



SHAPE FACTORY

Instruction Booklet

Shape factory is a maths board game of geometry challenges related to problem-solving using shapes and developing spatial awareness. These challenges have to be solved by players collaboratively in a team, working together under the added difficulty of a time constraint. Shape Factory is a great game for developing a sound understanding of geometry, useful for studying Architecture, Art and Astronomy.

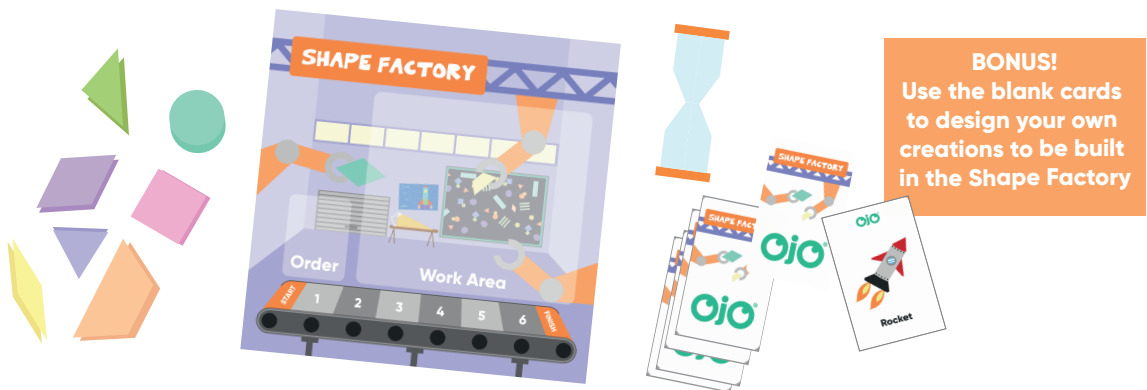
SET IT UP!

Number of players

One or more players

Set up

1. Open up the box and take out all the pieces. Press out the shapes from the cardboard frame.
2. Open the board game and place it in the centre of play.
3. Separate the shapes into individual piles and place them below the game board.
4. Put the deck of prompt cards facedown, in a pile, to the left of the game board.
5. Get your sand timer ready and you're almost ready to play!



Note: We strongly recommend before you play this game for the first time that you allow the children some time to familiarise themselves with the shapes and the potential characters/objects they can build. Allow them to look at the solutions offered in the book and also encourage them to experiment with their own ideas. Be creative and see what you can come up with.

HOW TO PLAY!

Who goes first

The oldest player gets to have the first go!

When it's your turn



1. Take the top card from the prompt card pack and take a sneaky peek at it, be careful so no one else can see what you are going to build. Place it face down on the 'Order' area on the game board.



2. Turn over the timer, the player now has one minute to build a figure in the 'Work Area' of the game board using the shapes provided.



3. The other players have to try and guess what is being built within the minute.



4. If they guess correctly, the player places the prompt card on the conveyor belt.



5. If no one guesses correctly before the timer runs out, then the player has to return the prompt card to the bottom of the pack and the next player has a turn.

