



Joël Therrien, 2019.

that gets you no where! -The frustrating game

Impaired Pairs



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

## Concept:

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

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

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



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

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

numerical face value of the EVEN number

piece the amount of spaces equal to the

A player can only advance their game

rolled during each turn. Other than trying

to escape the Start position for the first time, a player's turn consists of a single

# Winning the Game:

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

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

oosition.

If a player has a game piece anywhere on

roll of the die.

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

### *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!

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