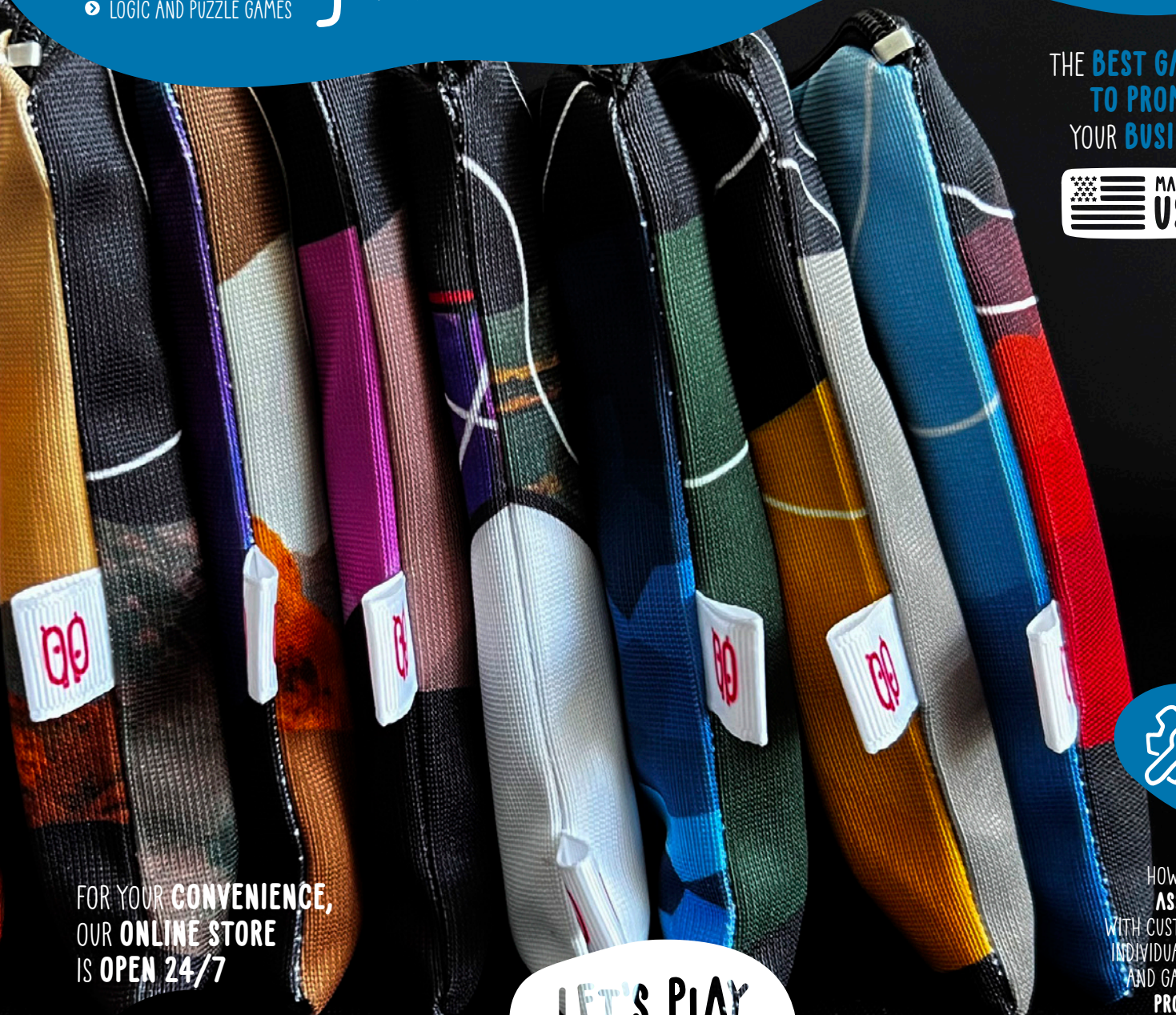
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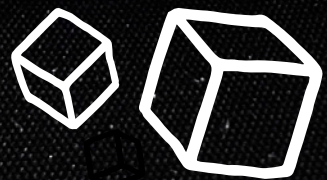


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