

**Pages 2-3**

**Game Instructions**

**Print these pages back to back and fold in half to make a booklet**

**Pages 4-5**

**Game pieces**

**Page 6**

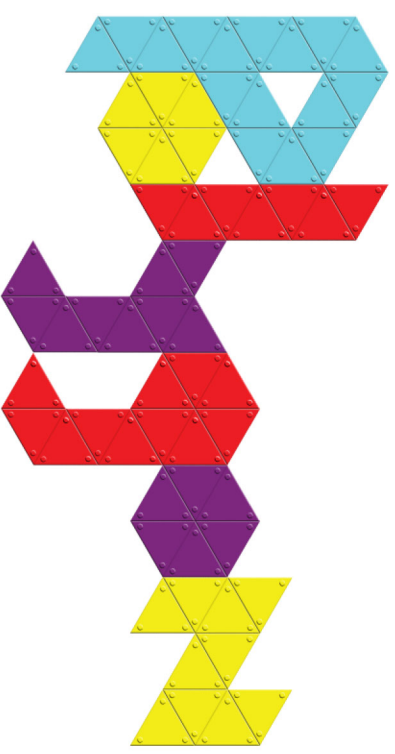
**Scoreboard**

**Page 7**

**Pawns  
and instructions on how to make them.**

**Page 8**

**White Game Pieces  
to make your own colors**



**Ages:** 8+

**Number of Players:** 2+ (Recommended up to 4)

**Time to Learn:** Less than a minute

**Time to Play:** 20 minutes

**Components:** Score chart, Instructions, and Each player will need 15 shape tiles in their own colour and a matching pawn. (Four colours are provided to choose from as well as a set in white which you can colour yourself to any colour you want.)

**Setup:**

The 15 shape tiles are as follows:

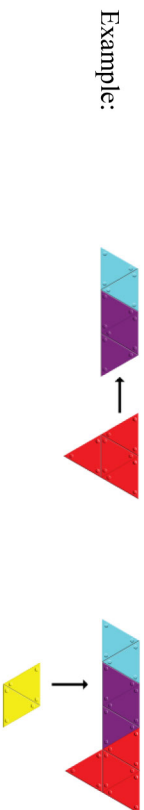


Select a player to take the first turn. That player chooses one of his or her shape tiles and places it on the table where everyone can reach it. Play continues in a clockwise direction.

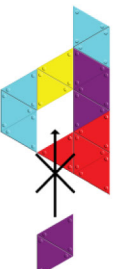
### Laying Shapes:

Each player, on his or her turn, must choose one shape and add it to the outside of the previously laid shapes, known as the Polygon.

When adding a shape tile, it must have at least one side unit in full contact with one side unit of the Polygon.



The shapes must also be added only to the outside perimeter of the Polygon.



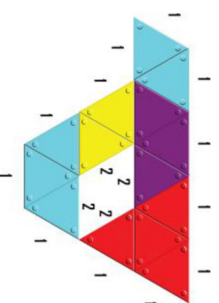
As in the above diagram, holes can be created in the Polygon. In this case, the purple shape cannot be placed in the hole because it is not part of the outside perimeter of the polygon.

### Scoring:

When scoring the Polygon, the outside perimeter units are worth 1 point each and the enclosed units are worth 2 points each.

So in the following diagram, Purple and yellow currently have a score of 3 points each. Turquoise has a score of 8 points and Red has a score of 6 points. (However, the score will undoubtedly change as the game continues.)

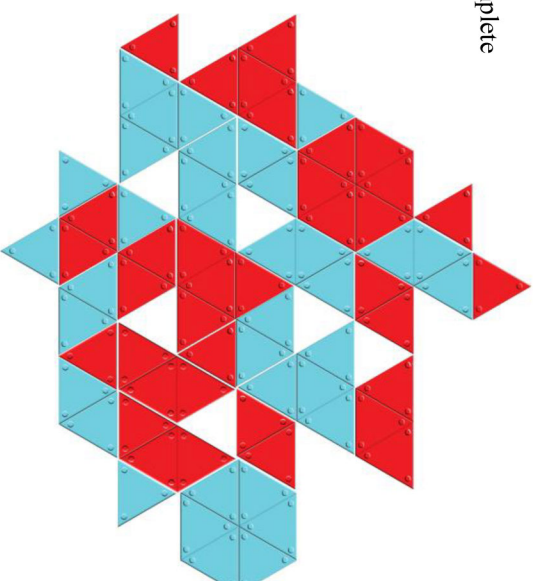
Note: It is not easy to calculate the enclosed area scoring at the end of the game so, keep track of the enclosed units as they are created using the score chart and player pawns provided.



