

8DQOODLES®



Catch Me

BOARD GAME



+ 
**PLUS ENTIRE SET OF
72 CARDS**



MANUAL



CARDS

CATCH ME



ARTUR J. HELLER

ANETTA G. HELLER



FEW WORDS OF INTRODUCTION...



Board games have long been a way to bring people together, blending strategy, excitement, and friendly competition. Whether played at home, during game nights, or while traveling, they create unforgettable moments while challenging players to think ahead and adapt their tactics.

CATCH ME takes this classic experience to a whole new level with its fast-paced movement mechanics and unpredictable dice rolls, ensuring that every match is full of surprises. Players must chase, evade, and strategically capture their opponents, using clever positioning and special board spaces to gain an advantage.

Designed for players of all ages, CATCH ME is perfect for family gatherings, casual play, or competitive challenges. The game is available in both printable and personalized editions, offering high-quality gameplay and endless replayability. Whether you enjoy quick strategic battles or want a custom-tailored set, CATCH ME delivers a fun and engaging experience every time.

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

BENEFITS



- Simple rules make it fun for all ages.
- Dice rolls and board mechanics keep it fresh.
- Balances quick moves with smart planning.
- Compact and perfect for on-the-go play.
- Brings family and friends together.
- Personalized editions make every game unique.
- Boosts Thinking Skills – Enhances strategy and adaptability.



The online cards for the CATCH ME 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

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11



8DOODLES





THINGS TO KNOW



- 🕒 Age: 6+ (family friendly)
- 👥 Number of players: 2
- 🕒 Average time: 10-25 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 (2 colors)

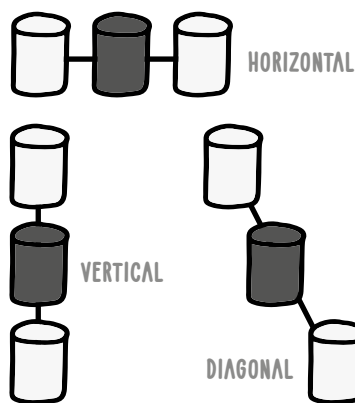


Do you know that games of this type are great as promotional material, thanks to their ability **to be customized!**



OVERVIEW & OBJECTIVE

CATCH ME is a fast-paced, movement-based game where players chase, evade, and strategically position their pieces to capture opponents.



Each turn, players roll dice to determine movement, making every round unpredictable. The game requires both quick decision-making and careful planning. **The game continues until a player reaches the predetermined number of captures agreed upon before the game begins.** Alternatively, they can play using the scoring version, where the game ends once a player reaches a set number of points. If a player cannot move due to being blocked, 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 numbered spaces (each number from 1 to 6 appears four times).
- 🎲 2 numerical dice (one white for white pieces, one black for black pieces).

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



The board has yellow arrow spaces that connect adjacent fields. **If a player lands on one and an opponent's piece is on the connected space, they must swap 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.

After both moves are made, turn order switches—the second player now rolls both dice first, while the previous rolling player moves second.

EXAMPLE MOVE

- 🎲 The white player rolls the dice and gets: 2 (white) and 5 (black).

First, the white player places a piece on space 2. **Next**, the black player places a piece on space 5. Now, turn order switches, and the black player rolls the dice first.



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ONLINE DICE ARE ALSO AVAILABLE

WHEN & HOW TO USE GAME CARDS



To enhance gameplay with new challenges and surprises, CATCH ME integrates with 8doodles.com, allowing players to access online cards.

These cards introduce unexpected twists, strategic opportunities, and game-changing effects—some benefiting players while others present obstacles.

Players draw a card when one of the following conditions is met:

- ▶ **Rolling two identical dice values (e.g., 5-5).**
- ▶ **Capturing an opponent's piece on a green-marked space.**

A randomly drawn card can instantly shift the dynamics of the game. Each digital deck also includes online dice for added convenience—players can click the red dice icon in the top right corner to roll them. To access the online cards, visit the **EXPLORE & PLAY** page on 8doodles.com and select a digital deck.

ALTERNATIVE GAMEPLAY: SCORING VERSION

For players who enjoy a longer and more strategic experience, CATCH ME can be played in a point-based format instead of an instant win through captures. In this version, players accumulate points based on their actions, adding an extra layer of decision-making.

- ▶ **Points are awarded as follows:**
- ▶ **Capturing an opponent's piece earns points.**

Failing to place a piece due to occupied spaces results in a one-point deduction. Online cards introduce additional scoring elements, with some awarding bonus points and others deducting points, adding a layer of unpredictability.

The game continues until a player reaches a predetermined point total or a set number of rounds is completed. This mode encourages players to balance short-term tactics with long-term strategy, creating a fresh and dynamic way to play.

