

8DQOODLES®

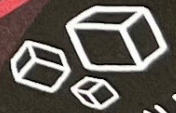


PRINT & PLAY



ON-OFF

PRINT AND PLAY BOARD GAME



DIGITAL DICE
AVAILABLE ONLINE
ON THE 8DQOODLES
PLATFORM



SCAN THE QR CODE
TO GET THE GAME ESSENTIALS ONLINE

+



OFFLINE
72 CARDS



MANUAL



BOARD



PAPERS CARDS



SCORE SHEET

ON-OFF



ANETA G. HELLER

ARTUR J. HELLER



FEW WORDS OF INTRODUCTION...



Board games have always been a special way to connect with others, blending strategy, creativity, and fun into an experience that brings people together. **ON-OFF** builds on this timeless tradition with its fast-paced gameplay, innovative dice mechanics, and exciting online card integration, creating a game that's both simple to play and endlessly engaging.

Designed for players of all ages, ON-OFF combines compact portability with dynamic gameplay, making it perfect for game nights, family gatherings, or even solo challenges. Whether you're a seasoned strategist or new to board games, this unique experience offers something for everyone.

We've created ON-OFF to spark joy, creativity, and connection. With options for printable and personalized editions, it's a game that adapts to your style while providing high-quality fun and replayability. Thank you for choosing ON-OFF—we're thrilled to have you as part of this exciting journey. Let the games begin!

As creators and publishers, we guarantee joyful moments spent together and lots of fun!
ARTUR J. & ANETTA G. HELLER

BENEFITS



- ▶ Compact and portable design, perfect for travel.
- ▶ Quick setup and easy-to-learn rules for all ages.
- ▶ Enhances strategy, logic, and decision-making skills.
- ▶ Fun for solo play or groups of unlimited participants.
- ▶ Dynamic gameplay with dice-based flexibility.
- ▶ Integrates with 8Doodles for online card features.



The online cards for the ON-OFF 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?

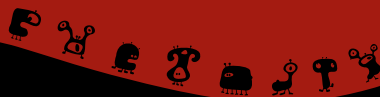
WHAT & WHERE

- ▶ Introduction
- ▶ Game information and manual
- ▶ Printable game boards
- ▶ Printable pawns and tokens
- ▶ Printable dice set
- ▶ Score sheet template
- ▶ 72 offline game cards
- ▶ Game licenses

2
3
6
8
14
16
23
19



8DODDLES





THINGS TO KNOW



- Age: 6+ (family friendly)
- Number of players: 1-2
- Average time: 10-20 minutes
- Difficulty level: easy - medium
- Dice for the game: 3 (2 white, 1 black)
- 72 Game cards: online or printable
- 12 Tokens



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



OVERVIEW & OBJECTIVE

ON-OFF is designed for 1 or more players, with each player taking their turn fully before the next person plays. The board contains 12 switches, each corresponding to a number from 1 to 12.

Players must use their 12 tokens to turn ON all the switches by uncovering the hidden ON fields. The game ends when all switches are ON, or no valid moves remain.

SETUP & COMPONENTS

To set up the game, place one token on each field marked with the ON symbol. The game can be played with two dice for a harder challenge or three dice for an easier version. Decide on the difficulty level before starting. Once set up, the game is ready to begin!

GAMEPLAY & INSTRUCTIONS

Each player takes their turn fully, rolling the dice repeatedly until they can no longer make any valid moves. After one player's turn ends, the next player takes their turn. The game is fast-paced, so players can quickly alternate turns without delays.

On your turn, roll the dice to determine which token to move. You can use the number from a single die, add numbers from two dice together, or even add all three dice if playing the easier version. This gives you multiple options for each roll.

For example:

If you roll 1, 3, and 3, you can move a token to fields 1, 3, 4, 6, or 7, depending on which switches are still available.

A roll of 2, 5, and 6 allows you to move a token to fields 2, 5, 6, 7, 8, or 11.

With 4, 4, and 2, you can move to fields 2, 4, 6, 8, or 10.

Once you've chosen a valid move, move a token from the ON field to the OFF field corresponding to the selected number. This action "flips the switch," uncovering the ON symbol beneath the token.

You must decide carefully which number combination to use, as some rolls will offer multiple options. For example, a roll of 4 and 3 can be used as 4, 3, or combined as 7. Strategic thinking and quick decisions are key to successfully turning ON all switches.

Keep rolling and moving tokens until no valid moves remain. At that point, your turn ends, and the next player takes over. The game continues until all switches are ON, or no players can make valid moves.

FLIP / SWITCH



TRIGGERING ONLINE CARDS

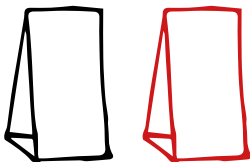
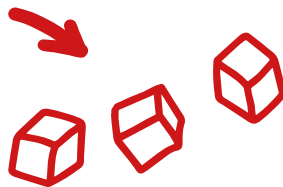


If you roll doubles (e.g., 3 and 3, 4 and 4), you may draw an online card from the 8Doodles platform.

