

8D00DLES®




PAIRS

BOARD GAME



+

**PLUS ENTIRE SET OF
72 CARDS**


MANUAL


CARDS



ANETTA G. HELLER

ARTUR J. HELLER



FEW WORDS OF INTRODUCTION...



Board games have long been a beloved way to connect with others, blending fun, strategy, and creativity into an engaging experience. Whether competing or collaborating, they offer endless entertainment for families, friends, and gaming enthusiasts.

PAIRS takes classic board game excitement to a new level with its fast-paced dice mechanics and dynamic pair-forming challenges. Integrated with 8doodles.com, the game introduces online card add-ons that bring unexpected twists, making every match unique and engaging. Designed for players of all ages, PAIRS is perfect for game nights, family gatherings, or quick on-the-go fun.

Available in both printable and personalized editions, PAIRS is crafted with high-quality materials to ensure endless replayability. Whether you prefer a DIY gaming experience or a custom-designed set, PAIRS offers a gameplay style tailored just for you!

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

BENEFITS



- Simple rules make it ideal for players of all ages
- Dynamic dice mechanics and online cards keep it fresh
- Balances luck with planning and decision-making
- Compact and perfect for travel or game nights anywhere
- Brings family and friends together for fun and bonding
- Personalization keep every game unique
- Enhances quick thinking, adaptability, and strategy



The online cards for the PAIRS 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





THINGS TO KNOW



- 👉 Age: 6+ (family friendly)
- 👉 Number of players: 2
- 👉 Average time: 15-30 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)



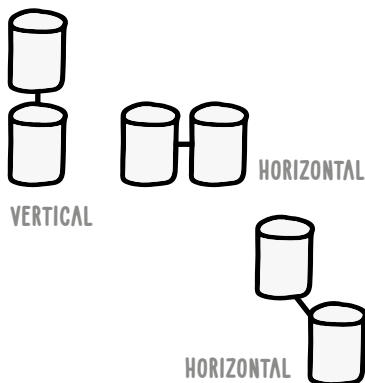
Do you know that games of this type are great as promotional material, thanks to their ability **to be customized!**



GAME MANUAL

OVERVIEW & OBJECTIVE

PAIRS is a two-player strategy game where the goal is to form a selected number of pairs with your pieces by positioning them on designated red-marked squares. The first player to achieve the required number of pairs wins the game.



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 pairs all their pieces. Alternatively, players can agree on a target number of pairs—such as 10—before starting, adding an extra layer of strategy and challenge.

SETUP & COMPONENTS

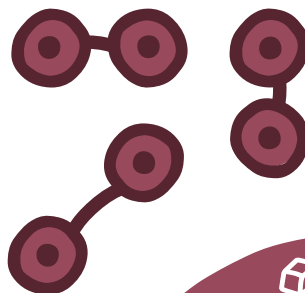
Open the game pouch, take out all components, and place them on a flat surface.

- 👉 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 ten special spaces marked in burgundy. These are the key spaces where players must position their pieces to form pairs.



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ONLINE DICE ARE ALSO AVAILABLE

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.

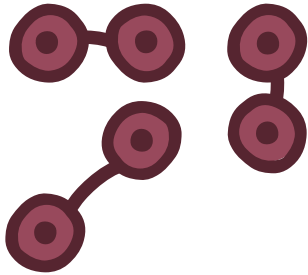


The result of the black die determines the movement for the player controlling the black pieces, while the result of the white die determines the movement for the player controlling the white pieces.

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.



PAIR SPACES

The burgundy spaces are interconnected zones where players form pairs by placing two of their pieces. Once a pair is formed on a specific spot, it cannot be used again in the next round, encouraging players to adapt their strategy and find new pair locations.

EXAMPLE MOVE

If the black player rolls a 4 (black die) and 2 (white die) 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 3. This wrap-around movement ensures that pawns move freely without restrictions, seamlessly navigating the board.

