

ROLL 'EM FOLD 'EM

A roll, write & fold game by
Klaus-Jürgen Wrede and Ralph Querfurth
for 1–4 players, ages 8 and higher.



8+



1-4



20 min

GAME MATERIAL

★ 1 pad with:

32 x level 1

24 x level 2

24 x level 3

20 x level 4

★ 2 dice

★ 4 felt-tip pens

GAME IDEA AND GOAL:

Each player tries to connect 5 winning symbols via a network of X's. However, most of those symbols are actually hidden on the reverse side of the sheet! In order to access them, all four corners need to be folded. Mark the faces in the corners to be able to fold the corners. Marking more faces takes time, but it unlocks powerful rewards.

The first player to connect all five winning symbols gains the victory.

PREPARATION:

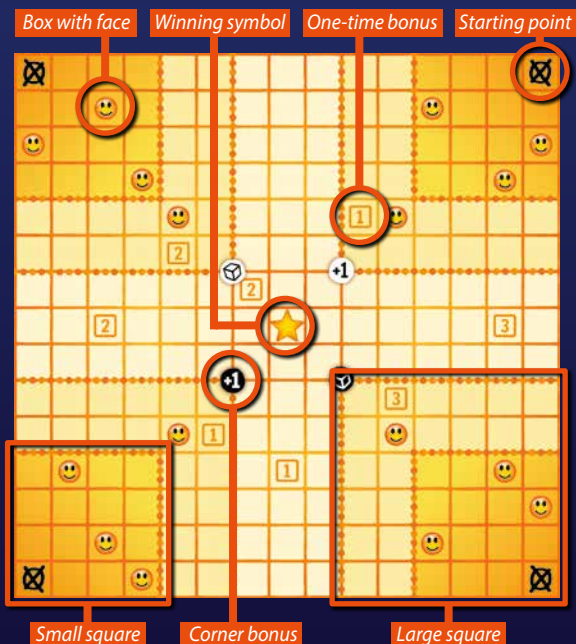
There are 4 levels of difficulty (sorted by color), and players decide for one level they want to play. Each player receives a felt-tip pen and the game sheet for that level. For your first game, we recommend beginning with **level 1**.

Level 4 will be more fun if you've already mastered the other levels. Start on that side which shows one winning symbol in the center. The person who last folded something will start the game and receives the two dice.

Winning Symbol: ★

Face: 😊

FRONT PAGE LEVEL 1



Small square

Corner bonus

Large square



HOW TO PLAY:

The player in possession of the dice is the active player that round. The active player rolls both dice and keeps one result for themselves. All other players will use the remaining die for that turn.

According to the shown number of the relevant die, everyone X's out the number of boxes on their sheet. The next player in clockwise order becomes the active player and so on.

For **X'ing out boxes**, the following rules apply:

- Players can begin drawing X's only from **starting points** (at the beginning, there will be four starting points on your sheet).
- X's must be drawn, according to the number(s) rolled on the dice (each X in one box). You have to use the whole number and **can't** forfeit any steps.
- The string of X marks must be placed in a **straight line** and only horizontally or vertically.
- The last X you place will be circled and will become a new possible **starting point** for your future turns.
- If your die shows two numbers, you can place two strings of X marks independently. They may start at different sites. The order in which they are drawn is up to you.
- Boxes that have been marked already, may be marked again, e.g. to generate a new **starting point** in a new location (see *example 2*).
- You are **not** allowed to X out partial squares (this only happens later in the game, after corners have been folded).



Starting point



Example 1



Example 2

At first, boxes with symbols are marked as usual. The meanings of the symbols are as follows:

ONE-TIME BONUS 1 2 3

You can unlock bonus steps, if you X out a box that contains a number. This will allow you to set another string of X's for that turn, as if you had rolled an extra die with that number. Any **starting point** may be used. Multiple bonus fields can be used during one turn.

WINNING SYMBOLS

Level 1:

Level 2:

Level 3:

Level 4:

If you X out a winning symbol, nothing happens at first, but you are a little bit closer to the end goal of the game, which is to mark all of your winning symbols and have them connected by a network of X's.

