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10-15 MINUTES



2 PLAYERS



6 AND UP

CONVERT™

GET READY TO GET VERTICAL THE PAPER CRAFT VERSION - BY IAN REED

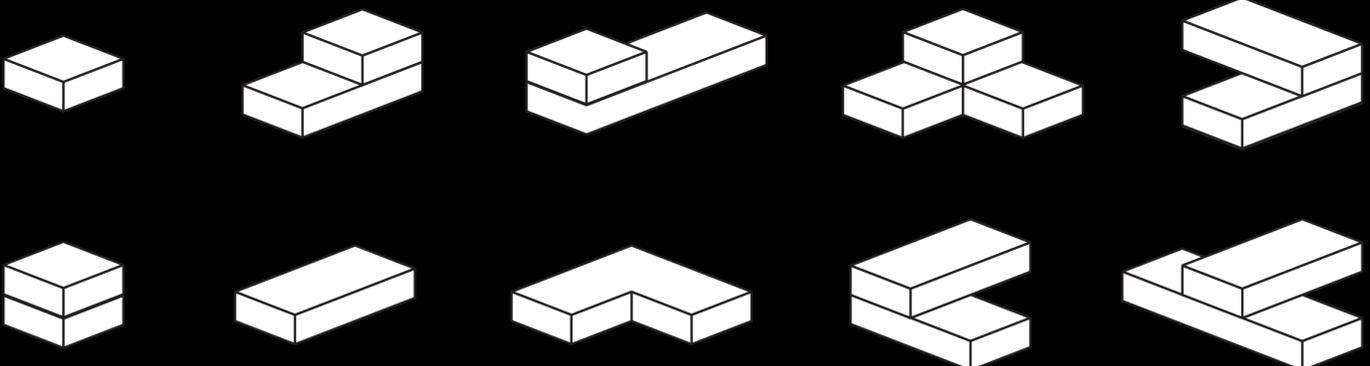
The following Pages supply the components required to build your own Convert™ Board game.