- The black player moves first, advancing their pawn by 4 spaces in any direction (horizontally or vertically).
- The white player then moves, advancing their pawn by 2 spaces in any direction.
- Once both moves are completed, turn order switches, and the white player rolls first in the next round.

WHEN & HOW TO USE GAME CARDS



For even more variety and excitement, PAIRS connects with 8doodles.com, offering access to exclusive online cards. These cards bring new challenges, choices, and surprising twists, keeping every match fresh and engaging.

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

- Rolling two identical dice values (e.g., 5-5).
- Forming a pair of two pieces on burgundy-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 forming a set number of pairs, players earn points based on their moves:

Points are awarded as follows:

- **Forming a pair of two pieces** earns five points.
- **Drawing an online card** results in a three-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!

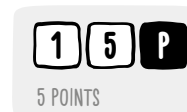
PAIRS allows players to customize the rules and introduce new challenges for a unique gameplay experience. Variations can include random teleportation, a speed mode using only one die. With endless customization options, every game can feel fresh and exciting!

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!
8DOODLES 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.

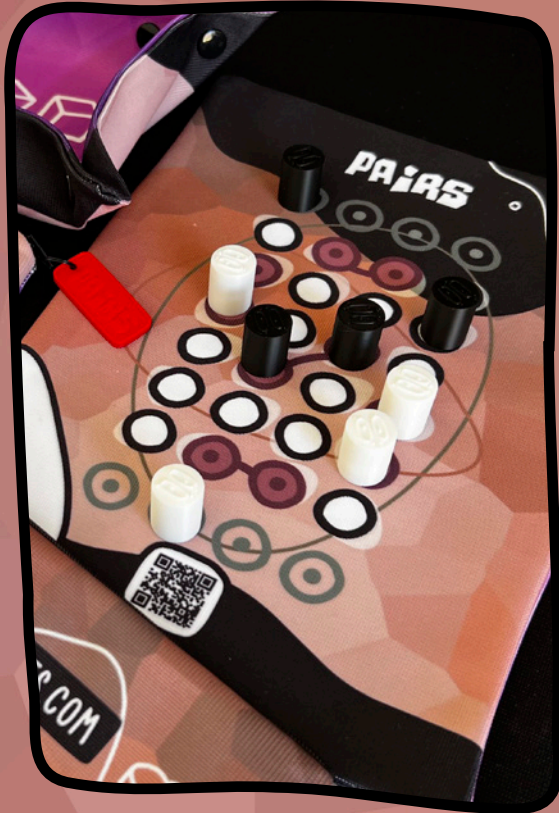


Game Add-Ons

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







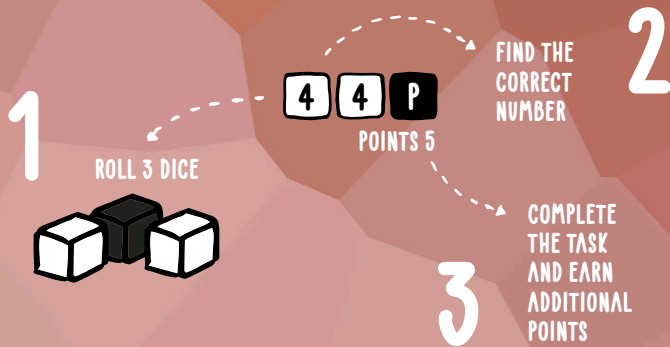
72 OFFLINE CARDS FOR PAIRS GAME



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.

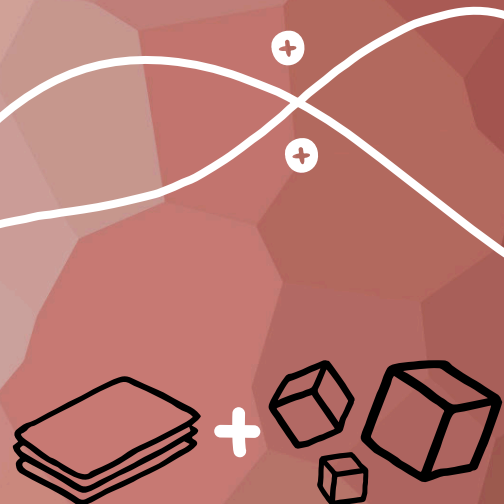
- ▶ Two **white dice** represent **2 numbers from 1 to 6**
- ▶ **The black die** represents the letters **P** (for even numbers 2, 4, 6) and **N** (for odd numbers 1, 3, 5).



