

8DQOODLES®



Röv

BOARD GAME



MANUAL



CARDS



SCORE SHEET

+



PLUS ENTIRE SET OF
72 CARDS



CHALLENGE
THE FHELLER



ANETTA G. HELLER

ARTUR J. HELLER



FEW WORDS OF INTRODUCTION...



Board games have always been a beloved way to bring people together — combining fun, strategy, and shared moments. Whether it's friendly rivalry or team-based tactics, games offer a playful escape and a spark of creativity across generations.

ROV brings that classic spirit to life with a modern twist — fast-paced dice mechanics, unique tactical challenges, and dynamic online card integration. Every match offers fresh surprises, unexpected turns, and strategic depth that keeps players thinking and laughing.

Created for 2-4 players and designed with versatility in mind, ROV is perfect for game nights, travel, or quick matches at home. Each Deluxe Edition is carefully hand-made and fully customizable, ensuring high-quality gameplay with personal flair. Whether you're a casual player or a strategy enthusiast, ROV delivers immersive, replayable fun in every session.

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 great for players of all ages
- Fast-paced dice mechanics add excitement
- Strategic gameplay rewards smart moves and bold decisions
- Compact format perfect for travel, park days, or cozy evening
- Brings people together through fun, friendly competition
- Customizable Deluxe Edition makes each game one-of-a-kind
- Develops tactical thinking, focus, and adaptability



The online cards for the ROV 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
- Score sheet template
- 72 offline game cards
- Game licenses

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8DOODLES





THINGS TO KNOW



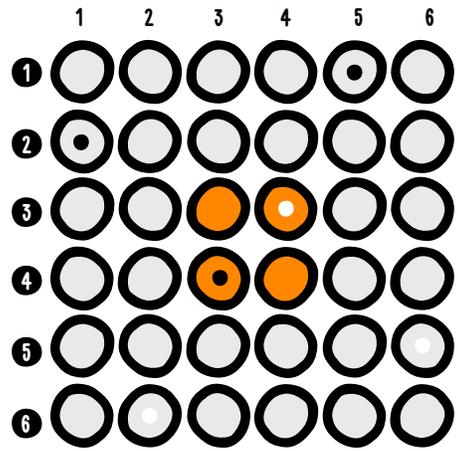
- Age: 7+ (family friendly)
- Number of players: 2-4
- Average time: 20-60 minutes
- Difficulty level: easy - medium
- Dice for the game: 3 (2 white, 1 black)
- 72 Game cards: online or printable
- 16 Pawns: 4 pawns per player (4 different colors)

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

ROV is a dynamic board game where strategy, clever thinking, and a bit of luck determine who will win. Move across the board, earn Rovian Credits, and have fun making unpredictable moves while using your tokens' unique abilities. Each match is a new adventure – full of excitement, laughter, and surprising twists!

ABOUT THE GAME

ROV is a strategic board game played on a 36-space grid – 6 rows and 6 columns. Each player receives 4 tokens and uses dice to determine their placement and the actions to perform. Remember: every move matters, and the board can change in the blink of an eye – stay alert and ready for anything!



If you plan to use online challenge cards – prepare them in advance. Players can agree on whether they'll play using the classic or flexible mode:

Classic – black die = row, white die = column. **Flexible** – you decide which die represents the row and which the column – more control, more strategy!

MEET THE ROVIAN CREDITS

In the world of ROV, you don't just score points – you earn Rovian Credits! This is the official in-game currency. Whether you're capturing tokens, creating lines, teleporting, or taking risks, you'll gain or spend Rovian Credits throughout the game.

Collect them, spend them wisely, and let your Rovian wealth pave the way to victory!

GAME FLOW

Phase 1 Placing Tokens

Each player, in turn, rolls the black and white dice and places their token on the indicated space. Teleportation spaces are inactive during this phase.

A maximum of 4 tokens may be placed on one space – stacked on top of one another. If the space is full, place the token on the nearest available adjacent space.

Phase 2 Main Gameplay

Once all tokens are on the board, the real game begins. On their turn, each player rolls:

- **1 black die and 1 white die** – to determine the movement space,
- **1 white action die** – to introduce an unpredictable effect that can change the course of the game!