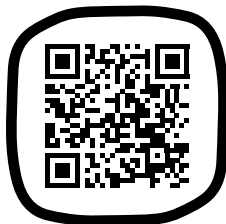
CREATE YOUR VERSION!

CATCH ME allows players to customize the game by modifying rules, adding challenges, or creating new variations.

Try adjusting the scoring system, changing movement mechanics, or introducing special conditions.

Have a great idea? Share it with us! The best versions may be featured on our blog or even included as an official alternative gameplay mode.

SCAN QR CODE TO OPEN GAME ZONE

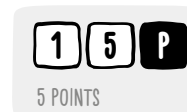


OFFLINE PLAY WITH THREE DICE AND CARD INTERACTION

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



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.



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!

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 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 EXPLORE & PLAY



Catch Me





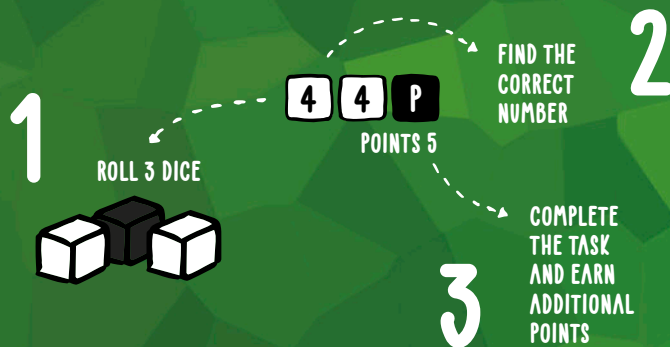
72 OFFLINE CARDS FOR CATCH ME GAME



72 CARDS

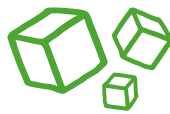
I have prepared an additional set of cards for you. This is my innovative method of expanding the gameplay. The rule is very simple. You roll 3 dice, choose the drawn number, and perform the assigned tasks on the card, gaining extra points in the process.

- ▶ 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 Extra Turn! – Roll the dice again and take another move.