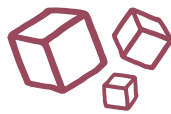
NEW CHALLENGES,
NEW TASKS...



7



DICE NUMBERS 1



PAIRS

DICE NUMBERS 2

1 1 P
5 POINTS

1 Double Trouble! Move one of your pieces twice this turn instead of rolling the dice.

1 1 N
5 POINTS

2 Switch Spots! Swap the position of one of your pieces with an opponent's piece.

1 2 P
15 POINTS

3 Lost Pair! If you formed a pair in the last round, remove one of the pieces and return it to a starting square.

1 2 N
5 POINTS

4 Speed Boost! Move any one piece an extra 3 spaces after your regular move.

1 3 P
10 POINTS

5 Backtrack! Move one of your pieces backward instead of forward this turn.

1 3 N
5 POINTS

6 Steal a Move! Copy your opponent's last move with one of your pieces.

1 4 P
10 POINTS

7 Jump Over! Select one piece and jump over an opponent's piece to the next available space.

1 4 N
5 POINTS

8 Hold Up! Your opponent skips their next turn.

1 5 P
5 POINTS

9 Extra Turn! Roll and move again after completing your turn.

1 5 N
20 POINTS

10 Locked Down! Choose one opponent's piece - they cannot move it for one round.

1 6 P
5 POINTS

11 Wrap Around! Move one piece directly to the opposite side of the board.

1 6 P
15 POINTS

12 Forced Pair! You must move your pieces onto a burgundy space if possible.

13 Reverse Play! Move in the opposite direction for one turn.

14 Pair Breaker! Remove one opponent's piece from a formed pair and return it to the starting square.

15 Shortcut! Move any piece directly to the nearest burgundy-marked space.

16 Roll Again! If you don't like your dice roll, re-roll both dice.

17 Diagonal Move! Move one piece diagonally this turn.

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

19 Skip a Turn! Your opponent must skip their next turn.

20 Teleport! Move one of your pieces to any unoccupied space on the board but it can't be a burgundy space.

21 Push Forward! Push an opponent's piece one space forward in any direction.

22 Extra Space! Move one of your pieces one additional space this turn.

23 Double Dice! Use the sum of both dice to move one piece instead of moving two pieces separately.

24 Wild Move! Move any piece up to 4 spaces in any direction.

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 Retreat! Move one of your pieces backward instead of forward.