### Winning the Game:

Once all players have added all of their shapes to the Polygon, the final score is calculated by adding the outer perimeter scores to the score chart. The player with the largest score wins.

Example of a complete 2 player game:



Red scores a total of 16 points for the enclosed units + 16 points for the outer perimeter units = 32 points.

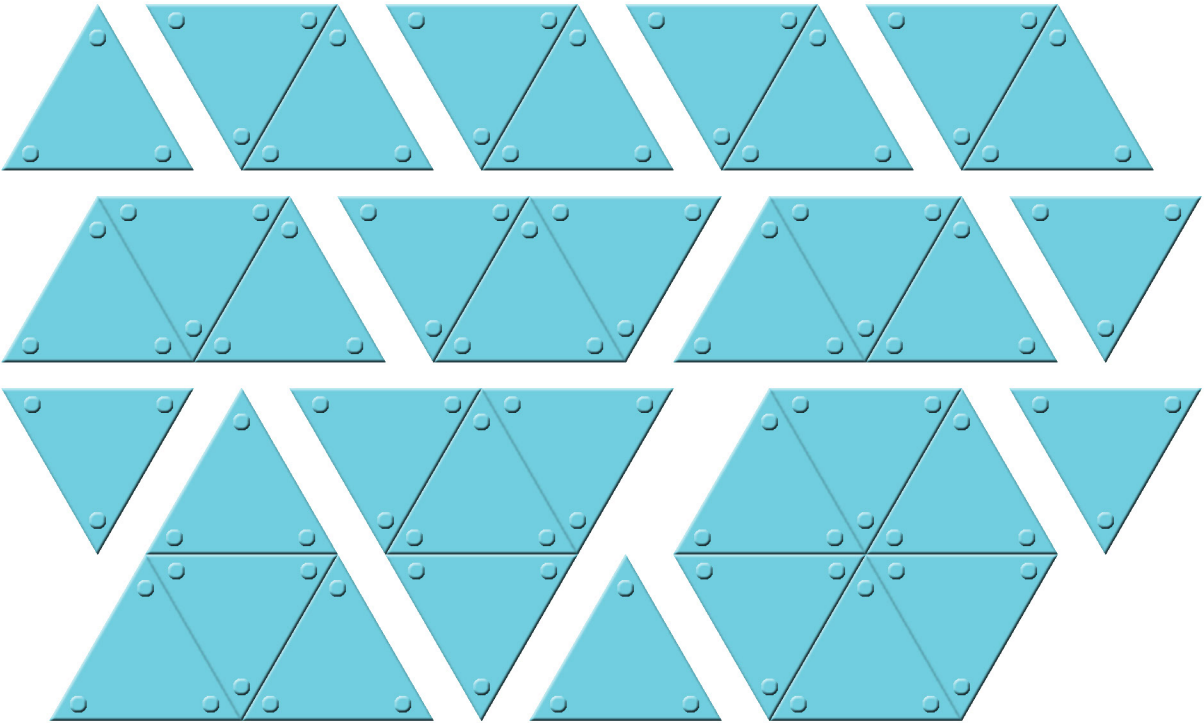
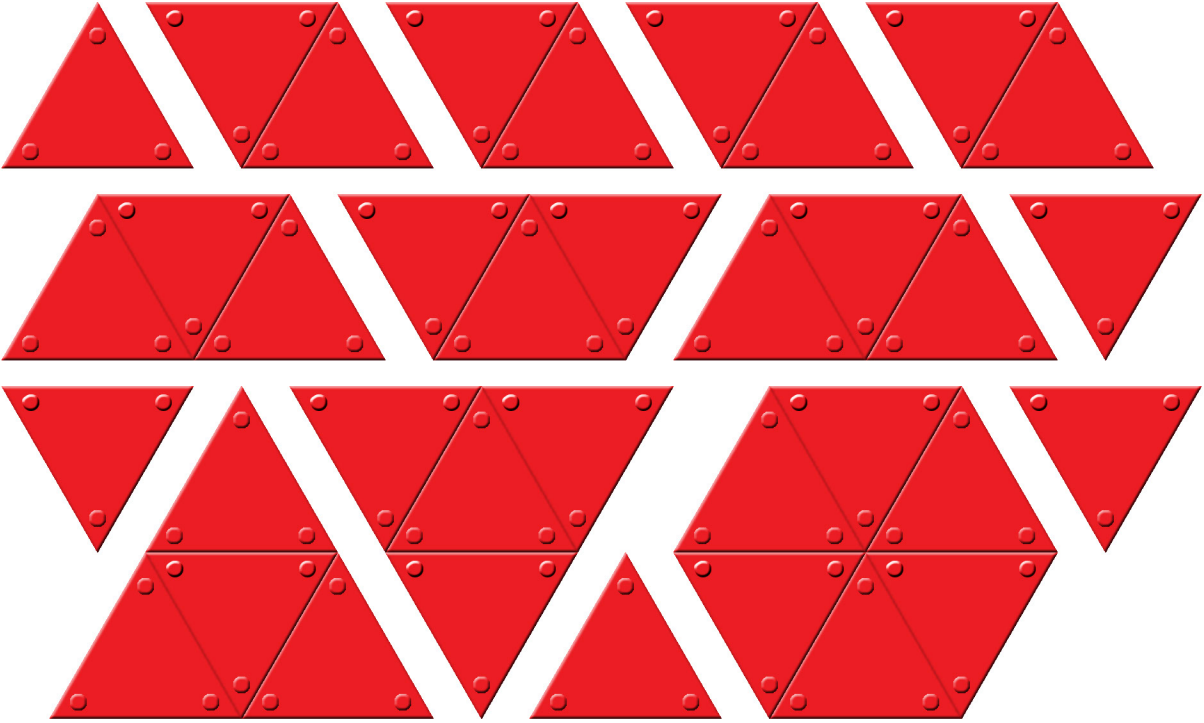
Blue scores a total of 20 points for the enclosed units + 18 points for the outer perimeter units = 38 points.