TOKENS IN STACKS

During the game, more than one token may occupy the same space – forming a stack. The following rules apply:

- Only the token at the top of the stack can move.
- A stack can be pushed.
- A stack can be captured.
- A stack can be jumped over by another token.
- A stack cannot be swapped with another token.
- If there are already 4 tokens on a space, place the next token on the nearest available adjacent space.



STACKS AND ROVIAN CREDIT DEDUCTIONS

- ▶ If you place your token on a space with other tokens (creating a stack), you pay 5 points.
- ▶ On each of your turns, if you can move the top token of your own stack, you must do so. If you choose not to move it – you pay another 5 points.
- ▶ Movement is always possible – if there are no free spaces around, you can move your token onto any occupied space. You'll then create a new stack and pay another 5 points.
- ▶ No need to track rounds! Every turn is a new decision: move your token or pay points.

ACTION DIE

Each result on the action die brings a surprise:



Block a space – place the red block token on any free space.



Push – move an opponent's token by one space. If the space is occupied, move it to the nearest free space.



Online card – draw a card and complete the challenge.



Swap places – switch places with an adjacent opponent's token.



Jump – jump over an adjacent opponent's token in any direction.



Capture – remove an adjacent opponent's token from the board – it returns next turn.

EARNING ROVIAN CREDITS

Each formation and action can earn you Rovian Credits:

- ▶ **3 tokens in a line** (vertical, horizontal, diagonal) = 5 Rovian Credits
- ▶ **4 tokens in a line** = 10 Rovian Credits
- ▶ **Capturing an opponent's token** = 5 Rovian Credits
- ▶ **Extra Rovian Credits for completing online card challenges**
- ▶ **BONUS: Rolling 3 identical dice values (e.g. 4, 4, 4)** = 20 Rovian Credits!
- ▶ **Optional Token Formation – Extra Rovian Credits!** You can also earn 10 Rovian Credits by arranging 4 tokens in a compact shape (e.g., square or L-shape).

TELEPORTATION QUICK MOVE!



The board contains 6 teleportation spaces (marked with dots). When your token lands on one, you can move it to another free teleportation space.

Cost of teleportation = 5 Rovian Credits.

KEEPING SCORE

You can record your Rovian Credits on paper or download ready-to-use score sheets from our platform: 8doodles.com

GAME END

The game ends when a player:

- ▶ Reaches the agreed-upon Rovian Credit goal, or
- ▶ Completes 6 full token formations (e.g., lines or shapes).

YOUR GAME, YOUR RULES

ROV gives you the freedom to create your own rules, change Rovian Credit values, add action effects or custom challenges.

Have fun, experiment, and invent new gameplay modes – your imagination is the only limit!

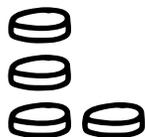
Good luck and have fun!

May the best strategist win... or simply the one who had the most fun at the table!



TOKEN FORMATIONS & ACTIONS

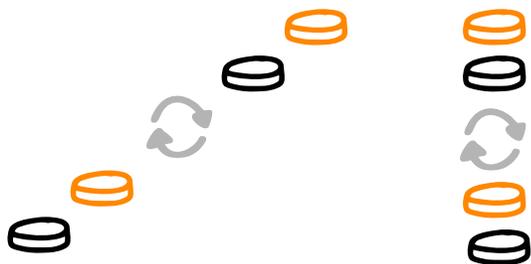
SAMPLE: TOKEN'S "L" SHAPE FORMATION



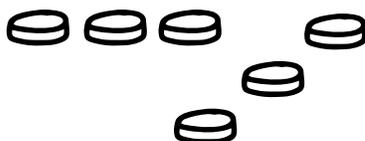
SAMPLE: TOKEN SWITCH PLACE



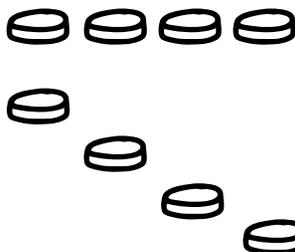
SAMPLE: TOKEN JUMPED OVER OTHER TOKEN



SAMPLE: 3 TOKENS IN LINE



SAMPLE: 4 TOKENS IN LINE



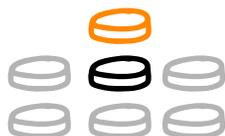
SAMPLE: STACK OF 4 TOKENS



SAMPLE: TOKEN'S IN SQUARE FORMATION



SAMPLE: TOKEN PUSHES OPPONENT'S TOKEN TO ONE OF 5 POSSIBLE SPOTS.