3 1 N
5 POINTS

26 Power Play! You can form a pair with only one piece this round.

3 2 P
15 POINTS

27 Jump Over Two! Jump over two pieces (yours or opponent's) and land on the next available space.

3 2 N
5 POINTS

28 Slow Down! Your opponent can only move one piece this turn.

3 3 P
10 POINTS

29 Free Move! Move any piece to an unoccupied space without rolling the dice.

3 3 N
5 POINTS

30 Pair Maker! If one of your pieces is near a burgundy space, move it there automatically.

3 4 P
10 POINTS

31 Lucky Pair! If you already have a piece on a burgundy space, you can move another piece there for free.

3 4 N
5 POINTS

32 Dice Swap! Exchange your dice roll with your opponent's roll.

3 5 P
5 POINTS

33 No Pairs! This round, no players can form pairs.

3 5 N
20 POINTS

34 Stack Attack! If two of your pieces are adjacent to each other, move both together in the same direction this turn.

3 6 P
5 POINTS

35 Second Chance! If you don't like your move, undo it and roll again.

3 6 P
15 POINTS

36 Pair Challenge! If your opponent has two pieces on burgundy spaces, they must remove one.

37 Safe Zone! Move one of your pieces to the nearest unoccupied burgundy space for protection.

38 Tactical Retreat! Move one of your pieces back to a starting square for a strategic reset.

39 Burgundy Boost! Move directly to any unoccupied burgundy-marked space.

40 Double Push! Move an opponent's piece two spaces in any direction.

41 Point Deduction! Your opponent loses 3 points (if playing the scoring version).

42 Fast Track! Move one of your pieces forward 5 spaces.

43 Side Swap! You may swap one of your pieces with an opponent's piece if they are on the same row.

44 (44) Pair Again! If you have a pair, you may move one of its pieces twice on your next turn (using both dice for the same piece).

45 Tied Up! Both players must move their pieces in the exact opposite direction of their previous move on their next turn.

46 Risky Roll! Roll only one die this turn, but move one piece double the result.

47 Safe Space! Move one of your pieces to any unoccupied gray starting square instead of taking your regular turn.

48 Cornered! Move one of your opponent's pieces to the nearest edge of the board.

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

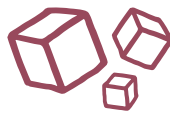
4 4 N
5 POINTS

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 Quick Shift! Move a piece exactly one space instead of rolling.

5 1 N
5 POINTS

50 Pair Priority! If you land on a burgundy space, you may move your closest piece to a connected burgundy space to form a pair.

5 2 P
15 POINTS

51 Reverse Turn Order! Play order reverses for the next two rounds.

5 2 N
5 POINTS

52 Protected Pair! If you form a pair this turn, your opponent cannot move onto either of its spaces until their next turn.

5 3 P
10 POINTS

53 Dice Freeze! Your opponent rolls only one die next turn.

5 3 N
5 POINTS

54 Choose Your Roll! Instead of rolling, pick any number between 1 and 6 to move.

5 4 P
10 POINTS

55 Knock Back! Push an opponent's piece back to their starting square.

5 4 N
5 POINTS

56 Forced Move! Your opponent must move a piece to a burgundy space if possible.

5 5 P
5 POINTS

57 Teleport Swap! Swap places with any opponent's piece.

5 5 N
20 POINTS

58 Quick Move! Move any piece exactly two spaces, regardless of your roll.

5 6 P
5 POINTS

59 Switch Pairs! Move one of your paired pieces to a different connected burgundy space. If any other pieces are displaced, they must return to a gray starting square.

5 6 P
15 POINTS

60 Pause a Pair! One of your opponent's pairs cannot count toward victory this round.

61 Skip and Steal! Your opponent skips a turn while you move one of their pieces.

62 Lucky 7! Roll again two dice. If your total roll equals 7, move an extra space.

63 Bonus Pair! If you create a pair this turn, earn an extra move.

64 No Capture! If you land on an opponent's piece this turn, instead of sending it back to a starting square, you must move to the nearest available empty space.

65 One-Time Jump! Jump over one piece (yours or opponent's) to an empty space.

66 Mix It Up! Move one of your pieces to the nearest available burgundy space, if possible.

67 Wild Pair! Any two of your pieces touching count as a pair this turn.

68 Duel Mode! Before forming a new pair, you must move one of your pieces onto a burgundy space occupied by an opponent, sending their piece back to a starting square.

69 Burgundy Boost! If you land on a burgundy space this turn, take another move.

70 Forced Exit! An opponent must return a piece to the starting square.

71 Extra Dice! Roll three dice this turn and pick two results to use.

72 Final Pair! On your next turn, you must attempt to place a piece on a burgundy space if possible. If no valid move exists, reroll one die.