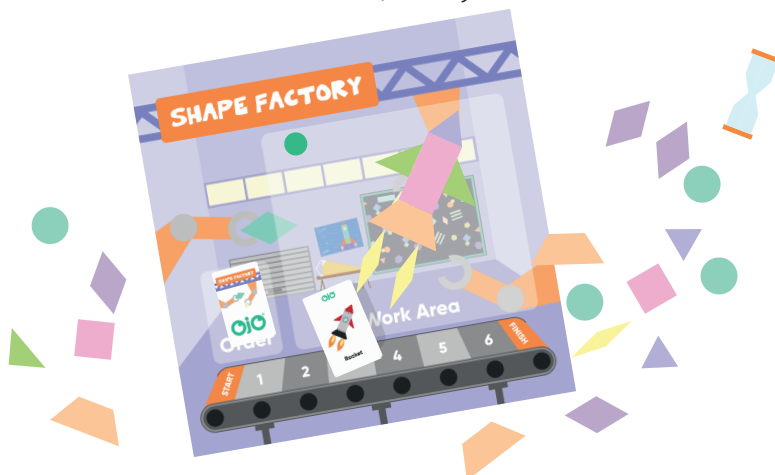


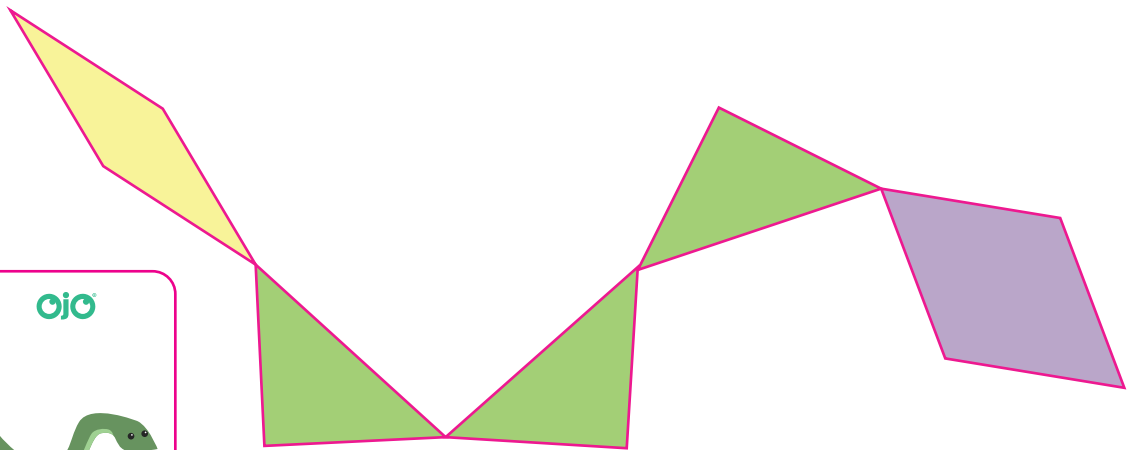
6. If a challenge card is drawn, the player may have two minutes, rather than one, in which to build their figure. (The timer will need to be turned).

7. The game ends once 6 prompt cards have been placed on the conveyor belt and all Shape Factory orders have been successfully fulfilled.

HOW TO WIN!

When all the orders have been fulfilled, everyone is a winner!

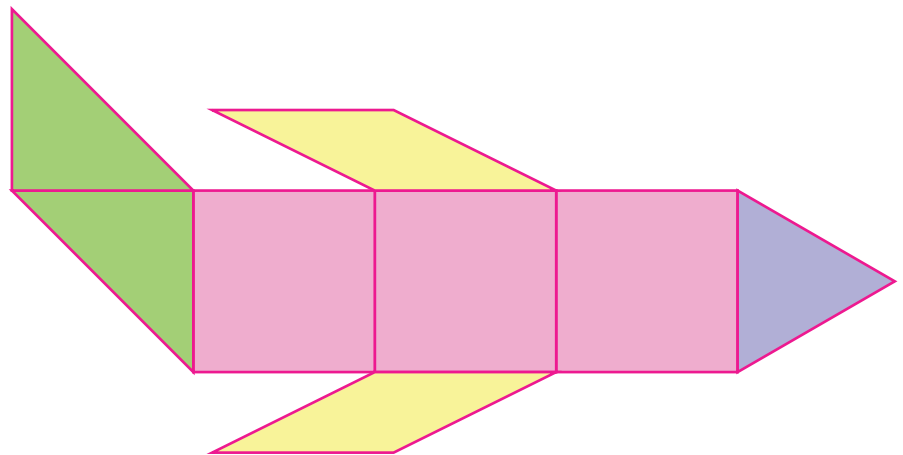




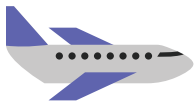
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Snake