SAMPLE: CAPTURING OPPONENT'S TOKEN



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

PLAYER NAME

TOKEN COLOR    
GREEN RED YELLOW BLUE



ROVIAN CREDITS (+ EARNED) AND (-PAID)

+															
+															
-															
-															

TOTAL ROVIAN CREDITS

ADDITIONAL NOTES

PLAYER NAME

TOKEN COLOR    
GREEN RED YELLOW BLUE



ROVIAN CREDITS (+ EARNED) AND (-PAID)

+															
+															
-															
-															

TOTAL ROVIAN CREDITS

ADDITIONAL NOTES



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.



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!



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!



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.



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.



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



Röv



72 OFFLINE CARDS

ROV 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 Teleport Boost – Move your token from a teleportation space to another without losing points.

1 1 N
5 POINTS

2 Forced Teleport – Choose an opponent's token standing on a teleportation space and move it to another teleportation space. The opponent loses 5 points.

1 2 P
15 POINTS

3 Strategic Swap – Swap places with any opponent's token on the board.

1 2 N
5 POINTS

4 Double Jump – Move one of your tokens two spaces instead of one.

1 3 P
10 POINTS

5 Defensive Shield – Protect one of your tokens from being captured for the next two turns.

1 3 N
5 POINTS

6 Action Override – Reroll your action die and choose which result to apply.

1 4 P
10 POINTS

7 Skip & Push – Move over an opponent's token and push it one space in the same direction.

1 4 N
5 POINTS

8 Teleportation Trap – Choose a teleportation space. The next token that lands on it must be placed on a random teleportation space instead.

1 5 P
5 POINTS

9 Token Boost – Move one of your tokens one additional space after your turn.

1 5 N
20 POINTS

10 Directional Lock – Pick a row or column. No token in that row or column may move for one turn.

1 6 P
5 POINTS

11 Double Teleportation – Move two of your tokens from teleportation spaces to any other available teleportation spaces without penalty.

1 6 P
15 POINTS

12 Point Transfer – Steal 5 points from an opponent and add them to your score.

13 Reverse Move – Undo your last move and play again.

2 1 P
10 POINTS

14 Blockade – Place a temporary block on space (3,2). No tokens may land on or pass through this space for two turns.

2 1 N
5 POINTS

15 Action Swap – After rolling your action die, swap your result with an opponent's last action roll.

2 2 P
5 POINTS

16 Opponent's Choice – An opponent of your choice selects where your next token is placed (based on dice roll).

2 2 N
10 POINTS

17 Capture Reversal – If one of your tokens is captured, it immediately returns to the board in an available teleportation space.

2 3 P
5 POINTS

18 Bonus Points – Earn 5 points if you successfully push an opponent's token this turn.

2 3 N
5 POINTS

19 Jump & Capture – If you jump over an opponent's token, you may capture it instead of landing on an empty space.

2 4 P
15 POINTS

20 Extra Action – Roll the action die twice and choose which action to apply.

2 4 N
5 POINTS

21 Forced Move – Pick an opponent. They must move two of their tokens in the next turn, even if they don't want to.

2 5 P
5 POINTS

22 Triple Swap – Swap three different tokens anywhere on the board.

2 5 N
10 POINTS

23 Trap Token – Pick an opponent's token. It may not move for two turns.

2 6 P
5 POINTS

24 Jump Teleport – If you jump over an opponent's token, you may teleport your token to any empty teleportation space.

2 6 N
5 POINTS





3 1 P
5 POINTS

25 Push Frenzy – Every player must push one opponent's token before ending their turn.

3 1 N
5 POINTS

26 Scattered Tokens – Choose three of your own tokens. Move them one space in any direction.

3 2 P
15 POINTS

27 Extra Turn – After completing your move, take another turn.

3 2 N
5 POINTS

28 Push & Swap – Push an opponent's token one space and swap it with one of your own.

3 3 P
10 POINTS

29 Random Jump – Roll one die. Move one of your tokens that many spaces in any direction.

3 3 N
5 POINTS

30 Trap Reset – Remove any blocking effects or traps on the board.

3 4 P
10 POINTS

31 Diagonal Play – Move one of your tokens diagonally instead of following the dice roll.

3 4 N
5 POINTS

32 Token Recall – Take any of your tokens off the board and place it back using your next dice roll.

3 5 P
5 POINTS

33 Teleport Escape – If an opponent is about to capture your token, teleport it to a free space.

3 5 N
20 POINTS

34 Surprise Attack – Choose one opponent. They must roll their action die and perform the action immediately.

3 6 P
5 POINTS

35 Tactical Shift – Move any opponent's token one space in any direction.

3 6 P
15 POINTS

36 Forced Move – Pick any opponent's token on the board and force it to move to a new space determined by rolling one die for the row and one die for the column.

