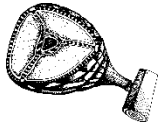




Impaired Pairs

–The frustrating game that gets you no where!



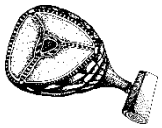
Rules: Each player begins in one of the two **Start** positions on the gameboard. At the beginning of the game, to escape the **Start** position, a player must roll two consecutive **EVEN** numbers with two rolls of the die. If **successful**, that player will then roll a *third time*. If **unsuccessful**, it becomes the second player's turn.

If the player that successfully rolled two consecutive **EVEN** numbers rolls an **EVEN** number a *third time*, the player advances its game piece the number of spaces equal to the numerical face value of the **EVEN** number that they've just rolled. If the player's *third* roll is an **ODD** number, the player remains in the **Start** position and it becomes the second player's turn.

Required: Gameboard doubling as a neck tie, 2 game pieces, die

Concept:

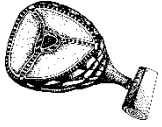
Each player tries to reach an opposing corner of the gameboard before the other.



A player can only advance their game piece the amount of spaces equal to the numerical face value of the **EVEN** number rolled during each turn. Other than trying to escape the **Start** position for the first time, a player's turn consists of a single roll of the die.

If a player has a game piece anywhere on the gameboard and rolls an **ODD** number during their turn, the player must move backwards the **ODD** number of spaces indicated by the face value of the rolled die.

If a player continues to roll **ODD** numbers during their turns and ends up back in the **Start** position, it isn't necessary for that player to roll two **EVEN** numbers consecutively to escape the **Start** position.



If that player succeeds in rolling an **EVEN** number during their turn, they immediately move forward by the amount of spaces indicated by the face value of the die. If that player rolls an **ODD** number instead, they simply remain in the **Start** position and it becomes the next player's turn.

Winning the Game:

It isn't required to roll the numerical value equal to the exact number of spaces needed to finish the game. For example, if a player is **3** spaces away from the **End** position and rolls a **6**, that player having rolled an **EVEN** number, moves forward the remaining spaces and wins the game.

Impaired Pairs is a game based entirely on chance. It is possible to be one roll away from winning the game and find yourself, several turns later, back at the **Start** position. Good Luck and feel free to come up with your own variations of the game!

***Impaired Pairs** –The frustrating game that gets you no where!*

Required: Gameboard doubling as a neck tie, 2 game pieces, die

Concept:

Each player tries to reach an opposing corner of the gameboard before the other.

Rules:

Each player begins in one of the two **Start** positions on the gameboard. At the beginning of the game, to escape the **Start** position, a player must roll two consecutive **EVEN** numbers with two rolls of the die. If **successful**, that player will then roll a *third time*. If **unsuccessful**, it becomes the second player's turn.

If the player that successfully rolled two consecutive **EVEN** numbers rolls an **EVEN** number a *third* time, the player advances its game piece the number of spaces equal to the numerical face value of the **EVEN** number that they've just rolled. If the player's *third* roll is an **ODD** number, the player remains in the **Start** position and it becomes the second player's turn.

A player can only advance their game piece the amount of spaces equal to the numerical face value of the **EVEN** number rolled during each turn. Other than trying to escape the **Start** position for the first time, a player's turn consists of a single roll of the die.

If a player has a game piece anywhere on the gameboard and rolls an **ODD** number during their turn, the player must move backwards the **ODD** number of spaces indicated by the face value of the rolled die.

If a player continues to roll **ODD** numbers during their turns and ends up back in the **Start** position, it isn't necessary for that player to roll two **EVEN** numbers consecutively to escape the **Start** position. If that player succeeds in rolling an **EVEN** number during their turn, they immediately move forward by the amount of spaces indicated by the face value of the die. If that player rolls an **ODD** number instead, they simply remain in the **Start** position and it becomes the next player's turn.

Winning the Game:

It isn't required to roll the numerical value equal to the exact number of spaces needed to finish the game. For example, if a player is **3** spaces away from the **End** position and rolls a **6**, that player having rolled an **EVEN** number, moves forward the remaining spaces and wins the game.

Impaired Pairs is a game based entirely on chance. It is possible to be one roll away from winning the game and find yourself, several turns later, back at the **Start** position. Good luck and feel free to come up with your own variations of the game!

Joël Therrien, 2019.