These cards add exciting twists, such as rerolling dice, flipping an extra switch, or blocking an opponent's move. To access the cards, log in to your 8Doodles account and download the corresponding card. Cards can be saved and used offline for future gameplay.



AN ONLINE DICE SET IS AVAILABLE AT EXPLORE & PLAY



FOR THE GAME YOU MAY CHOOSE RED OR WHITE PAWNS / TOKENS

ALTERNATIVE GAMEPLAY

Scoring Version: for a competitive twist, try the scoring version of ON-OFF. Each player earns 1 point for every switch turned ON during their turn.

However, downloading an online card deducts 2 points from your score. The player with the highest score at the end of the game wins.

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).



5 POINTS



15 POINTS

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!
8DOOLES TEAM



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.



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.

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!



Need Dice?

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



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!



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!



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.

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.



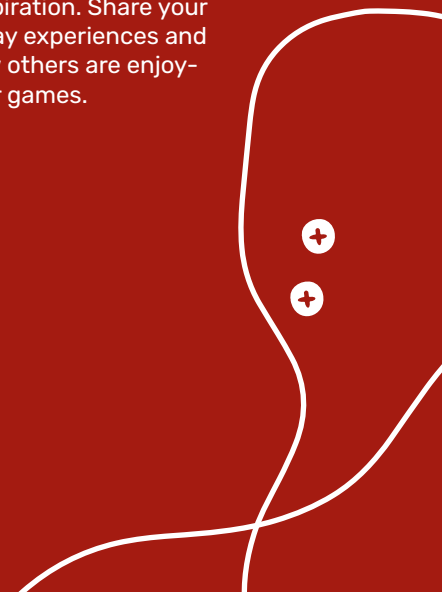
Customer Support

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 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!





ON-OFF

PRINT & PLAY

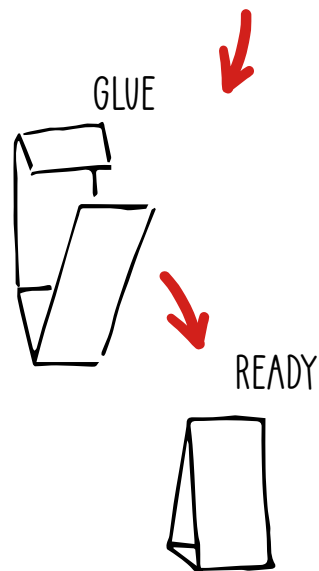
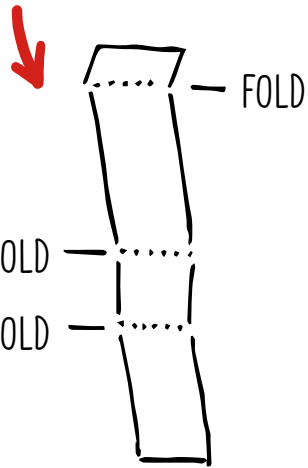
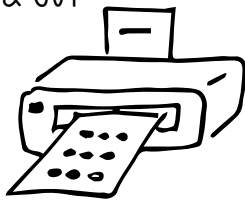