Tools you will need:

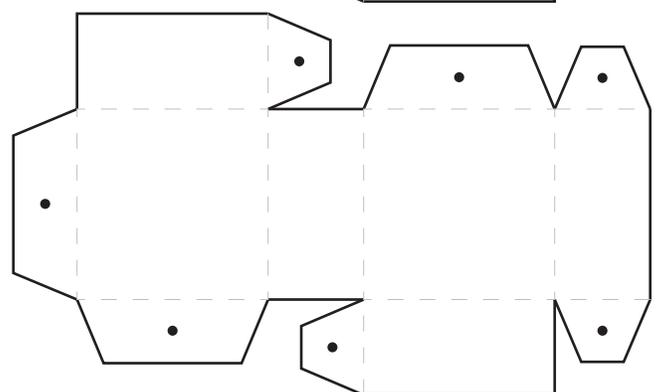
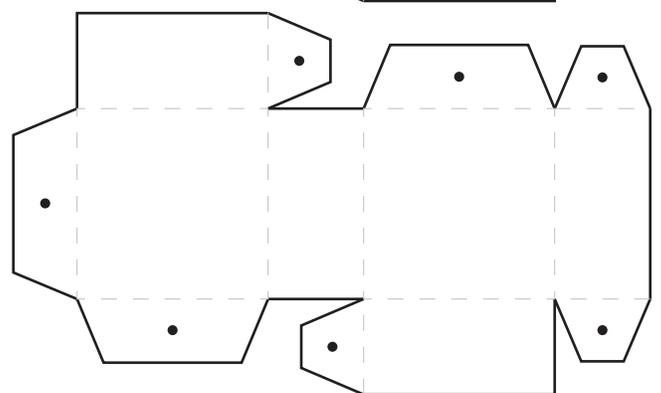
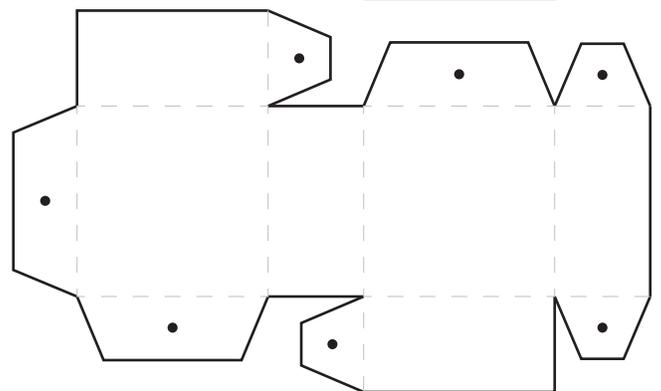
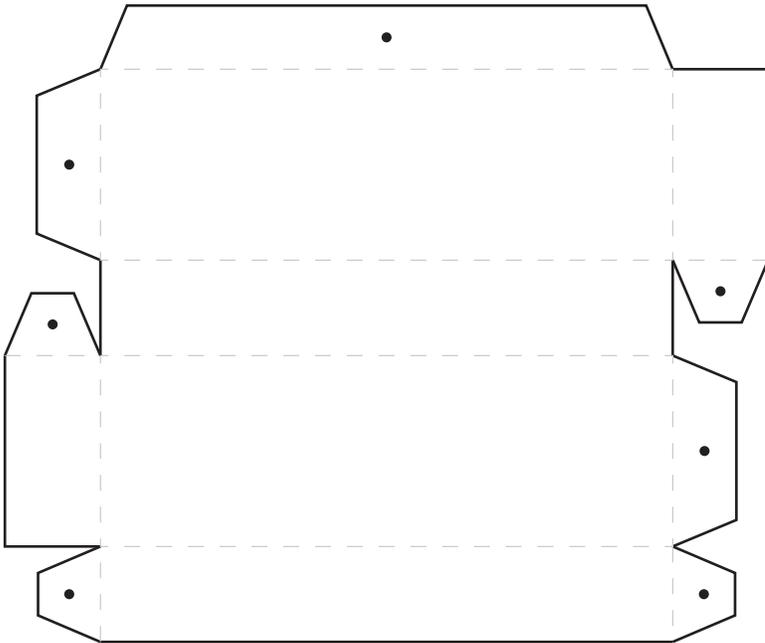
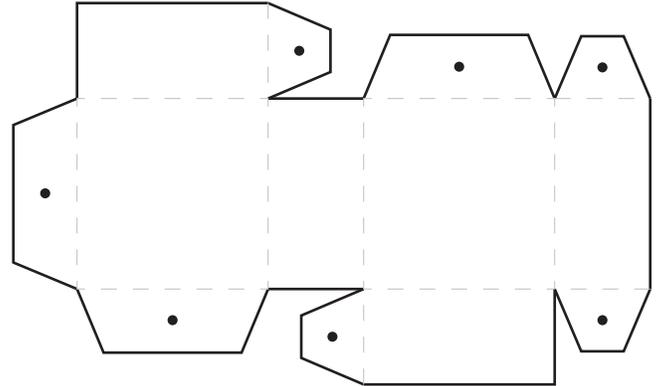
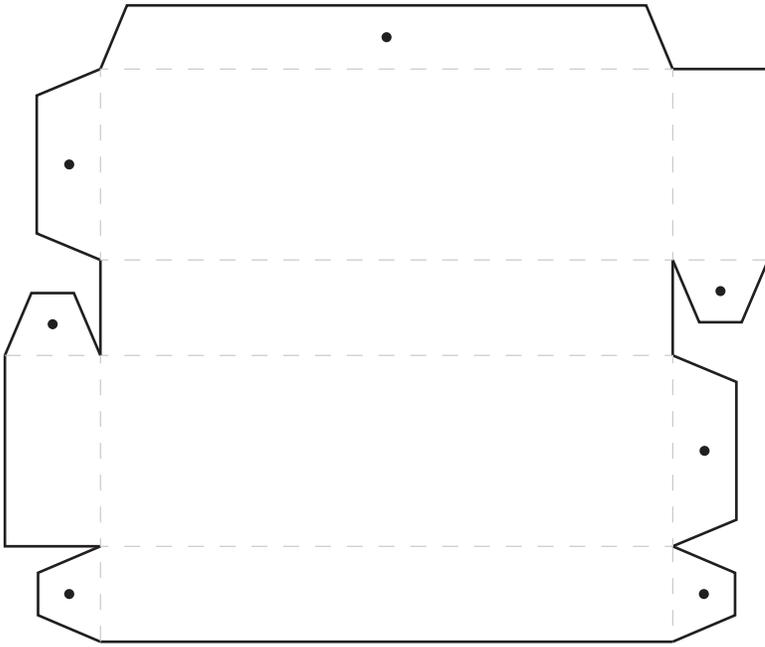
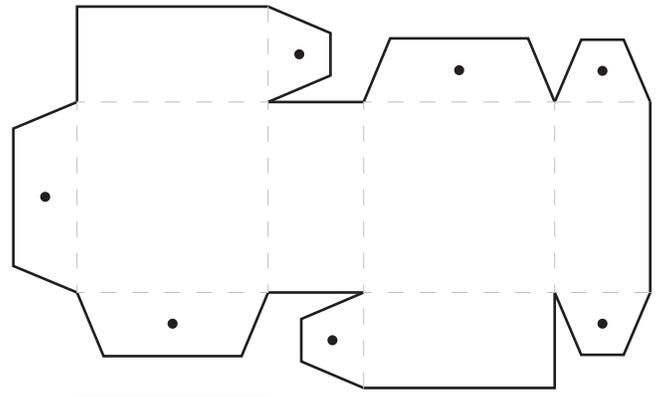