1 1 N
5 POINTS

2 Push Back! – Move one of your opponent's pieces back to the nearest empty space.

1 2 P
15 POINTS

3 Place on 4! – Place any of your pieces on an empty field numbered 4.

1 2 N
5 POINTS

4 Jump Over! – If your piece is next to an opponent's, jump over it to the next open space.

1 3 P
10 POINTS

5 Block Move! – Choose one of your opponent's pieces; it cannot move on their next turn.

1 3 N
5 POINTS

6 Lucky Roll! – Roll one die again to determine a new move.

1 4 P
10 POINTS

7 Trap Setup! – Move any one of your pieces to set up a capture on your next turn.

1 4 N
5 POINTS

8 Wild Dice! – Ignore the dice roll and move any piece up to 2 spaces.

1 5 P
5 POINTS

9 Teleport! – Move one of your pieces to any unoccupied space on the board.

1 5 N
20 POINTS

10 Bonus Capture! – If you capture an opponent's piece this turn, roll the dice again and move.

1 6 P
5 POINTS

11 Fast Track! – Move any piece to the nearest yellow arrow field.

1 6 P
15 POINTS

12 Rearrange! – Move up to two of your own pieces to any empty spaces.

13 Hold Position! – Your opponent skips their next turn.

2 1 P
10 POINTS

14 Double Jump! – Move one piece twice in a single turn if possible.

2 1 N
5 POINTS

15 Place on 6! – Place any of your pieces on an empty field numbered 6.

2 2 P
5 POINTS

16 Shadow Move! – Mirror your opponent's last move using one of your own pieces.

2 2 N
10 POINTS

17 Sneaky Move! – Move your piece in the opposite direction of the dice roll.

2 3 P
5 POINTS

18 Defensive Shield! – Your opponent cannot capture your pieces for one turn.

2 3 N
5 POINTS

19 Diagonal Dash! – Move one of your pieces diagonally instead of following the dice roll.

2 4 P
15 POINTS

20 Smart Block! – Choose a number; your opponent cannot move to or from it this turn.

2 4 N
5 POINTS

21 Surprise Placement! – Place a new piece on any empty field.

2 5 P
5 POINTS

22 Fast Finish! – Move one of your pieces to any available capture position.

2 5 N
10 POINTS

23 Risk & Reward! – Move an opponent's piece one space in any direction, but they get an extra roll next turn.

2 6 P
5 POINTS

24 Extra Push! – Push an opponent's piece two spaces instead of one.

2 6 N
5 POINTS





3 1 P
5 POINTS

25 Double Play! – Move two pieces instead of one.

3 1 N
5 POINTS

26 No Capture! – Capturing is not allowed for one turn.

3 2 P
15 POINTS

27 Force a Move! – Choose an opponent's piece; they must move it on their next turn.

3 2 N
5 POINTS

28 Capture Now! – If you can capture, you must capture!

3 3 P
10 POINTS

29 Leap Forward! – Jump ahead by 3 spaces if available.

3 3 N
5 POINTS

30 Hidden Defense! – Protect one of your pieces for one turn.

3 4 P
10 POINTS

31 Reverse Order! – Players swap turns for the next round.

3 4 N
5 POINTS

32 Place on 3! – Place any of your pieces on an empty field numbered 3.

3 5 P
5 POINTS

33 Quick Escape! – Move any piece off a threatened spot before your opponent's next turn.

3 5 N
20 POINTS

34 Safe Zone! – Your pieces cannot be captured on your opponent's next turn.

3 6 P
5 POINTS

35 Trap Swap! – If your opponent is about to capture, swap one of your pieces with theirs.

3 6 P
15 POINTS

36 Setup Move! – Move a piece into position for a capture on your next turn.

37 One Step Forward! – Move any piece forward one space.

38 Wild Move! – Move any piece to any available space.

39 Place on 1! – Place any of your pieces on an empty field numbered 1.

40 Trade Places! – Swap one of your pieces with an opponent's piece.

41 Slow Down! – Your opponent must skip their next turn or move only if they roll an even number.

42 Risky Leap! – Move two spaces forward, but if occupied, you lose the turn.

43 Jump Back! – Move one of your pieces backward instead of forward.

44 Path Control! – Choose one number; your opponent cannot move to or from it for a round.

45 Dice Reset! – Both players re-roll their last dice roll.

46 Roll Again! – Get one extra dice roll before your turn.

47 Quick Shift! – Before your opponent's turn, move one of your pieces to an available space with the same number as your last roll.

48 Place on 5! – Place any of your pieces on an empty field numbered 5.

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

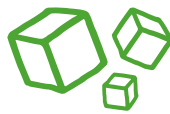
4 5 P
5 POINTS

4 5 N
10 POINTS

4 6 P
5 POINTS

4 6 N
5 POINTS





5 1 P
5 POINTS

49 Bonus Start! – Move an extra piece from the starting area to any available space with the number 3, 4, or 5.

5 1 N
5 POINTS

50 Shadow Defense! – Copy your opponent's last defensive move.

5 2 P
15 POINTS

51 Second Chance! – Re-roll one of your dice and make a move using the new result.

5 2 N
5 POINTS

52 Lock the Board! – No pieces can move for one round.

5 3 P
10 POINTS

53 Swap & Block! – Swap one of your pieces with an opponent's and block their next move.

5 3 N
5 POINTS

54 Trick Move! – Move your piece in a way that does not follow the dice result.

5 4 P
10 POINTS

55 Push & Swap! – Push an opponent's piece and then swap places with another of your pieces.

5 4 N
5 POINTS

56 Arrow Advantage! – If you land on a green field, move an extra space in any direction.

5 5 P
5 POINTS

57 Double Placement! – Choose two of your pieces and place them on fields numbered 2 and 4 (if available)

5 5 N
20 POINTS

58 Wild Spot! – Move one of your pieces to any unoccupied number of your choice.

5 6 P
5 POINTS

59 Dice Swap! – Exchange your dice roll results with your opponent's before making a move

5 6 P
15 POINTS

60 Trick Play! – Move a piece to an empty adjacent space, ignoring the dice roll.

61 Winner's Choice! – Choose any one rule from previous cards and apply it this turn.

62 Hold Your Move! – Your opponent must skip their turn.

63 Hidden Dice! – Your opponent rolls in secret and must move without revealing their dice. You must close your eyes.

64 Secret Move! – Move a piece without announcing your move.

65 Fast Start! – Move any piece from the starting area onto the board, but only to a space adjacent to an opponent's pawn.

66 Wild Capture! – If you can set up a capture with your next move, take an extra turn after capturing.

67 Bonus Swap! – Swap any one of your pieces with an opponent's piece.

68 Game Changer! – Swap any two of your pieces with any two of your opponent's pieces anywhere on the board.

69 Repeat Move! – Make the exact same move as your last turn using the same dice result.

70 Opponent's Choice! – Your opponent chooses which of your pieces to move. Roll dice and move.

71 Double Trouble! – If you roll doubles next turn, your opponent moves instead.

72 Risky Trade! – Swap one of your pieces with an opponent's piece of your choice. After the swap, both pieces move one space to the left or right—you decide.

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





CATCH ME

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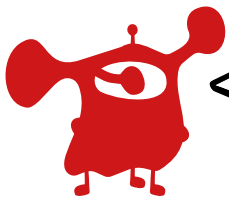
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The game publisher is 360 Heller Media (operating via the online platform 8doodles.com).

SCAN QR CODE TO OPEN EXPLORE & PLAY



SO LET'S PLAY TODAY

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