1. PRINT
2. CUT
3. FOLD
4. GLUE

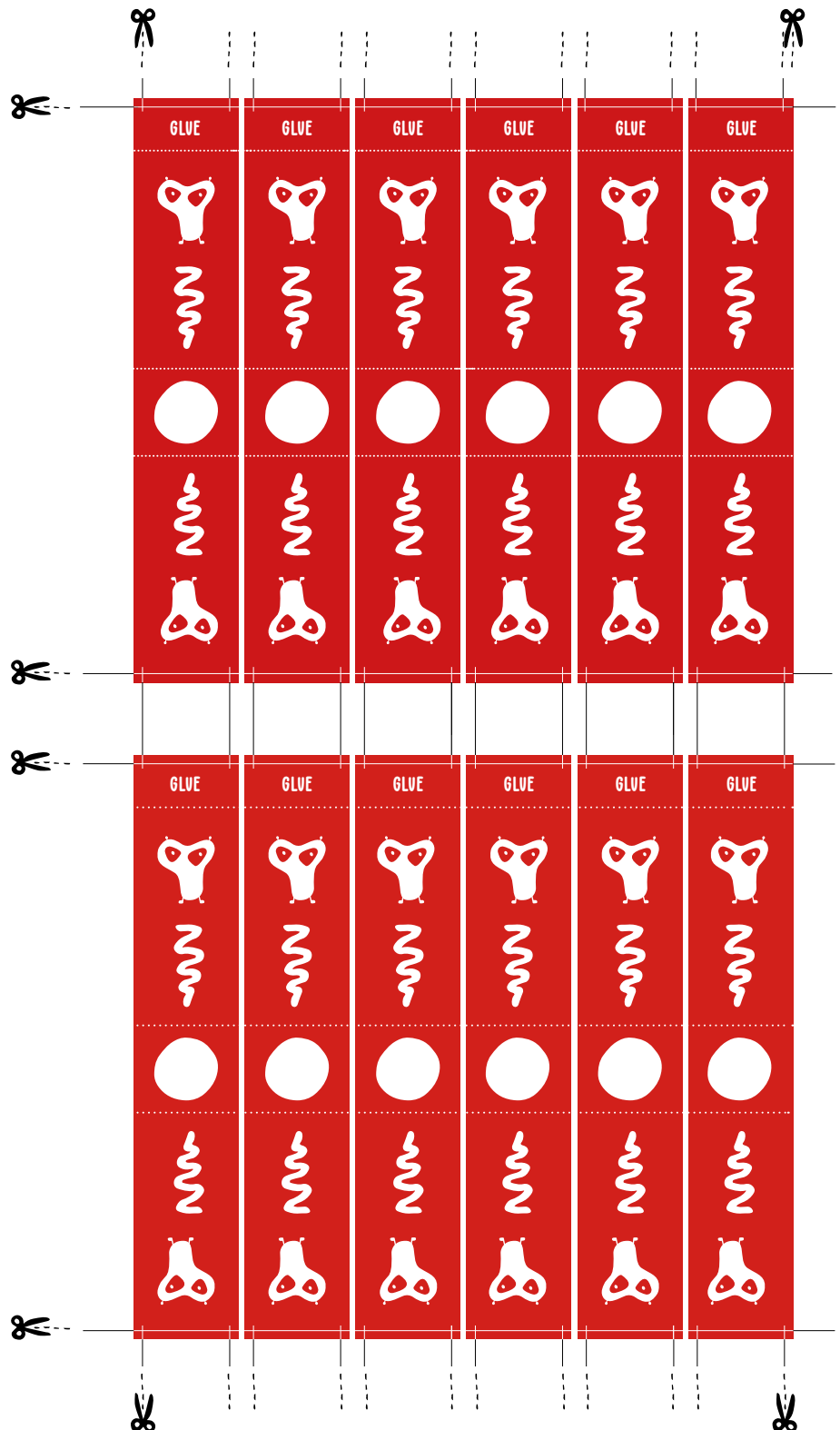
4 EASY STEPS TO MAKE
ALTERNATIVE PAWNS
FOR THE GAME

WE SUGGEST PRINTING YOUR GAME BOARD, PAWNS, AND DICE ON **DURABLE 110 LB. CARDSTOCK** FOR LONG-LASTING AND STURDY ENJOYMENT.

PRINT & CUT



AND PLAY...

