



OCTACOG

DESIGN | BUILD | BALANCE

INSTRUCTIONS

**People:** Ages 7+  
1 or more players/users

**Game Play:** 15 minutes      **Creative Play:** Unlimited

**Caution:** Do not use Octacog on glass surfaces or other fragile surfaces. Damage may occur.  
Octacog works best on a flat, solid surface.

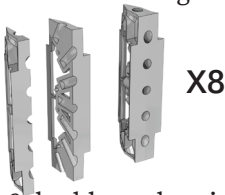
**Contents:**

26-Design inspiration cards  
1-Octacog game base  
16-Octacog core wedges  
2-Octacog core end pieces  
7-balance rods  
2-large weights  
2-medium weights  
4-small weights  
2-balance points  
2-balance end caps  
1-instruction booklet

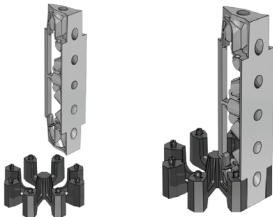
Slight variations in color and shape of parts are to be expected.

## Assembly:

Snap wedges together to make 8 double  
wedges

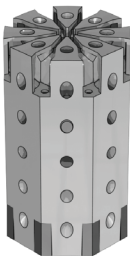


Insert 8 double wedges into an end piece



## **Assembly:**

Add the second end piece



Octacog is ready to use!

**\*\*Note:** Add end cap slowly and make sure the prongs on the end cap fully insert into the wedges.

### **Setup:**

Choose a balance cap (larger divot for easy, smaller divot for difficult) and add it to a balance rod. Insert the other end of the balance rod into the Octacog game base. These three parts become the balance pedestal.

Use one of the Octacog design inspiration cards to build a balanced beginning setup (or design your own).

### **Winning a Game:**

The last player to take a turn and spin Octacog without it falling or touching the balance pedestal wins!

## **Gameplay:**

Players take turns. During a turn, a player may **Add a part or Move a weight one notch closer to the Octacog core.**

Before moving, **player must declare an action.** “I’m going to add a rod here,” or “I’m going to move this weight.”

The **player removes Octacog** from the balance pedestal, **performs the action** and **returns Octacog to the pedestal.** The player **gently spins Octacog.**

If Octacog makes one complete turn without falling or touching the balance pedestal, Octacog is balanced and it’s the next player’s turn.

If Octacog falls or touches the balance pedestal or play surface, you lose.

### **Other Rules:**

When moving a weight, it must move toward the Octacog core and fully cover the next-closest notch on the balance rod.

When adding a new weight, it must cover the first notch on the balance rod

Once a player touches Octacog, they cannot change their declared action for that turn.

### **Guide to Creative Play:**

Play!

Experiment!

Design | Build | Balance!

Some of the most fun discoveries are made when you try something new and something unexpected happens.

We want to hear about what you've created with Octacog. We especially like receiving letters in the mail.

**Contact Octacog:**

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Small Batch Manufacturer: 039242-062020

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Patent pending