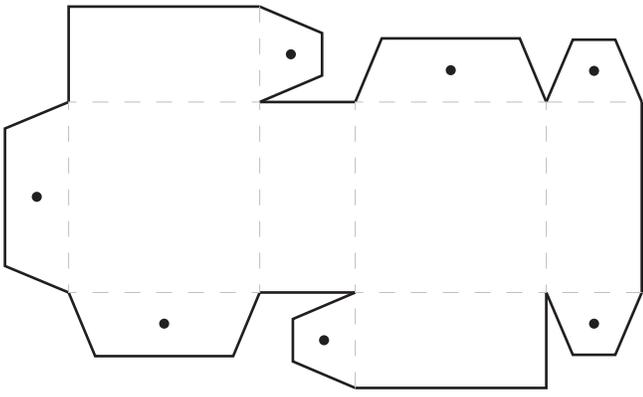
- Scissors or X-acto knife
- Glue or Tape

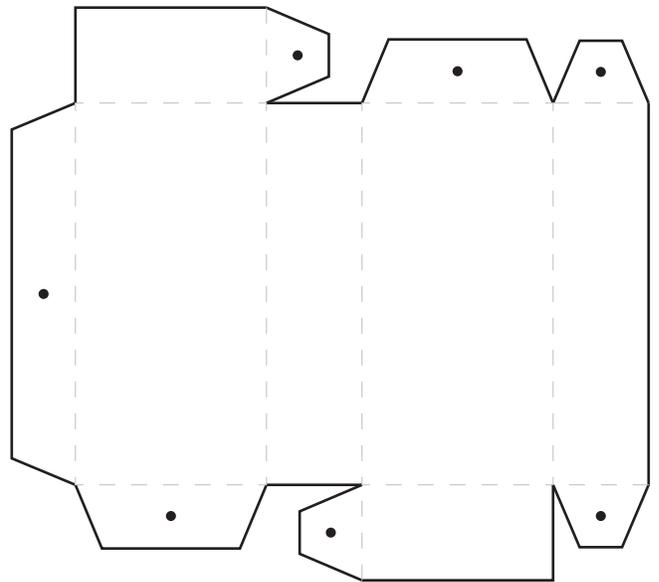
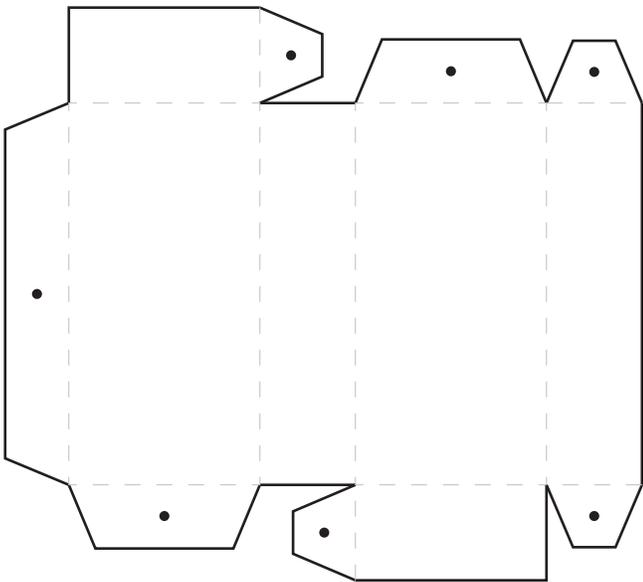
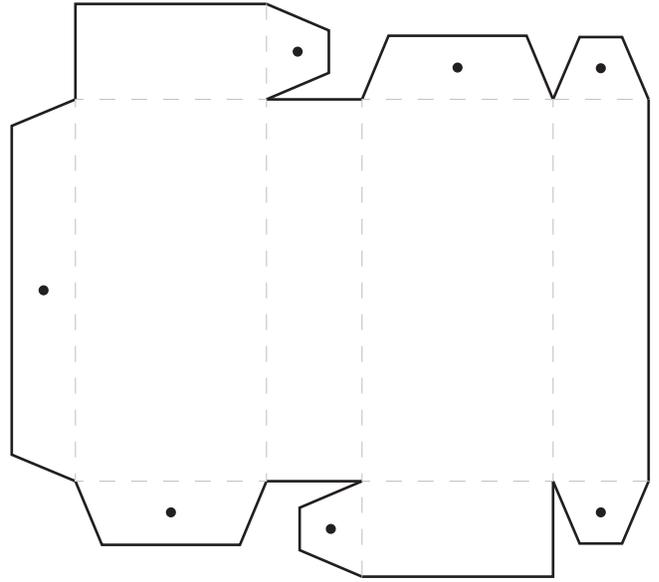
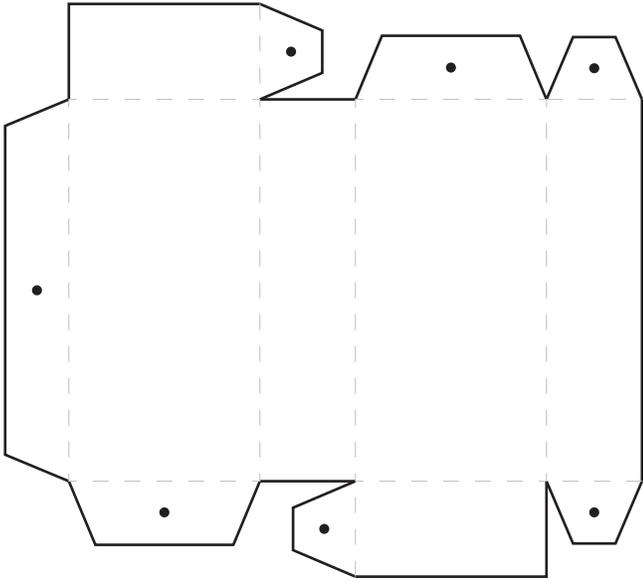
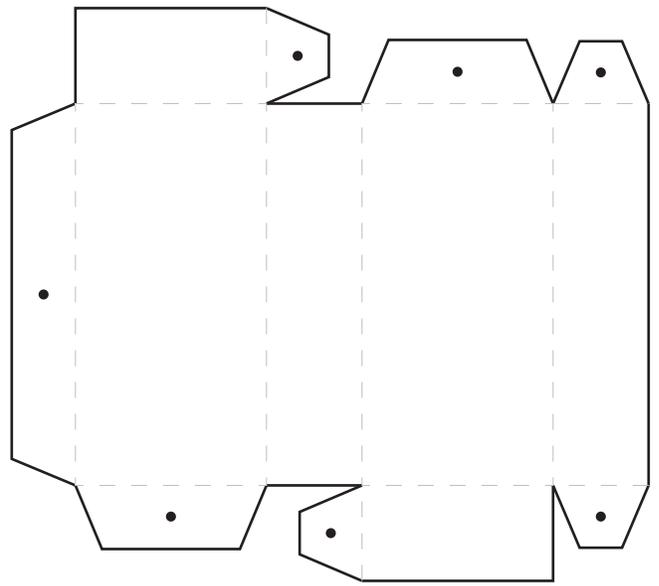