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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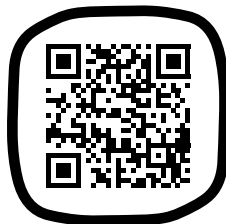
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SO LET'S PLAY TODAY

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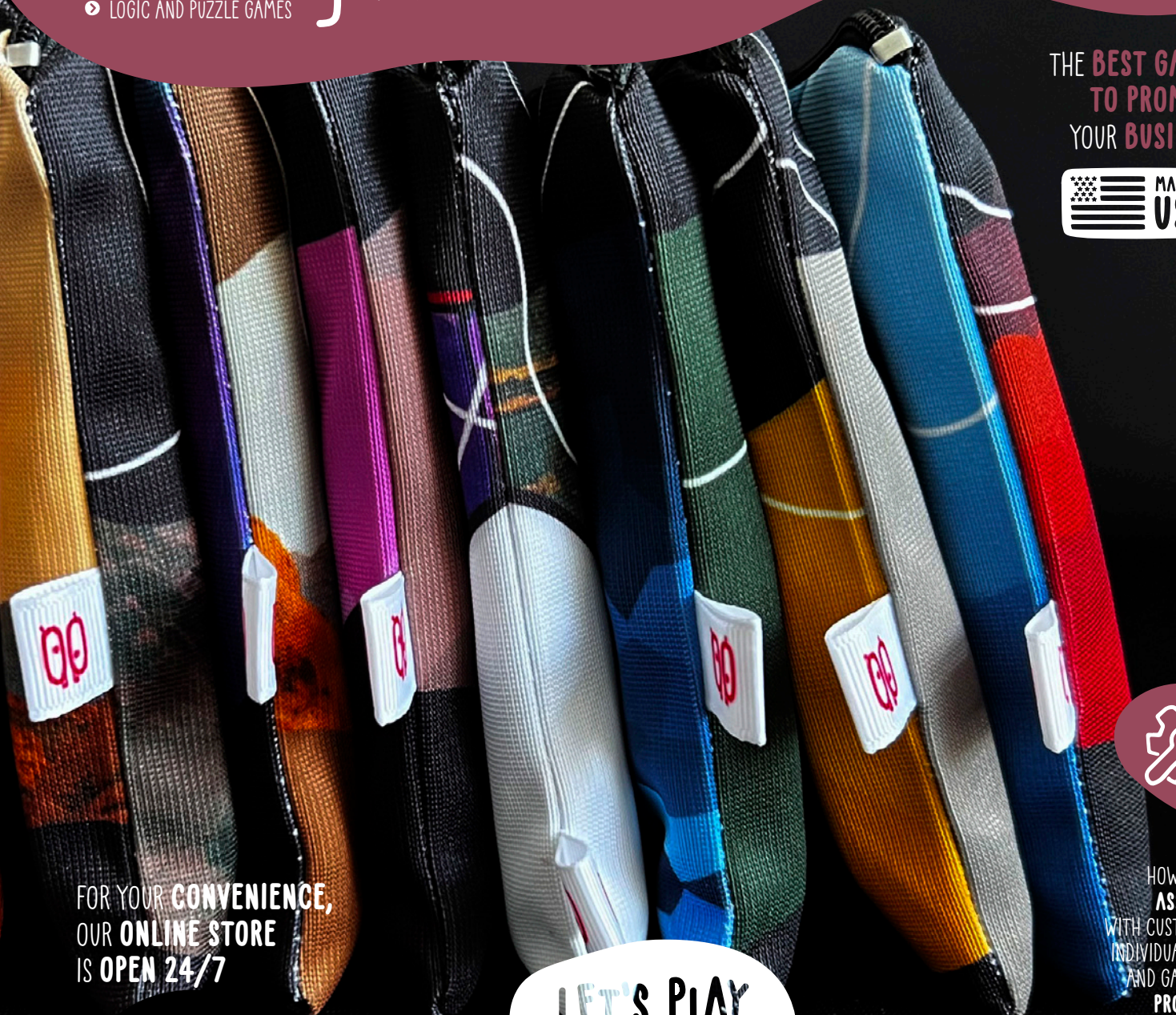
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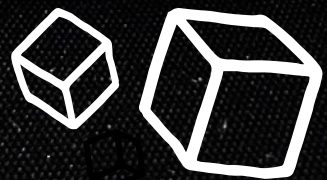


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