

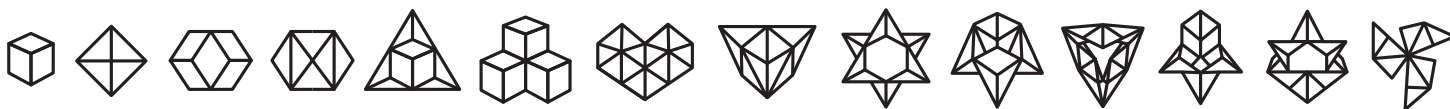
SHASHIBO®

BATTLE SHAPES™

PUZZLE GAME

HAVE YOU MASTERED THE SHAPE SHIFTING BOX?

Shashibo® Battle Shapes™ is a puzzle game by Fun in Motion Toys™ with magnetizing twists and turns. It's a battle of brains to see who can create the most Shashibo shapes! The 2-player game includes a deck of cards featuring a different Shashibo shape on each card and a color-coded point system for easy, moderate, and difficult shapes. Players alternate each round flipping the coin to determine the style of play – Solo Play or Battle Shapes. The player who flips the coin draws a card and then competes per the coin's determination to see who can do the shape transformation either first or faster than the timer!



CARD POINTS

If the player is successful in a shape, they will be rewarded 5 points for a red shape (the most difficult), 3 points for a black shape, or 1 point for a grey shape (the easiest). Failure to solve the puzzle results in 0 points. A shape is correct if it has the same shape as the card. It is possible to make the same shape with slightly different colors.

TIMER & BELL

Ring the bell when you have completed a shape in time. Use the hourglass timer to set a minute challenge when you want to step up the game play!

WATCH & LEARN

New to Shashibo? Each shape card features a QR code linked to a video. Learn how to make the shape and become a Shashibo Master!



SOLO PLAY

Single players use the timer to see how many shapes can be created in 1 minute!



BATTLE SHAPES PLAY

Two player challenge. Who can complete the shape first and fastest? Ring the bell when you're done!

WILD CARDS (10 Points!)



Combo: This card offers a player the chance to connect 2 Shashibo to create a combination shape. Forces Solo Play.

Scramble: Two players create a shape in secret and challenge their opponent to return to Cube. Forces Battle Shapes Play.

Cube - Ball - Cube: It's a race from Cube to Ball to Cube. Play begins with the cubes on the table. After forming the Ball the Shashibo must return to the table before being transformed back into a Cube (and returned to the table). Forces Battle Shapes Play.

Copy Cube: Create a shape in secret (in one minute) and challenge your opponent to match it in one minute. If they can't make the shape you win the points, if they are able to copy the shape correctly they get the points.

HOW TO PLAY - 2 PLAYER DUEL

Create a deck of the desired difficulty, shuffle the cards and set the deck between the players. Player 1 (decided by the player with the closest birthday) flips the coin to decide play. Player 1 then draws a card and sets it in the middle. If the coin is  both players compete to see who can create the Shashibo shape first. If the coin is  a solo player has 1 minute to create shape. Play ends when shape is completed, placed on table, and the bell is rung (or ends in a draw—no card won). If you win the battle, you keep the card. If a player rings the bell but has NOT created the correct shape, the card is awarded to their opponent. Player 2 now flips the coin to decide play mode before drawing the next card. At the end of the game (10 cards), players tally their card points to see who wins!