

8D00DLES®



THE LOOP

PRINTABLE BOARD GAME



+



PLUS ENTIRE SET OF
72 CARDS



MANUAL



CARDS

THE LOOP



LET'S PLAY 8DOODLES.COM

THE LOOP
GETTING SET GO! - SET GO! - SET GO!
FACE AND GO. PLAY YOUR WAY!



ANETTA G. HELLER

ARTUR J. HELLER



FEW WORDS OF INTRODUCTION...



Board games are a timeless way to bring people together, offering the perfect mix of fun, strategy, and creativity. Played on specially designed boards, they allow participants to compete, collaborate, and achieve exciting goals, making them a favorite pastime for families, friends, and enthusiasts alike.

THE LOOP takes the excitement of board games to a whole new level with its dynamic movement-based mechanics and strategic elimination battles. Designed for two players, this fast-paced game challenges you to outmaneuver your opponent by navigating the loop, making every move count. With dice-driven gameplay and special elimination zones, each round is filled with thrilling twists and tactical decisions.

The game is available in both printable and personalized editions, thoughtfully crafted to ensure high-quality gameplay and endless replayability. Whether you're looking for a quick, engaging match or a strategic showdown, THE LOOP guarantees hours of fun and competition.

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

BENEFITS



- Easy-to-learn rules make it accessible for all ages
- Fast-paced gameplay keeps every match exciting
- Strategic movement and eliminations add depth and challenge
- Compact design makes it perfect for travel and on-the-go fun
- Encourages friendly competition and engaging players
- Personalized editions make every game experience unique
- Improves decision-making, adaptability, and tactical thinking



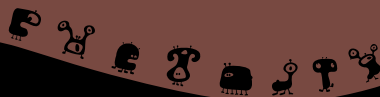
The online cards for the **THE LOOP** board game are available online on the 8doodles.com platform. Did you know that with a membership, you can create your custom cards for this game?

WHAT & WHERE

- Introduction
- Game information and manual
- 72 offline game cards
- Game licenses

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3
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11

8DOODLES





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!**

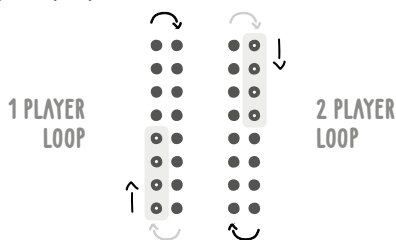


GAME MANUAL

OVERVIEW & OBJECTIVE

THE LOOP is a fast-paced, movement-based game where players navigate a circular board (the loop), strategically positioning their pieces to eliminate opponents.

The board consists of two loops, one for each player. Players move their pawns up and down within their respective loops, creating dynamic and strategic gameplay.



Each turn, players roll two dice to determine movement, making every round unpredictable. The game requires both quick decision-making and careful planning.

The game continues until a player eliminates all of their opponent's pieces. Alternatively, players can opt for a 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

To set up THE LOOP, open the game pouch and lay out all components on a flat surface. Each player selects either black or white pieces. The first player is determined by rolling a die—the highest roll starts the game.

- 👤 **4 pieces per player** (black or white).
- 📄 **Game board with 32 spaces** (divided into 2 sections, called loops)
- 🎲 **2 numerical dice** (one white for white pieces, one black for black pieces)

Players begin by placing their four pieces on the designated gray vertical starting spaces.



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 moves 2 spaces forward. **Next**, the black player moves 5 spaces forward. Now, the turn order switches, and the black player rolls the dice first.



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ONLINE DICE ARE ALSO AVAILABLE



During the game, you can choose which of your four pawns to move on your turn, allowing for flexible strategy and decision-making.

However, you cannot place your pawn on an elimination field that is already occupied by your own pawn. If this happens, you lose your turn, adding an extra layer of tactical planning to the game.



MOVEMENT DIRECTIONS

The two arrows on the board guide players in the correct movement direction within their respective loops. Players must follow these paths carefully to outmaneuver opponents and reach key positions for elimination.



ELIMINATION FIELDS

Elimination fields are marked in brown and green and play a crucial role in the game. When a piece lands on one of these fields, it becomes vulnerable.

If an opponent places their piece on the directly opposite elimination field, the piece that was already there is eliminated from the game. This rule applies only to these special fields, making them key strategic points where players must carefully position their pawns to outmaneuver their opponent and gain the upper hand.

However, you cannot place your pawn on an elimination field that is already occupied by your own pawn. If this happens, you lose your turn, adding an extra layer of tactical planning to the game.

