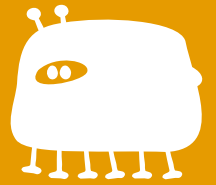


8DQOODLES®



# 4 IN A ROW

PRINTABLE BOARD GAME



MANUAL



CARDS

+



PLUS ENTIRE SET OF  
72 CARDS



# 4 IN A ROW



ANETTA G. HELLER

ARTUR J. HELLER



## FEW WORDS OF INTRODUCTION...



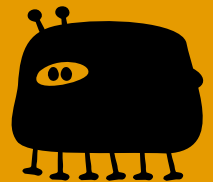
Board games have long been a source of entertainment, strategy, and friendly competition, bringing people together for engaging and memorable experiences. With a mix of planning, skill, and unpredictability, they offer players of all ages the chance to test their tactics and adapt to ever-changing challenges.

**4 IN A ROW** takes this tradition to a new level with its dynamic dice-based movement and interactive online card integration. Every game is a fresh challenge, where strategic decisions, special spaces, and clever positioning determine the winner. Designed for both casual players and board game enthusiasts, 4 IN A ROW delivers an exciting mix of simplicity and depth, making it perfect for game nights, travel, or quick competitive sessions.

Available in printable and personalized editions, the game is crafted with attention to detail, ensuring high-quality gameplay and endless replayability. Whether you're looking for a fun DIY experience or a custom-made set, 4 IN A ROW offers a unique and engaging way to play.

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

## BENEFITS



- Enhances Strategic Thinking
- Improves Decision-Making Skills
- Boosts Logical Reasoning & Problem-Solving
- Encourages Friendly Competition & Social Play
- Develops Adaptability & Quick Thinking
- Adds Interactive & Customizable Gameplay
- Enhances Focus & Patience



The online cards for the 4 IN A ROW 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
- 72 offline game cards
- Game licenses

2  
3  
7  
11

# 8DOODLES







GAME MANUAL

## THINGS TO KNOW



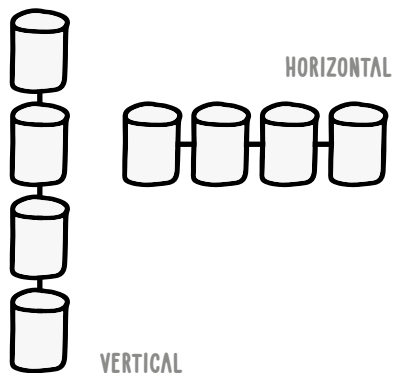
- 🕒 Age: 6+ (family friendly)
- 👥 Number of players: 2
- 🕒 Average time: 15-20 minutes
- 📖 Difficulty level: easy
- 🎲 Dice for the game: 3 (2 white, 1 black)
- 📄 72 Game cards: online or printable
- ♟️ 8 Pawns: 4 pawns per player (black and white)



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

## OVERVIEW & OBJECTIVE

**4 IN A ROW** is a two-player strategy game where the goal is to be the first to create a row of four pieces—horizontally or vertically.



Each turn is influenced by dice rolls, making the game dynamic and unpredictable. Players must decide whether to seize an immediate opportunity or plan ahead for a strategic advantage.

The game continues until one player successfully forms four sets of four pieces in a row. If a player is unable to move because all available spaces are occupied, they forfeit their turn.

## SETUP & COMPONENTS

Open the game pouch, take out all components, and place them on a flat surface.

- 👤 4 pieces per player (black or white).
- 📄 Game board with 24 spaces.
- 🎲 2 numerical dice (white and black).

Each player chooses black or white pieces. Players begin by placing their four pieces on the designated gray starting spaces.



The board contains two special spaces. The red space, marked with a white dot, is designated for teleportation. The yellow space, marked with a white arrow, allows players to switch places under certain conditions.



TELEPORTATION



SWITCH PLACES

## DICE ROLLING & TURN SEQUENCE

The game revolves around a dice-rolling mechanic that impacts both players. Each time a player rolls, they roll both dice—the black die and the white die.



The result of the black die determines the movement for the player controlling the black pieces, while the result of the white die determines the movement for the player controlling the white pieces.

If a piece reaches the edge of the board, movement continues from the opposite side in the same line, allowing for seamless wrap-around movement.

Once both players have completed their moves, turn order switches, and the opposing player rolls the dice first in the next round.

**Note** You cannot land on a space already occupied by any pawn; if your move would end on a taken space, you must choose another valid move.



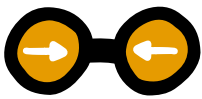
ONLINE DICE ARE ALSO AVAILABLE

# 4 IN A ROW



## TELEPORTATION

If a pawn lands on a teleportation space, it may move to any of the four teleportation spots on the board, as long as the chosen spot is unoccupied.



## SWITCH PLACES

If a pawn lands on a yellow space marked with an arrow, and an opponent's pawn is on the opposite side, the two pawns swap places. There are 8 such spots on the board.

## EXAMPLE MOVE

For example, if a player rolls a 6 but only has one space left on the left edge, they count that space as 1 and continue counting from the right side for the remaining 5. This means pawns have no movement restrictions and can seamlessly wrap around the board.