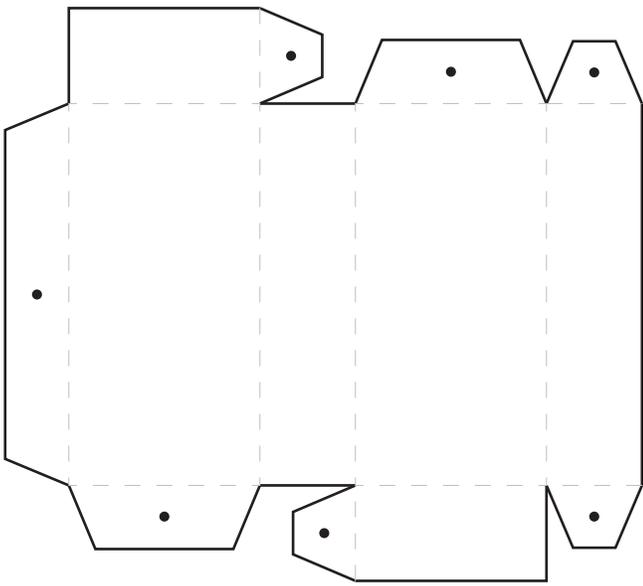
Directions:

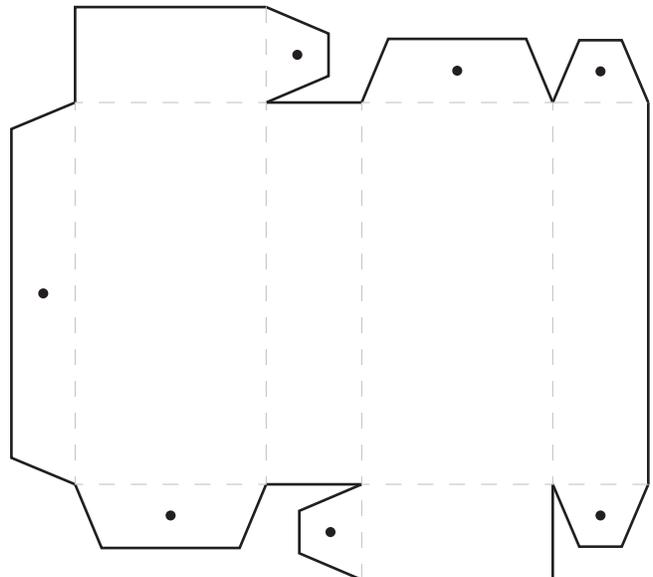
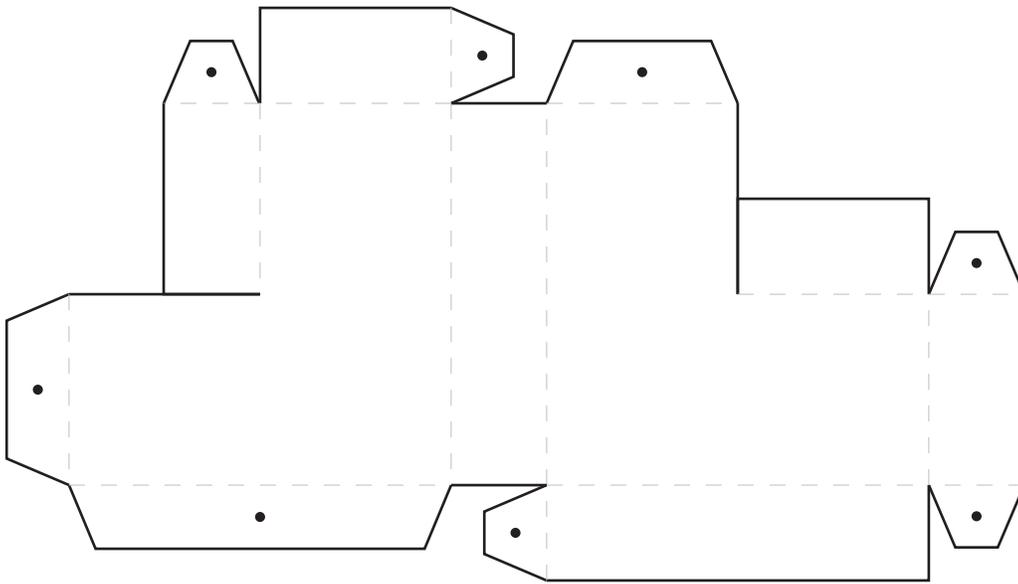
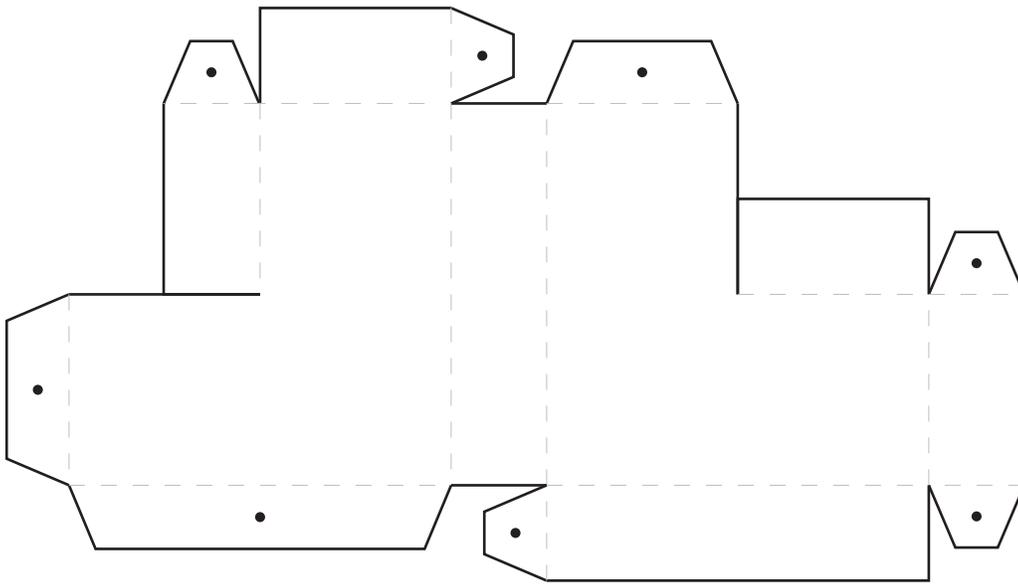
Print and cut out all of the simple shapes on pages 2-7, as well as the rules, score card, tokens and board on page 8. Fold the shapes along the dashed lines, and use glue or tape on the tabs (marked with a dot.) Once the simple shapes are assembled, you will be constructing the following set of pieces from those shapes, as seen below: (This is a complete set of pieces for one color. You will be making two sets.)