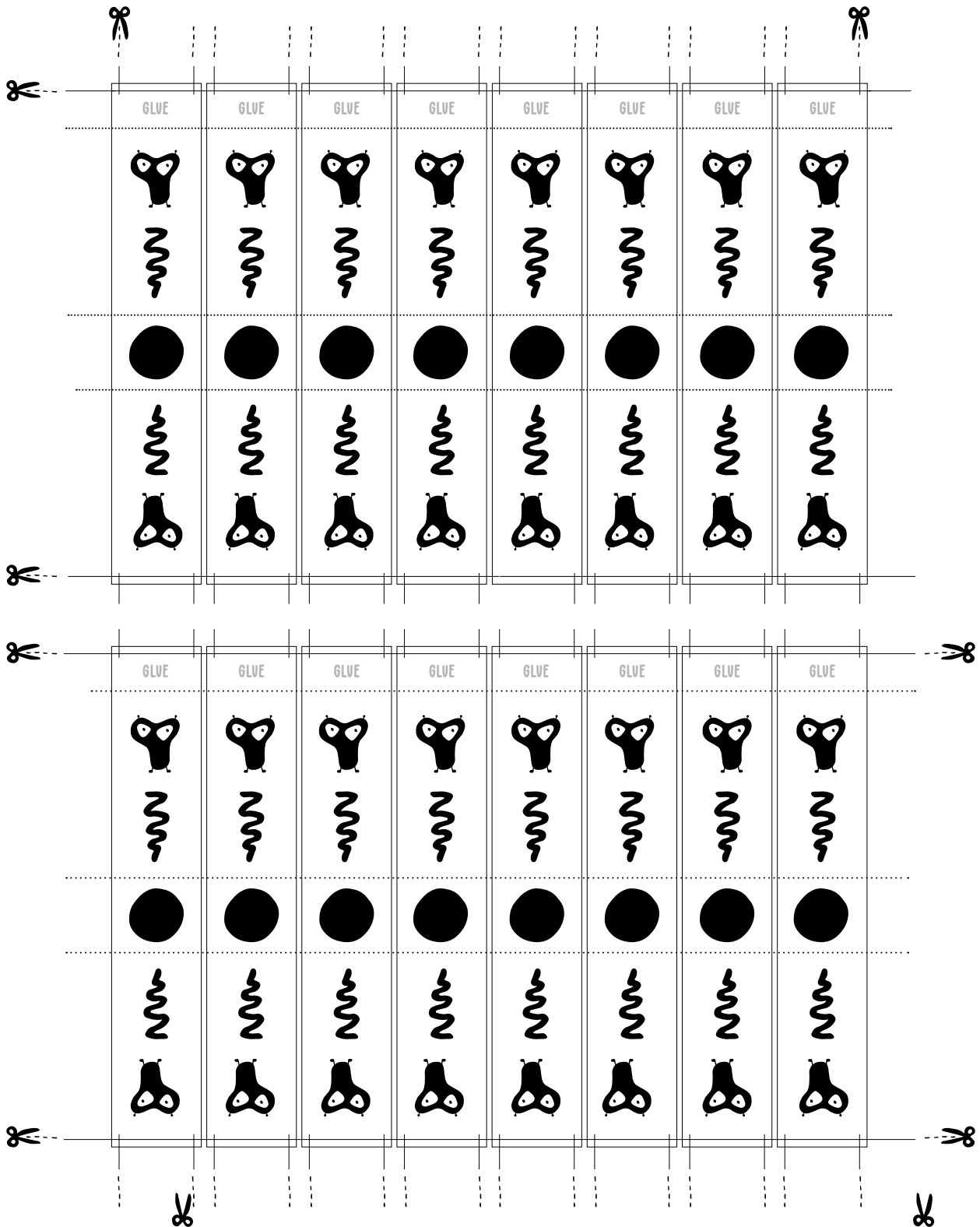


4 EASY STEPS TO MAKE
ALTERNATIVE PAWNS
FOR THE GAME

1. PRINT
2. CUT 
3. FOLD 
4. GLUE

ON-OFF