- The white player (rolling player) moves
  - first, advancing their pawn horizontally or vertically by 2 spaces

The black player then moves, advancing their pawn by 4 spaces

- Once both moves are completed, turn order switches, and the black player
  - now rolls the dice first.

## WHEN & HOW TO USE GAME CARDS



To add even more variety and excitement, 4 IN A ROW integrates with 8doodles.com, where players can access online cards. These cards introduce new challenges, strategic opportunities, and unexpected twists.

A card is drawn when a player meets one of these conditions:

- Rolling two identical dice values (e.g., 5-5).
- Forming a row of four pieces on blue-marked spaces.
- Drawing a random card can shift the game instantly. Each deck includes online dice—just click the red dice icon in the top right corner. To access online cards, visit the "Explore & Play" page and select a digital deck.

## ALTERNATIVE GAMEPLAY SCORING VERSION

For players who enjoy a longer, more strategic game, a point-based format is available. Instead of winning after three sets, players earn points based on their moves:

Points are awarded as follows:

- **Forming a row of four pieces** earns five points.
- **Failing to place a piece** results in a one-point deduction.
- The game continues until a player reaches a set point total or completes a fixed number of rounds, emphasizing both strategy and tactical decisions.

## CREATE YOUR VERSION!

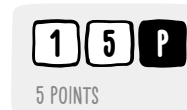
4 IN A ROW lets players tweak rules and add challenges for a unique experience. Variations include random teleportation, speed mode with one die, or swap-and-steal, where landing on an opponent's piece makes them restart. Endless customization offers fresh ways to play.

## 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).

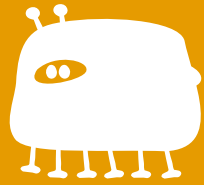
**Perform the task** Draw the corresponding card, follow its instructions, and complete the assigned task.

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!  
8DOOLES TEAM



## 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!



## 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.



## 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!

SCAN QR CODE  
TO OPEN EXPLORE & PLAY





# 4 IN A ROW





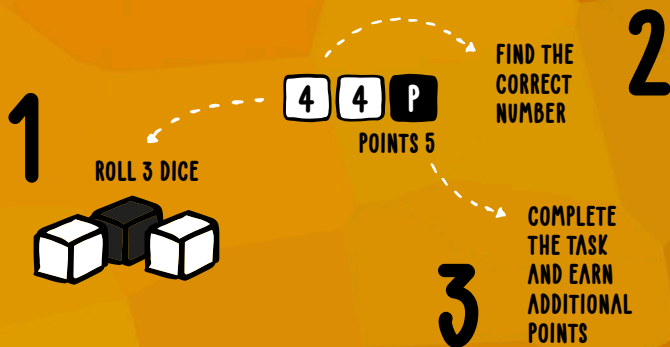
## 72 OFFLINE CARDS FOR 4 IN A ROW GAME



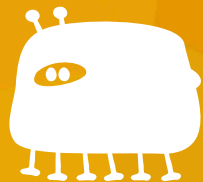
72 CARDS

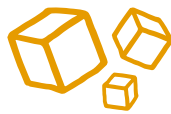
I have prepared an additional set of cards for you. This is my innovative method of expanding the gameplay. The rule is very simple. You roll 3 dice, choose the drawn number, and perform the assigned tasks on the card, gaining extra points in the process.

- ▶ 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 Roll Again!** Roll both dice once more and move accordingly.

1 1 N  
5 POINTS

**2 Teleport Boost!** Choose any teleportation space and move there immediately.

1 2 P  
15 POINTS

**3 Strategic Swap!** Swap two of your own pieces.

1 2 N  
5 POINTS

**4 Reverse Order!** Turn order reverses immediately. Your opponent rolls first next round.

1 3 P  
10 POINTS

**5 Jump Ahead!** Move one of your pieces forward by exactly 3 spaces.

1 3 N  
5 POINTS

**6 Slow Down!** Your opponent may only move half their rolled value (round down).

1 4 P  
10 POINTS

**7 Blockade!** Select a space. No piece may land there until your next turn.

1 4 N  
5 POINTS

**8 Free Move!** Move any one of your pieces anywhere on the board.

1 5 P  
5 POINTS

**9 Steal a Turn!** After your opponent rolls, choose one of their dice to use for your move instead.

1 5 N  
20 POINTS

**10 Switch Dice!** Use your opponent's die value instead of your own this turn.

1 6 P  
5 POINTS

**11 Wild Shift!** Move any one of your pieces to an adjacent open space.

1 6 P  
15 POINTS

**12 Diagonal Dash!** Move one of your pieces diagonally by 2 spaces.

**13 Extra Roll!** After your move, roll a white die and move that many spaces again.

**14 Lose a Turn!** You must skip your next turn.

**15 Teleportation Madness!** Move one of your opponent's pieces to any teleportation space.

**16 Slide Left!** All your pieces shift one space left if possible.

**17 Slide Right!** All your pieces shift one space right if possible.

**18 Block Opponent!** Your opponent cannot land on a teleportation space for one round.

**19 Move Two!** Move two of your pieces by half your rolled value each (round down).

**20 Shift Pieces!** Move one of your pieces to an adjacent open space.

**21 Jump Over!** Move over an adjacent piece to the next available space.

**22 Double Trouble!** If you roll doubles, move all your pieces by the rolled value.

**23 Teleport Disruption!** Your opponent must move one of their pieces to a teleportation space of your choice.

**24 Forced Roll!** Your opponent must reroll their dice and use the new values.

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 Split Move!** Instead of one move, divide your roll between two pieces.