FACES

Level 1:

Level 2:

Level 3:

Level 4:

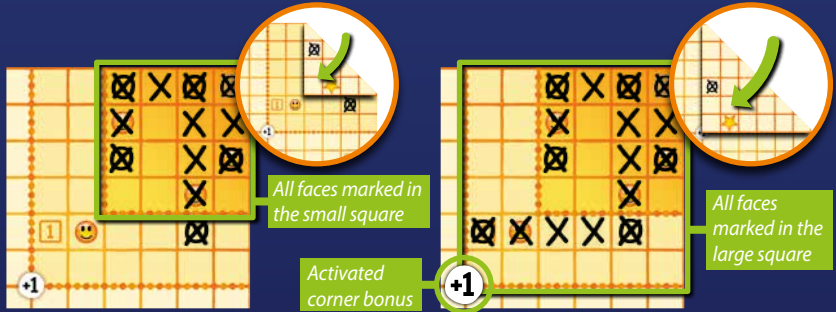
If you have X'ed out **all** of the faces in a highlighted square, you are allowed to **fold that corner**.

For folding a corner, these rules apply:

- If you have X'd out all faces in the small highlighted square, you can fold the small corner (see *example 3*).
- You can also wait until you X'd out all faces in the larger square. If you do so, you can fold the larger corner (see *example 4*).

As soon as you have fulfilled the prerequisite for folding, you may fold **at any time**. Folding is permanent, that means, each corner can only be folded once.

To crease the corner, fold it diagonally so that the edges of the page reach the dotted line. The darker area should be fully covered, if folding the small square or the lighter area if folding the large square.



Example 3: Fold a small corner

Example 4: Fold a large corner

CORNER BONUS:

If you fold a **large corner**, you will receive the relevant bonus permanently and for the rest of the game. Available bonuses and their meaning:

+1 You can add +1 to a **single** number on the black die (e.g. place a row of five X's with a rolled 4), or likewise for the white bonus on the white die (e.g. if you roll a 1♦2, use this roll as a 2 and 2 or 1 and 3).

Die As a **non-active player**, you can choose the black die, even if the active player has taken it for himself. Accordingly, this applies to the choice of the white die, with the white bonus.

Note: After creasing a large corner you can use the bonuses on each subsequent turn. Bonuses are optional. The +1 bonus may be used only on dice numbers, not for the numbers of the *one-time bonus* fields. The black and white bonuses can be combined with each other.

For a bit of merriment, players can exclaim **"ROLL 'EM FOLD 'EM"** with every corner they fold!

END OF GAME:

A player wins immediately if they:

- have folded all 4 corners (either large or small) **AND**
- have X'ed all 5 winning symbols **AND**
- have connected all 5 winning symbols with a network of X's.

The game then ends immediately. In the event of a tie, the winner is the player who used fewer X's on their last turn to achieve the goal. If still tied, winner is whoever has folded more large corners.

Example:
End of game



SPECIAL FEATURES OF THE OTHER LEVELS:

Games are played according to the basic rules for **level 1** described above, with following changes:

LEVEL 2: POLAR PARTY

Winning Symbol: Face:



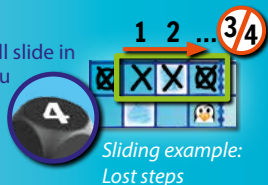
You are not allowed to X out or move past any **ice holes**.
Reminder: You can't forfeit any steps of a die number.

If you place an X on the **ice surface**, you can choose between two options:



● **Walk carefully:** You can ignore the ice and place X's and *starting points* as usual.

● **Sliding:** As soon as you place an X on the ice, you will slide in a straight line until the ice ends (no matter what die number you used). You will mark all boxes and circle the next square after the ice surface ends, as a new *starting point*. Any remaining steps will be lost. If the square beyond the ice is an obstacle or beyond the edges of the game sheet, you may not choose to slide. Ice surfaces can be used multiple times.