37 Bonus for Stacking – Earn 5 extra points for placing a token on top of another.

38 Anti-Teleport – Block a teleportation space for the next three turns.

39 Token Exchange – Swap one of your tokens with an opponent's.

40 Forced Jump – Select an opponent's token. They must jump over the nearest token.

41 Escape Route – Choose one of your tokens. You may move it up to 2 spaces in any direction instead of rolling dice in your next turn.

42 Surprise Capture – If you roll a 6 on the action die, immediately capture a token of your choice.

43 Hidden Movement – Keep your next move secret until it is time to place your token.

44 Forced Placement – Your opponent must place their next token at (4,1). If (4,1) is occupied, they must place it at (2,5) instead. If both spaces are occupied, they roll as usual.

45 Emergency Swap – Swap a token after an opponent tries to capture it.

46 Dice Swap – After rolling, swap your column and row values before placing your token.

47 Triple Threat – Move three of your tokens in one turn.

48 Tactical Retreat – If an opponent pushes or captures your token, you may move it instead to an adjacent free space rather than following the usual game effect.

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

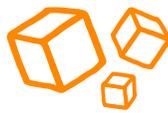
4 5 P
5 POINTS

4 5 N
10 POINTS

4 6 P
5 POINTS

4 6 N
5 POINTS





5 1 P
5 POINTS

49 Lose 3 Points or Move Back – Choose: lose 3 points or move one of your tokens back to its previous position.

5 1 N
5 POINTS

50 Super Push – Push an opponent's token two spaces instead of one.

5 2 P
15 POINTS

51 Move one of your tokens to any teleport space. Pay the teleportation fee.

5 2 N
5 POINTS

52 Push any stack or token one space in any direction. Standard rules apply.

5 3 P
10 POINTS

53 Swap two of your own tokens anywhere on the board.

5 3 N
5 POINTS

54 Roll all three dice again and follow the new results. No FlipCoins gained this turn.

5 4 P
10 POINTS

55 Earn 10 Rovian Credits if you create a line of 3 tokens this round.

5 4 N
5 POINTS

56 Lose 5 Rovian Credits unless you place a token on the edge of the board this turn.

5 5 P
5 POINTS

57 Choose any stack. Capture the top token and gain 5 Rovian Credits.

5 5 N
20 POINTS

58 Block any free space for one round using a red block token.

5 6 P
5 POINTS

59 If you land on a teleport space, teleport for free and earn 5 Rovian Credits.

5 6 P
15 POINTS

60 All players lose 5 Rovian Credits unless they have at least 10 points.

61 You may skip your action die effect this turn and earn 5 Rovian Credits.

62 Choose an opponent's token and move it to the nearest teleport space. Pay their fee.

63 Select an opponent to skip their next action die effect.

64 If you roll doubles on any two dice, gain 10 Rovian Credits instantly.

65 Move one of your tokens onto an opponent's token. No stacking fee this turn.

66 Block any teleport space for all players for one round.

67 Flip the top token of any stack. If it's yours, earn 5 Rovian Credits.

68 Skip your turn voluntarily and gain 10 Rovian Credits.

69 Return one of your captured tokens to the board for free. No dice roll required.

70 Earn 10 Rovian Credits if you capture a token and form a line in the same turn.

71 Push any stack two spaces. Each push must follow ROV rules.

72 Move any of your tokens to a corner space. Earn 5 Rovian Credits if successful.

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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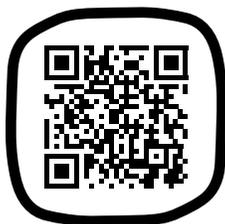
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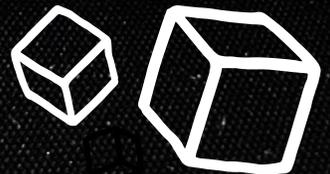


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