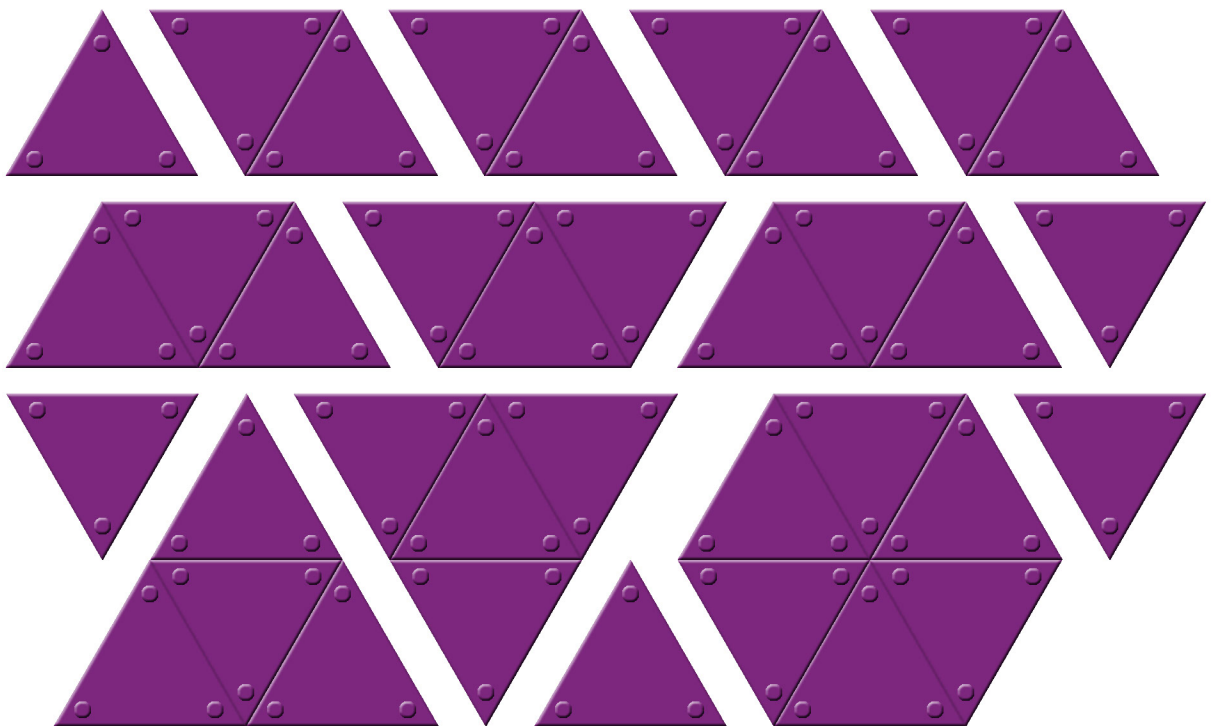
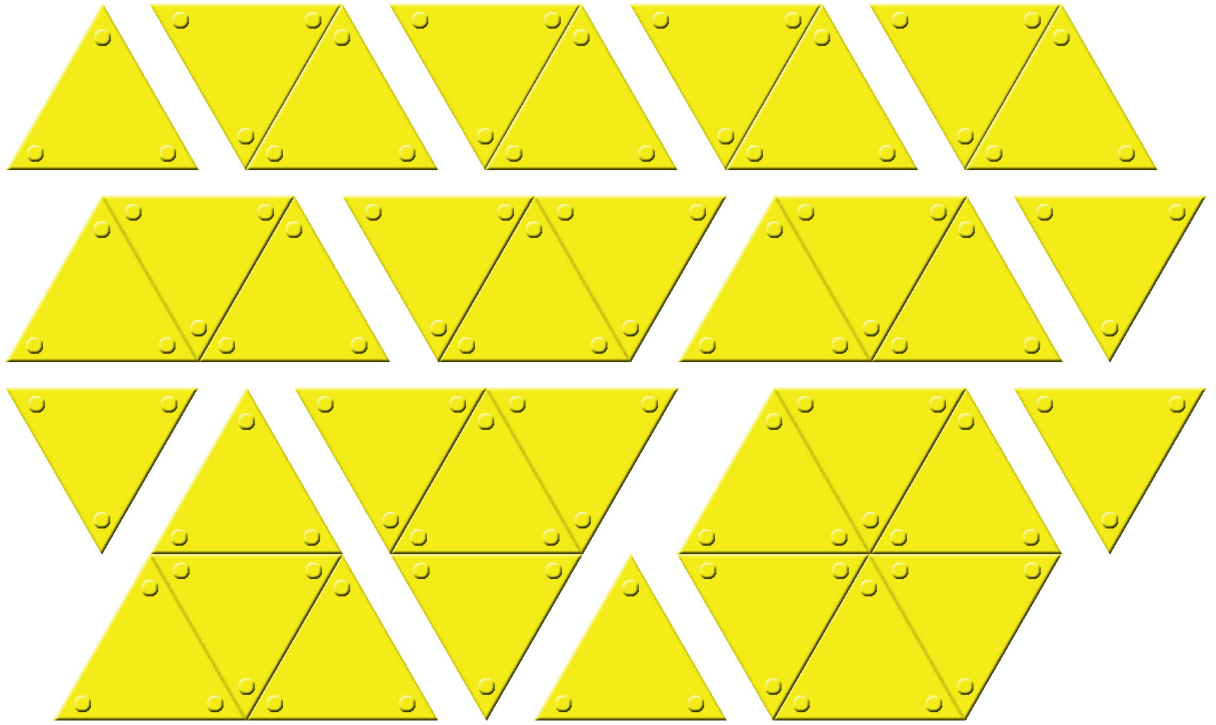
So in this game, Blue has won.