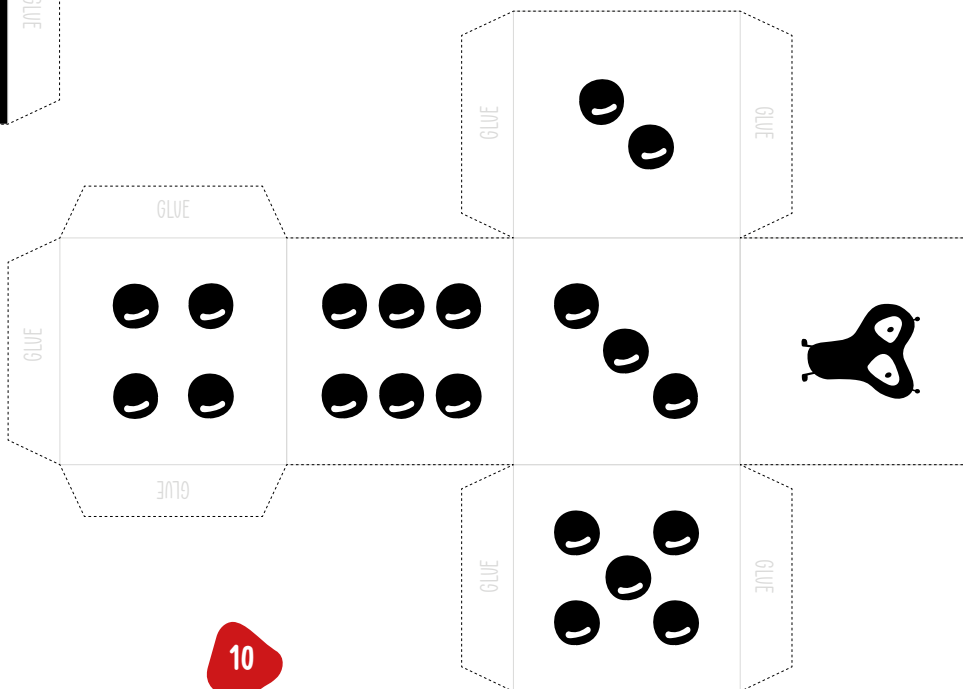
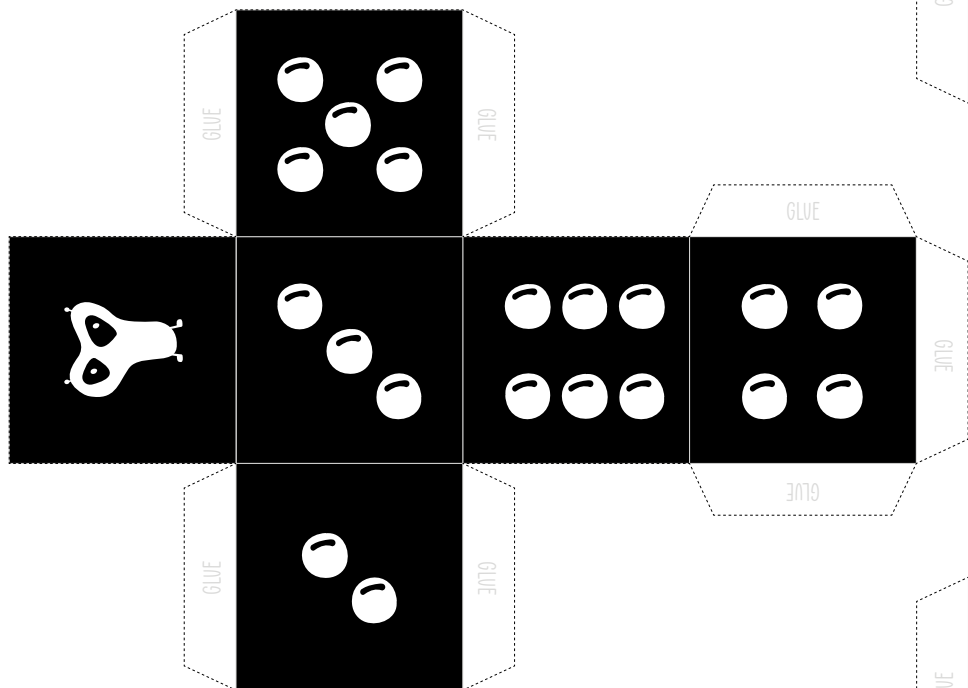
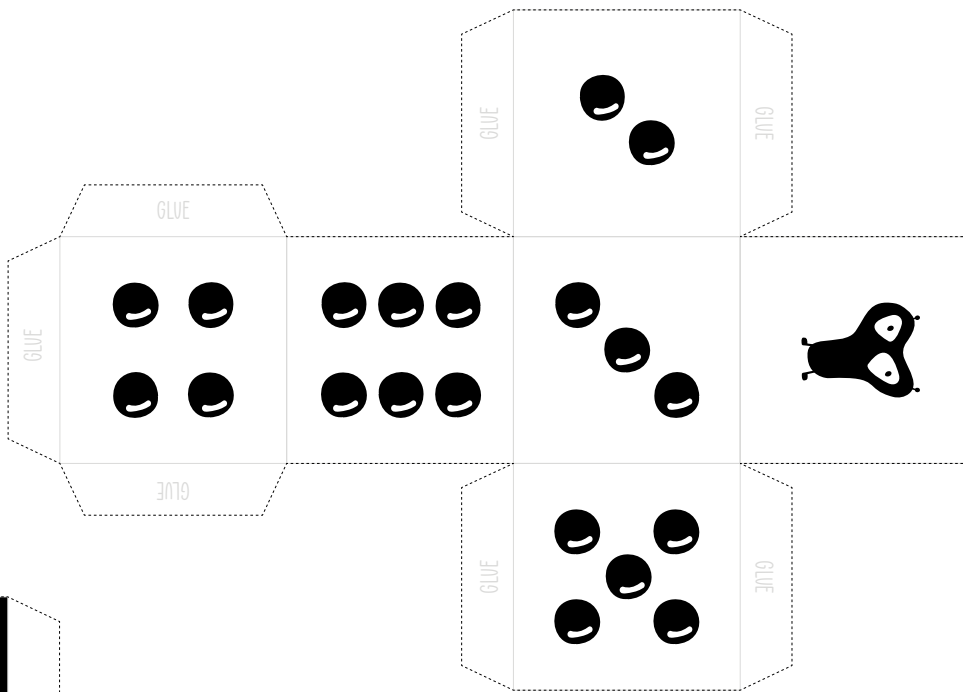
PRINT & PLAY