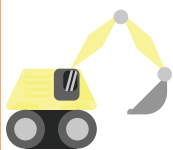


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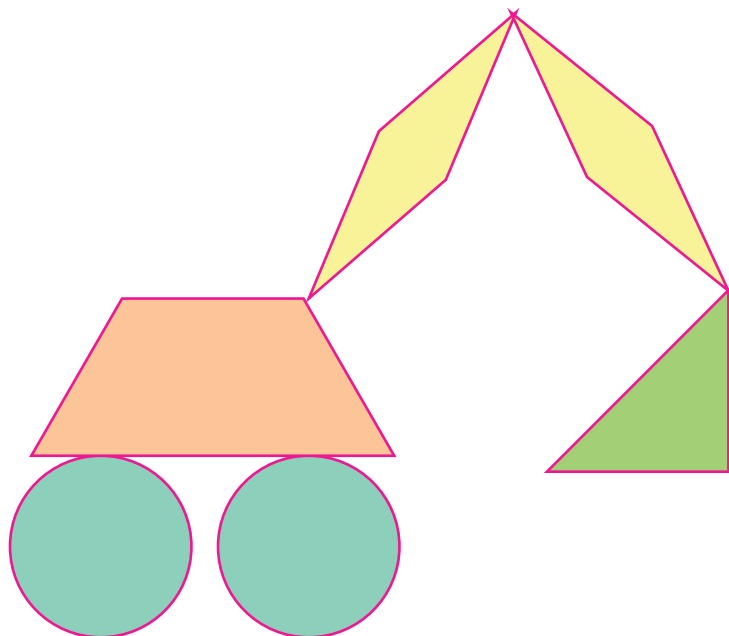


Aeroplane

CHALLENGE!



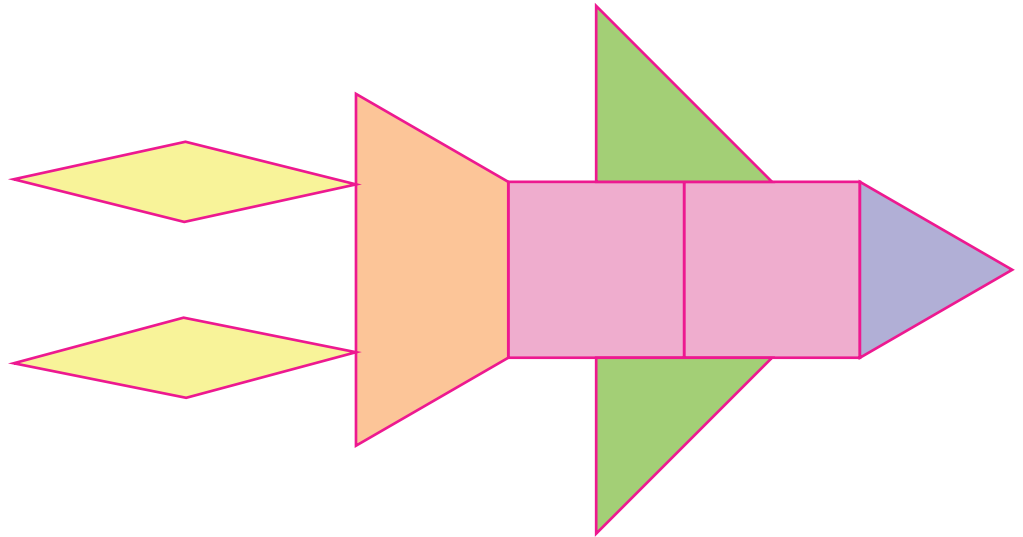
Digger



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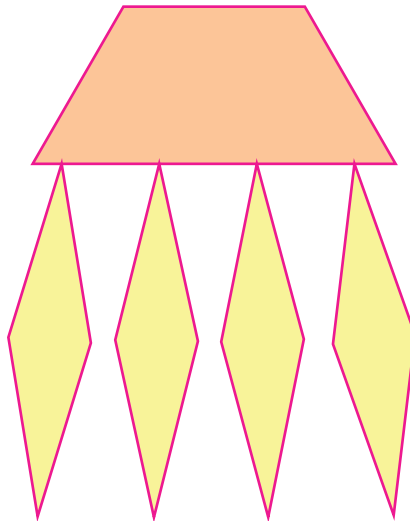
Rocket



CHALLENGE!



Jellyfish



OJO



Great Pyramid