**3 1 N**  
5 POINTS

**26 Shielded Spot!** Choose one of your pieces—it cannot be moved by an opponent for one round.

**3 2 P**  
15 POINTS

**27 Wild Card!** Choose any previous card effect and apply it immediately.

**3 2 N**  
5 POINTS

**28 Extra Jump!** Move one piece an extra space forward after your normal move.

**3 3 P**  
10 POINTS

**29 Trapped!** Choose one of your opponent's pieces—it cannot move next turn.

**3 3 N**  
5 POINTS

**30 Follow the Leader!** Your opponent must mirror your next move if possible.

**3 4 P**  
10 POINTS

**31 Forced Teleport!** Your opponent must move one of their pieces to any teleportation space.

**3 4 N**  
5 POINTS

**32 Roll Swap!** Swap one of your dice with your opponent's before moving.

**3 5 P**  
5 POINTS

**33 Push & Pull!** Move one of your opponent's pieces forward or backward by one space.

**3 5 N**  
20 POINTS

**34 One Step Back!** After moving, move one space backward.

**3 6 P**  
5 POINTS

**35 Teleport Chain!** If you land on a teleportation space, move again immediately.

**3 6 P**  
15 POINTS

**36 Strategic Slide!** If you land on a yellow space, swap two of your own pieces.

**37 Double Dice!** Roll an extra die and use any two of the three values.

**38 Freeze Opponent!** Your opponent skips their next move.

**39 Extra Spot!** Place a temporary extra piece on the board for one turn.

**40 Boosted Swap!** Swap two of your own pieces instead of your opponent's.

**41 Loop Around!** If you move off the board, teleport to any edge instead of wrapping around.

**42 Disrupt Opponent!** Your opponent must move in the opposite direction for one turn.

**43 Safe Zone!** Your pieces cannot be moved by an opponent for one round.

**44 Speed Boost!** Move twice your rolled value this turn.

**45 Slow Opponent!** Your opponent must move only 1 space regardless of their roll.

**46 Force Restart!** Your opponent must place one piece back on their starting spot.

**47 Extra Swap!** Swap places between two of your own pieces.

**48 Diagonal Only!** Move diagonally instead of horizontally or vertically this turn.

**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 Skip Ahead!** Jump over an open space and land on the next available one.

5 1 N

5 POINTS

**50 Reverse Move!** Move backwards instead of forwards this turn.

5 2 P

15 POINTS

**51 Teleport Exchange!** Swap two teleportation spaces on the board.

5 2 N

5 POINTS

**52 Push Opponent!** Move one of your opponent's pieces forward by one space.

5 3 P

10 POINTS

**53 Roll 3 Dice!** Roll three dice and pick two to use.

5 3 N

5 POINTS

**54 Wild Slide!** Move one of your opponent's pieces left or right by one space.

5 4 P

10 POINTS

**55 Extra Move!** Move one piece again using half your roll (round down).

5 4 N

5 POINTS

**56 Unstoppable!** If an opponent blocks your move, move to the nearest available space.

5 5 P

5 POINTS

**57 Block a Path!** Choose a row or column—no pieces may enter it this round.

5 5 N

20 POINTS

**58 One-Two Combo!** Move one piece, then move a different piece by the same amount.

5 6 P

5 POINTS

**59 Teleport Choice!** You may ignore teleport spaces for one turn.

5 6 P

15 POINTS

**60 Reposition!** Pick up one of your pieces and place it anywhere on the board.

**61 Trade a Move!** Move one of your opponent's pieces instead of one of your own.

**62 Defensive Play!** Opponent cannot push or swap your pieces for one round.

**63 Wild Movement!** Roll a single die and move all your pieces by that number.

**64 Undo a Move!** Reverse your last move.

**65 Forced Jump!** If your opponent moves into your space, push them forward instead.

**66 Teamwork!** Move two pieces together as one unit.

**67 Power Boost!** Add +2 to one of your dice rolls this turn.

**68 Trap Card!** Your opponent must land on a teleportation space next turn.

**69 Flip the Board!** Swap all pieces in one row with the opposite row.

**70 Sudden Death!** The next player to form any row of four immediately wins.

**71 Game Reset!** Move all pieces back to starting positions, keeping score intact.

**72 Choose a Rule!** Modify any rule for one round with agreement from your opponent.

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







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## 4 IN A ROW

SO MINI · SO COOL · SO MUCH FUN



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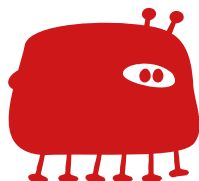
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