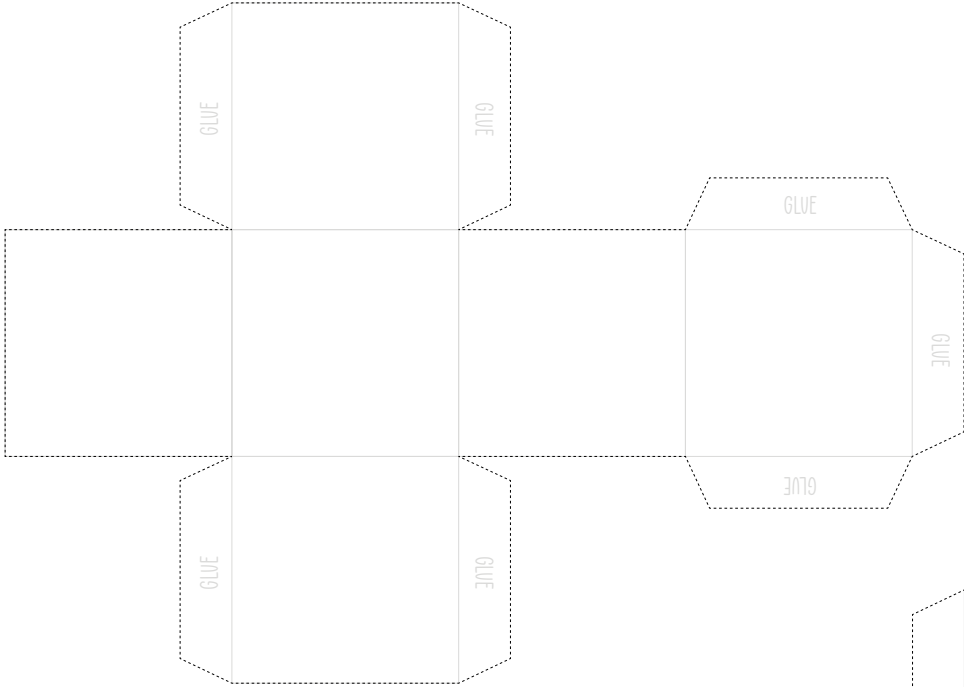




DICE TEMPLATES

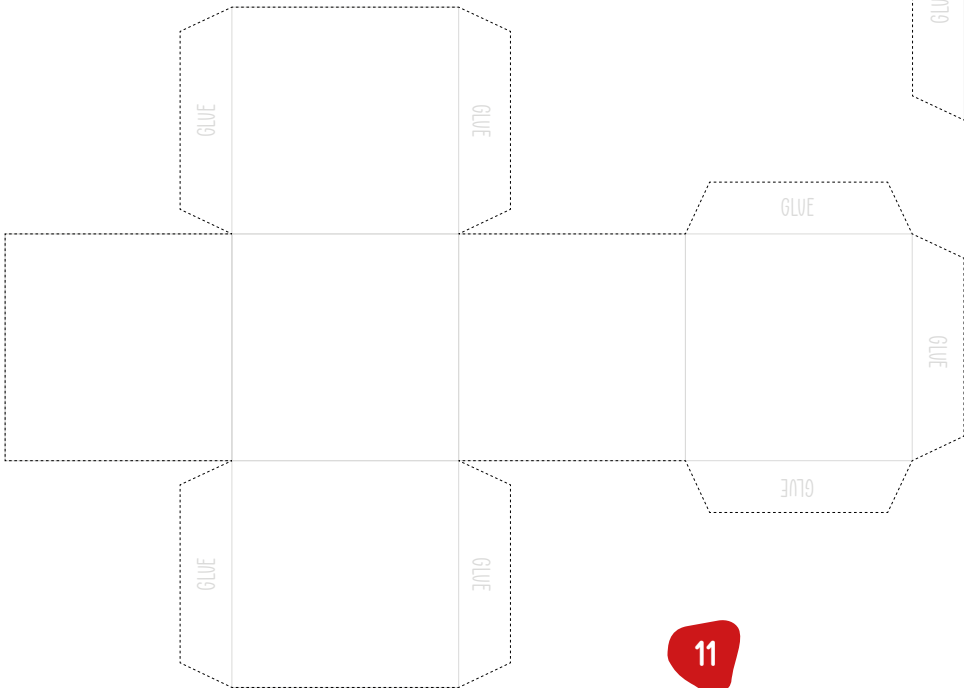
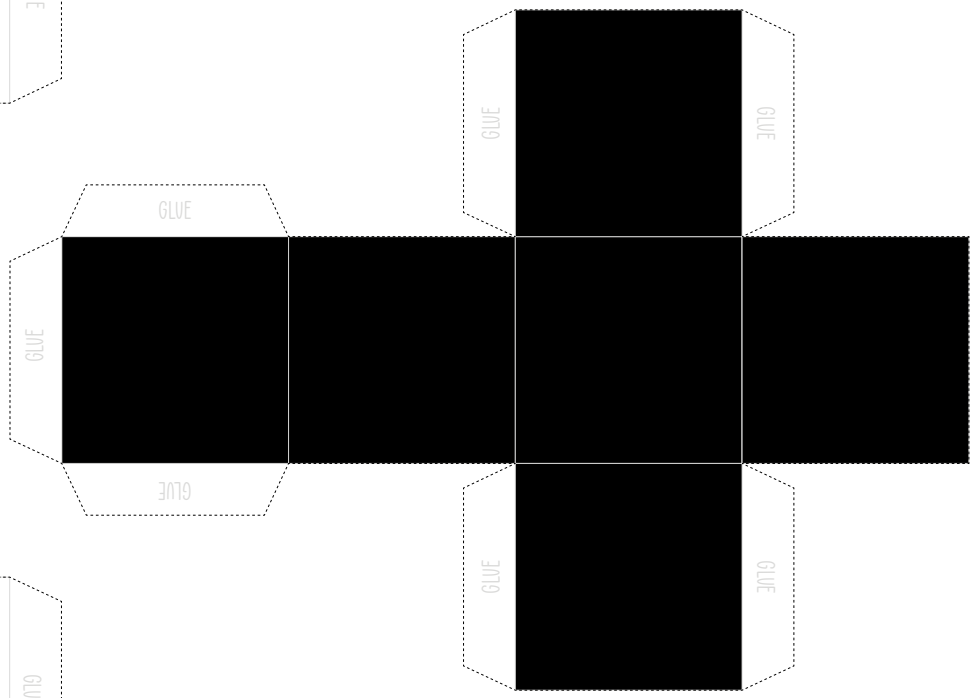
Cut along the dotted line, fold along the light gray (solid) lines, then place glue on the tabs and attach them to the corresponding edges of the cube.