WHEN & HOW TO USE GAME CARDS



To add new challenges and surprises, THE LOOP integrates with 8doodles.com, offering online cards that introduce strategic twists, bonus moves, and unexpected 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.**

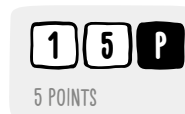
Each digital deck also includes online dice for added convenience—players can click the red dice icon in the top right corner to roll them. To access the online cards, visit the **EXPLORE & PLAY** page on 8doodles.com and select a digital deck.

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.

ALTERNATIVE GAMEPLAY: SCORING VERSION

For a more strategic and extended game, THE LOOP offers a point-based mode where players earn points through actions instead of instant eliminations, adding tactical depth.

- ▶ **+5 point for kicking out an opponent's piece.**
- ▶ **+10 points if a player rolls doubles**
- ▶ **-5 point if a player gets stuck and cannot move any of their pawns.**

The game ends when a player reaches a set point total or round limit, balancing short-term tactics with long-term strategy for dynamic gameplay.



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.

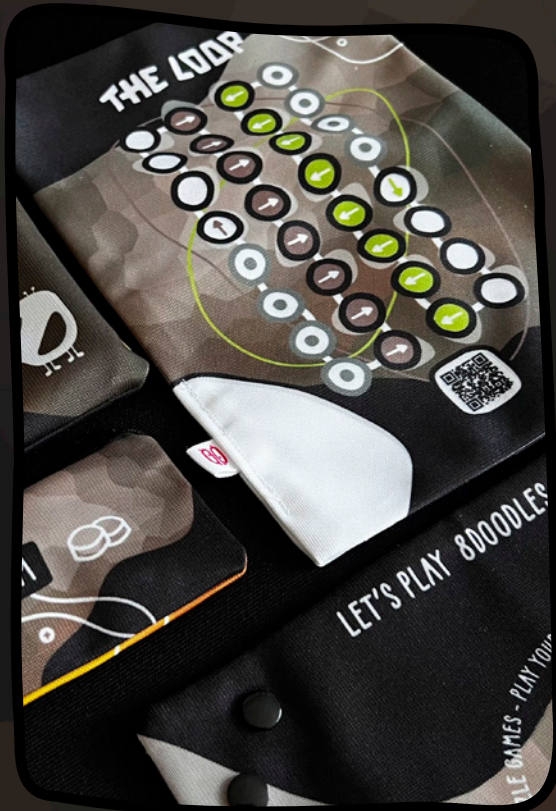


Game Add-ons

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







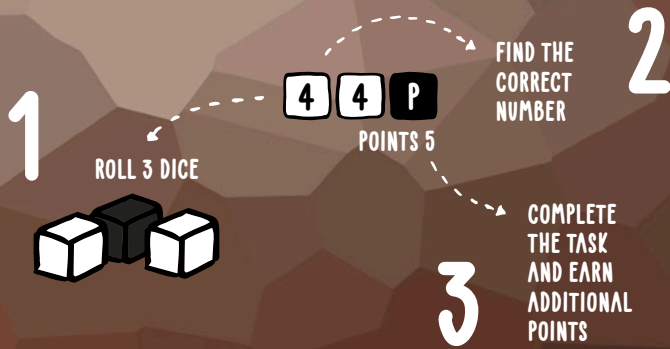
72 OFFLINE CARDS FOR THE LOOP GAME



72 CARDS

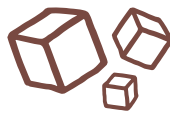
I have prepared an additional set of cards for you. This is my innovative method of expanding the gameplay. The rule is very simple. You roll 3 dice, choose the drawn number, and perform the assigned tasks on the card, gaining extra points in the process.

- ▶ 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 Lucky Boost – Move +3 spaces forward.

1 1 N
5 POINTS

2 Time Skip – Skip your next turn.

1 2 P
15 POINTS

3 Reverse Loop – Move backward 2 spaces instead of forward.

1 2 N
5 POINTS

4 Extra Roll – Roll the dice again and move accordingly.

1 3 P
10 POINTS

5 Double Trouble – Both you and your opponent must move one pawn backward 1 space.

1 3 N
5 POINTS

6 Safe Haven – Choose one of your pawns to be immune from elimination for 2 turns.

1 4 P
10 POINTS

7 Speed Surge – Move one of your pawns +4 spaces.

1 4 N
5 POINTS

8 Trapped! – Your opponent must skip their next turn.

1 5 P
5 POINTS

9 Chain Reaction – If you roll the same number on both dice, choose an opponent's pawn and force them to move +2 spaces forward.