LEVEL 3: TURNING & TELEPORTING

Winning Symbol: Face:

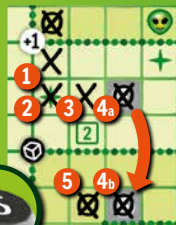


If you X out a box with a star symbol for the **first time**, you **can** continue your row of X's in any other direction (see points **1 2 3** in the example).



If you X a box with an orb symbol, you will immediately be teleported to another orb of your choice and continue your turn in any direction. The teleportation does not cost a move (see points **4a 4b 5** in the example). Once used, both orbs are marked as *starting points* and can be used multiple times.


Note: If your string of X's ends on an orb, you still choose another orb and mark both orbs as new *starting points*.






Example: Turning and teleporting

LEVEL 4: MAKE ASSURANCE DOUBLE SURE

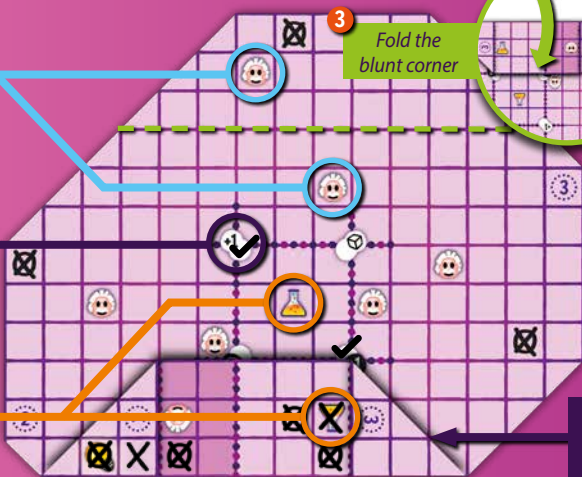
Winning Symbol:  Face: 

This level uses "advanced folding" and should only be played, after you are familiar with other levels. In this level, you will see four winning symbols  visible on the front of the sheet and one will be found on the back, however, in the center of the sheet. You start the game on the front of your sheet.

As before, if you X out all the faces (this time professors ) in the relevant square on the front, you may fold the large or small corners (with or without corner bonuses). In those revealed areas, you'll now find light bulbs .

If you have marked all 4 light bulbs, you can then flip the page completely to the reverse side. Corners that already have been folded, remain folded. Achieved corner bonuses can be marked in the box in the middle .



REVERSE SIDE OF LEVEL 4



The diagram shows a grid with various symbols and instructions:

- 1** Mark your corner bonuses here: Points to a box containing a checkmark.
- 2** Mark professor faces: Points to two professor faces in the top row.
- 3** Fold the blunt corner: Points to a corner of the grid with a green arrow indicating a fold.
- 4** Connect your winning symbols: Points to a path connecting four flask symbols.
- Double folded corner: Points to a corner of the grid.

On the reverse side, you will find new *starting symbols* and professor faces .

As soon as you have marked the two in the respective area, you can fold this "blunt corner" one more time up to the dotted line  .

This makes the 4 winning symbols from the front visible again .

Now you can link all 5 winning symbols to gain the victory.



In contrast to the *one-time bonus* of the previous levels, this **bonus** only gets activated, if your string of X's **ends** exactly on the box with the bonus number. Furthermore, you have to take the additional bonus steps directly adjacent from this bonus field. If you mark such a bonus field without ending there, nothing happens and you "devalue" the bonus.

SOLO GAME

The rules, as described in the previous levels, apply, with the following changes:

For each game, you can choose **any one** column of the solo table on the left. With each roll of the dice, you mark one box in the table, starting **from top to bottom**.

If a white field is marked, you have to use the white die. Accordingly, the black die for a black field. On black & white fields, you are free to choose, which of the two dice you use.

The 30th field shows a sad smiley face.

If you haven't connected all winning symbols by this point, you lose.

If you need fewer turns, this legend shows how "**bolded you folded**".

LEGEND

Level 1-3

moves

Level 4

moves

15		24
16-17		25
18-20		26
21-24		27
25-29		28-29

For each turn you used less than 15 moves (or 24) for your win, you receive an additional crown and call yourself "**master of folds**". (Example: a game in 12 moves would be equivalent to 8 crowns).

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Subject to change