CUBE FOR PERSONALIZATION

A TEMPLATE that allows you to fill the sides of the cube with your own graphics.



DIGITAL DICE

We also offer digital dice on our platform, a great addition for your DIY projects. Easily integrate them into your games for a seamless and interactive experience!





OFFLINE CARD MECHANISM

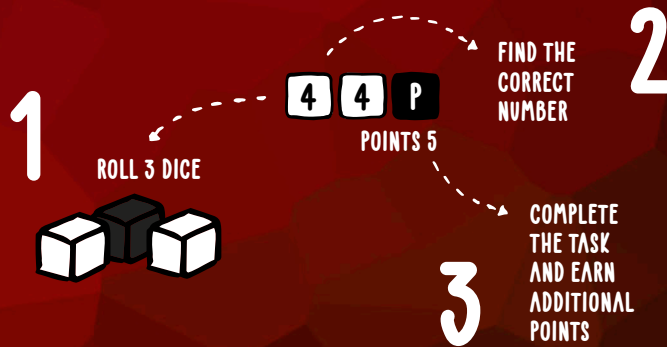
3GO GAME



72 CARDS

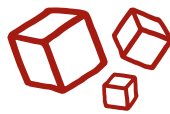
I have prepared an additional set of cards for you. This is my innovative method of expanding the gameplay. The rule is very simple. You roll 3 dice, choose the drawn number, and perform the assigned tasks on the card, gaining extra points in the process.

- ▶ 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 Power Surge – Choose any number and turn ON its switch immediately.

1 1 N
5 POINTS

2 Extra Roll – Roll one additional die and use it to make a move.

1 2 P
15 POINTS

3 Switch Swap – Swap the position of any two tokens on the board.

1 2 N
5 POINTS

4 Reverse Action – Move any one token back to its previous ON position.

1 3 P
10 POINTS

5 Bonus Move – Make an extra move using any valid number combination.

1 3 N
5 POINTS

6 Hold Your Turn – Skip your next roll but save this card for a future move.

1 4 P
10 POINTS

7 Quick Flip – Instantly turn ON any switch of your choice.

1 4 N
5 POINTS

8 Double Roll – Roll twice and pick the best result to use.

1 5 P
5 POINTS

9 Opponent's Choice – The next player chooses your move for this turn.

1 5 N
20 POINTS

10 Wildcard Switch – You may choose to move to any available OFF position.

1 6 P
5 POINTS

11 Time to Trade – Swap one of your tokens with another player's.

1 6 P
15 POINTS

12 Switch Lock – Lock an ON switch, preventing it from being flipped back.

13 Power Boost – Use the sum of two dice for your move, even if it's not normally allowed.

14 Energy Burst – Move two tokens instead of one this turn.

15 Risky Roll – Reroll all dice, but you must use the new result.

16 Safe Play – Ignore this roll and pass to the next player.

17 Steal a Move – Take one move away from the next player's turn.

18 Undo Last Move – Reverse your last action.

19 Bonus Chance – If your next roll is doubles, you get an extra turn.

20 Energy Overflow – Choose any opponent and flip one of their ON switches back to OFF.

21 Smart Choice – Add or subtract 1 from any die roll.

22 Instant Play – Use this card anytime to override a move you don't like.

23 Skip Opponent – The next player loses their turn.

24 Second Wind – If your turn ends, roll once more before passing.

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 Fast Forward – Roll an extra die this turn.