1 5 N
20 POINTS

10 Teleportation – Move one of your pawns forward to the next available elimination field.

1 6 P
5 POINTS

11 Shielded – You cannot be eliminated on an elimination field for this turn.

1 6 P
15 POINTS

12 Force Push – Move an opponent's pawn 1 space backward.

13 Momentum Shift – If you roll an even number on your next turn, move double the spaces.

14 Loop Shift – Move one of your pawns +3 spaces forward or -2 spaces backward.

15 Jump Ahead – Move directly to the nearest elimination field.

16 Lose Control – Your opponent chooses which of your pawns moves this turn.

17 Strategic Retreat – Move any one of your pawns backward up to 3 spaces.

18 Pawn Reshuffle – You may reorder the turn sequence for your next two moves (play a different pawn than originally planned).

19 Rapid Roll – Roll an extra die and move the total of all three dice.

20 Trap Set – Place an invisible trap on any space; if your opponent lands there, they lose their next turn.

21 Missed Step – Move 1 space backward.

22 Loop Disruption – Your opponent must move backward 2 spaces.

23 Take Control – You get to decide which pawn your opponent moves next turn.

24 Boosted Leap – Move one of your pawns exactly 5 spaces forward.

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 Freeze Opponent – Your opponent cannot roll on their next turn.

3 1 N
5 POINTS

26 Sneaky Move – Move +1 extra space on your turn.

3 2 P
15 POINTS

27 Lucky Re-Roll – Re-roll one of your dice.

3 2 N
5 POINTS

28 Push & Pull – Move an opponent's pawn 1 space forward and your pawn 1 space backward.

3 3 P
10 POINTS

29 Glitch in the Loop – Both players must skip their next turn.

3 3 N
5 POINTS

30 Secret Passage – Move to any non-elimination field on the board.

3 4 P
10 POINTS

31 Jump & Attack – If you roll a double, choose one opponent's pawn and force them to move 3 spaces forward.

3 4 N
5 POINTS

32 Momentum Halt – Your opponent must roll only one die on their next turn.

3 5 P
5 POINTS

33 Gamble Play – If you roll a 6 on your next turn, move +6 extra spaces.

3 5 N
20 POINTS

34 Sudden Setback – Move back to your starting position.

3 6 P
5 POINTS

35 Phantom Step – If an opponent lands on you, you don't get eliminated this time.

3 6 P
15 POINTS

36 Reverse Force – Your opponent's next move must be backward instead of forward.

37 Sneaky Boost – If you roll an odd number, move +2 spaces extra.

38 Tactical Push – Force an opponent to move one of their pawns forward by 2 spaces.

39 Magnet Move – Move any two of your pawns next to each other.

40 Jump Shift – Move one of your pawns +3 spaces forward.

41 Fast Forward – Move any one pawn +6 spaces forward.

42 Risky Gamble – Roll again; if the number is even, move forward, if odd, move backward.

43 Break Time – Skip your turn but force your opponent to move only 1 space.

44 Shield Activation – Your pawns are safe from elimination for one full turn.

45 Disrupt Opponent – Force your opponent to skip their next roll.

46 Teleport Opponent – Move one of your opponent's pawns to their starting position.

47 Jump Back – Move exactly 3 spaces backward.

48 Momentum Control – Roll only one die of your choice 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 Forced Leap – Move an opponent's piece to the nearest elimination field.

5 1 N

5 POINTS

50 Fast Track – Move directly to the next elimination field.

5 2 P

15 POINTS

51 Power Surge – Move all of your pieces forward +2 spaces.

5 2 N

5 POINTS

52 Slow Down Opponent – Your opponent moves half their rolled number on their next turn.

5 3 P

10 POINTS

53 Undo Last Move – Reverse your last move completely.

5 3 N

5 POINTS

54 Double Play – Roll twice on your next turn and pick the best result.

5 4 P

10 POINTS

55 Chain Jump – Move any pawn exactly 4 spaces forward or backward.

5 4 N

5 POINTS

56 Sudden Disrupt – Your opponent must move one of their pawns backward by 3 spaces.

5 5 P

5 POINTS

57 Steal a Move – Copy your opponent's last move.

5 5 N

20 POINTS

58 Strategic Delay – Skip your next turn to gain an extra roll later.

5 6 P

5 POINTS

59 Forced Opponent Move – Choose which pawn your opponent must move.

5 6 P

15 POINTS

60 Strategic Leap – Move your furthest pawn forward by exactly 4 spaces.

61 Unlucky Draw – You must move backward instead of forward this turn.

62 Lucky Double – If your next roll is a double, move double the total.

63 Pawn Recovery – Return one eliminated pawn back to the game.

64 Rewind Turn – Force your opponent to repeat their last turn.

65 Loop Shortcut – Move forward exactly 8 spaces.

66 Momentum Shift – Your opponent skips rolling dice for one turn and must move based on your roll instead.

67 Mystery Roll – Blindly roll a die; move exactly what you roll.

68 Reset Opponent's Position – Move one of their pawns back to the nearest starting field.

69 Reverse Gear – Your opponent's next move must be backward.

70 Shield Counter – If you're about to be eliminated, ignore it once.

71 Sudden Escape – Move one pawn away from an elimination field.

72 Winner's Pressure – If you have the most remaining pawns on the board, you must roll both dice twice and use the lower result for your move.