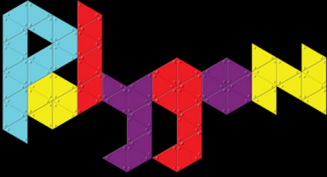









Game design and development by Tim W.K. Brown

Editor: Aissa Robson

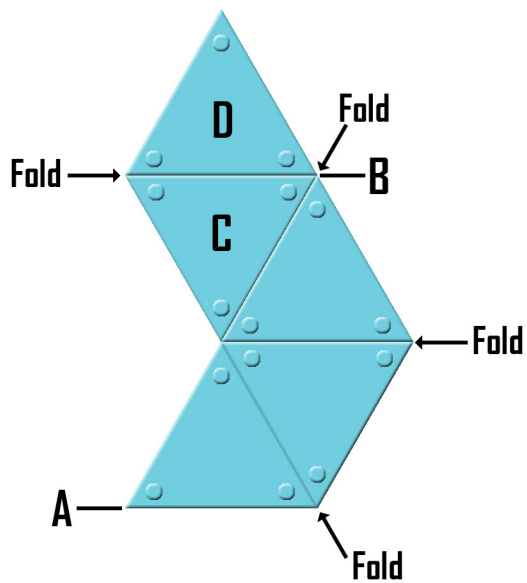
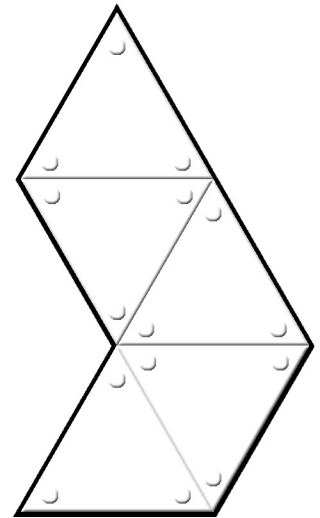
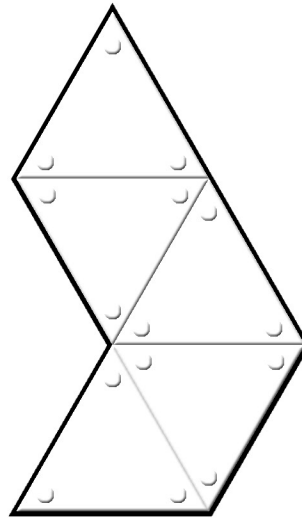
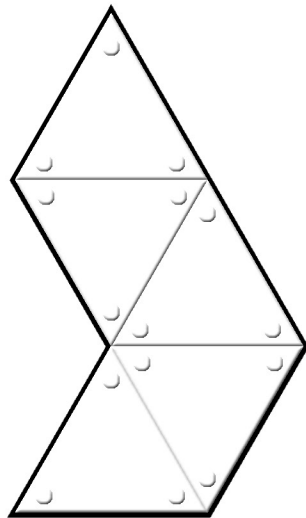
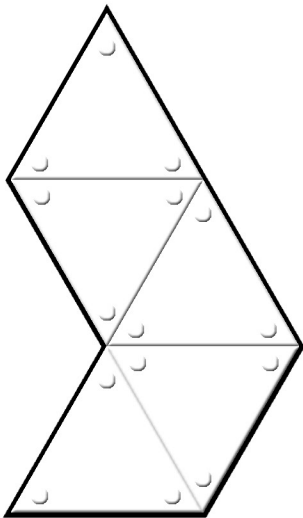
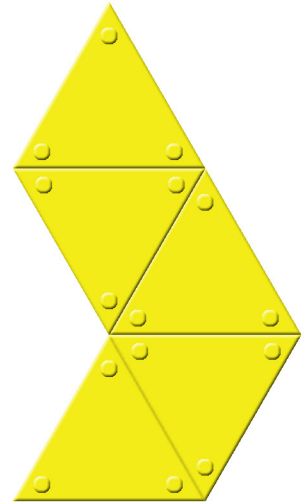
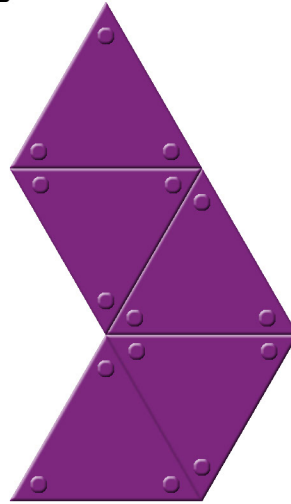
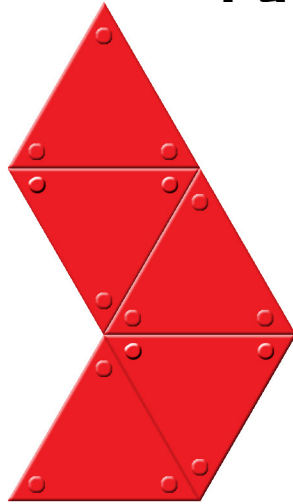
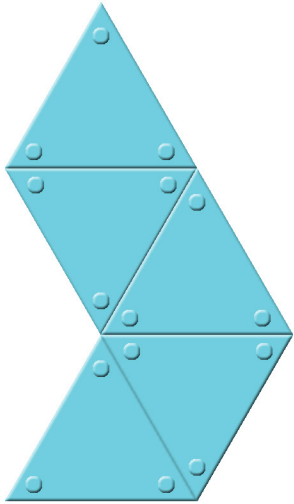
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 45	46	47	48	49	0	
44						1
43		29	16		2	
42	31	28	17	14	3	
41	32	27	18	13	4	
	33	26	19	12		
39	34			11	6	
38		24	21		7	
37	36	23	22	9	8	

# Pawns



## Instructions:

Cut around the outside edges. Then fold and unfold along each of the interior lines, creasing them so that the colored side is facing out while folded. Then bring point A to point B to make a 3D pyramid. Then wrap section C over top of the pyramid and tuck section D up under it to lock the pyramid into place.