3 1 N
5 POINTS

26 Control Shift – You may move any opponent's token instead of your own.

3 2 P
15 POINTS

27 Safe Zone – The next time you roll, you can ignore an unwanted result.

3 2 N
5 POINTS

28 Lucky Guess – Predict your next roll—if correct, take an extra move.

3 3 P
10 POINTS

29 Strategic Pause – You may hold this card and play it at any time.

3 3 N
5 POINTS

30 Energy Redistribution – Choose one ON switch to flip OFF, then turn ON any other.

3 4 P
10 POINTS

31 Speed Play – Take another full turn immediately.

3 4 N
5 POINTS

32 Dice Swap – Exchange one of your dice with another player's before rolling.

3 5 P
5 POINTS

33 Power Lock – Prevent any player from flipping a specific switch for one round.

3 5 N
20 POINTS

34 Surprise Choice – Flip a switch ON without rolling.

3 6 P
5 POINTS

35 Switch Delay – The next player must wait an extra turn before flipping a switch.

3 6 P
15 POINTS

36 Steady Hands – You may keep your current roll and use it next turn.

37 Reverse Flow – All players must play their next turn in reverse order.

38 Secret Boost – Hide this card and use it at any time for a free move.

39 Energy Block – Pick one opponent—they cannot roll doubles on their next turn.

40 Chain Reaction – If you flip a switch ON, flip one adjacent switch ON too.

41 Wildcard Move – You can change one die result to any number between 1-6.

42 Team Play – Choose an opponent to play your turn with you.

43 Reset Token – Move any one token back to its starting ON position.

44 Shared Roll – Use another player's roll instead of your own this turn.

45 Risk Reward – If you roll all odd numbers, flip two switches ON.

46 Double Play – If your roll is even, take an extra move.

47 Energy Surge – Flip ON any switch between 1 and 6.

48 Take a Chance – Reroll a single die of your choice.

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

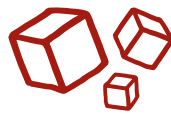
4 5 P
5 POINTS

4 5 N
10 POINTS

4 6 P
5 POINTS

4 6 N
5 POINTS





5 1 P
5 POINTS

49 Opposite Day – Flip any one OFF switch back to ON.

5 1 N
5 POINTS

50 Perfect Timing – If you roll three different numbers, take another turn.

5 2 P
15 POINTS

51 Dice Limit – You must roll only two dice on your next turn.

5 2 N
5 POINTS

52 Switch Trick – Choose one player to swap two of their tokens.

5 3 P
10 POINTS

53 Rapid Reset – Reset one token to an OFF position, then take an extra turn.

5 3 N
5 POINTS

54 Flip Side – You may reroll once if your first roll is not helpful.

5 4 P
10 POINTS

55 Quick Decision – You must move a token within five seconds of rolling.

5 4 N
5 POINTS

56 Boost Forward – Take the total sum of your dice and flip ON the closest switch.

5 5 P
5 POINTS

57 Next Move Freeze – The next player can only roll once before passing.

5 5 N
20 POINTS

58 Jump Switch – Move a token to any switch number within 2 spaces.

5 6 P
5 POINTS

59 Calculated Risk – Guess your roll—if correct, take two moves.

5 6 P
15 POINTS

60 Lock Pick – Unlock any previously locked switch.

61 Reset & Retry – Return one token to its original position and reroll.

62 Double Power – If your roll contains a 6, flip two switches ON.

63 Pause Play – Skip a turn, but gain an extra move next time.

64 Roll Choice – Choose to reroll one or all of your dice before moving.

65 Cross Play – Use your roll to move another player's token.

66 Energy Shift – Move two of your tokens in a single turn.

67 Save & Play – Store this card and use it on any future turn.

68 Turnaround – Flip an OFF switch back to ON for free.

69 Steady Roll – If your next roll is a double, flip two switches.

70 Pass or Play – You may choose to pass your turn without rolling.

71 Risk vs Reward – If you roll all numbers under 4, take an extra move.

72 Final Boost – If this is your last move, flip ON one extra switch.

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





EXPLORE 8DOODLES ONLINE PLATFORM

Your journey into creative, customizable gaming starts here! At 8doodles, we bring you unique printable board games, card games, and puzzles—ready to play or fully personalized to match your style. Whether for fun, learning, or a special gift, every game is designed to spark creativity and connection. Plus, with access to exclusive online add-ons and thousands of game cards, the adventure never ends. **Explore, print, and play your way!**

VISIT OUR OFFICIAL WEBSITE



WWW.8DOODLES.COM



EXPLORE MORE PLAY EXPERIENCES





8D⁸D⁸DLES®



**MORE THAN GAMES.
NEVER THE SAME.**

PLAYFUL GAMES AND INTERACTIVE EXPERIENCES
THAT BRING PEOPLE TOGETHER, BUILD CONNECTION,
AND ADD MORE JOY TO EVERYDAY LIFE.



**let's
Play
Games**

**JOIN US
ON SOCIAL MEDIA**



PLEASE USE HASHTAG
#8DOODLES