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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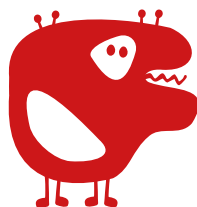
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SCAN QR CODE TO OPEN GAME ZONE



SO LET'S PLAY TODAY

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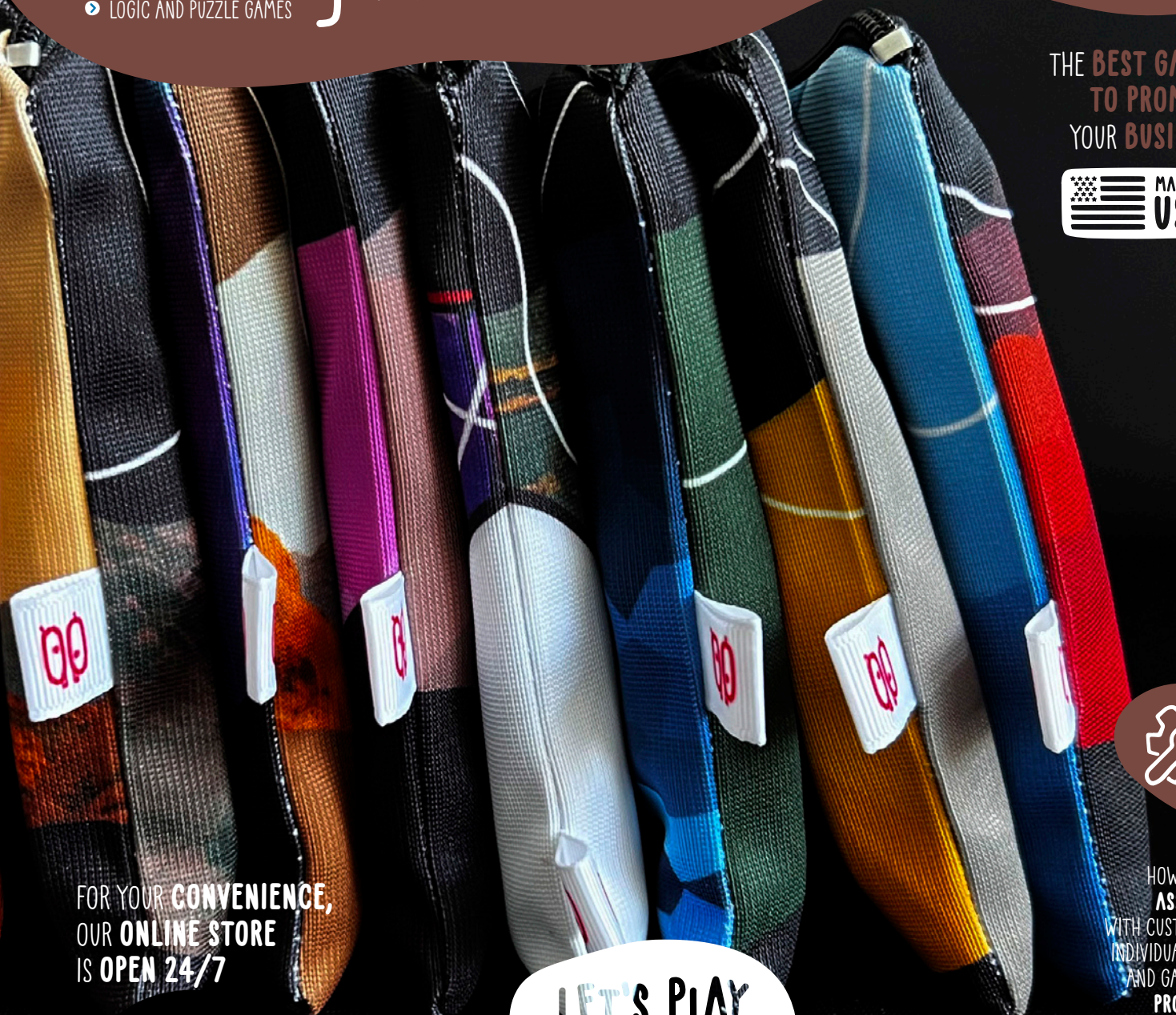
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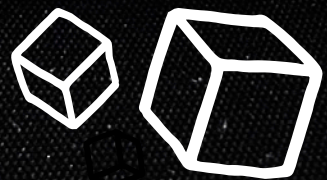


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