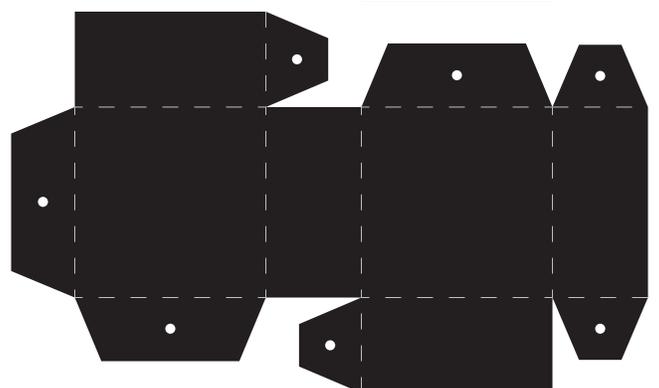
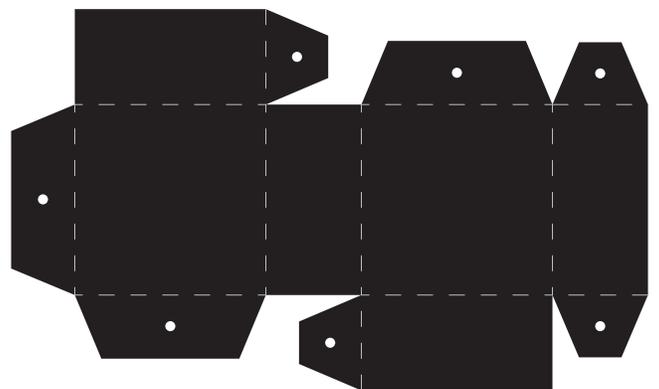
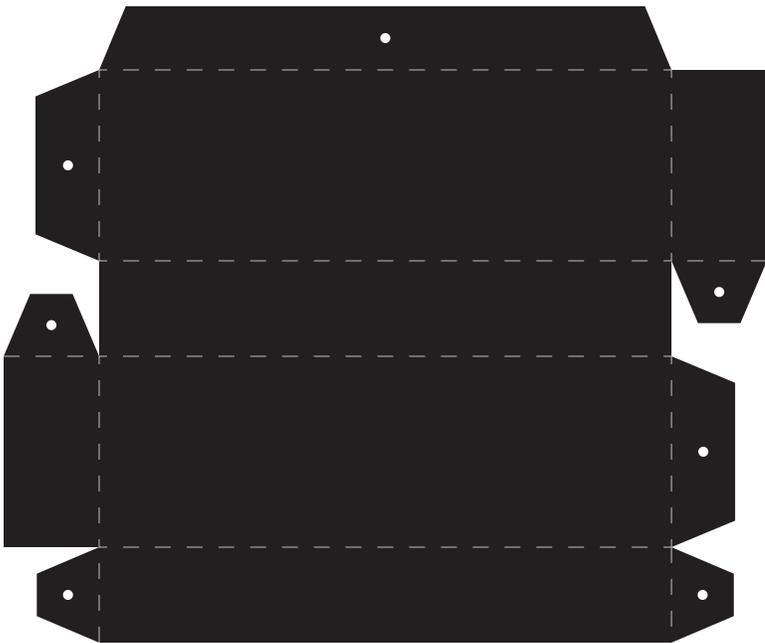
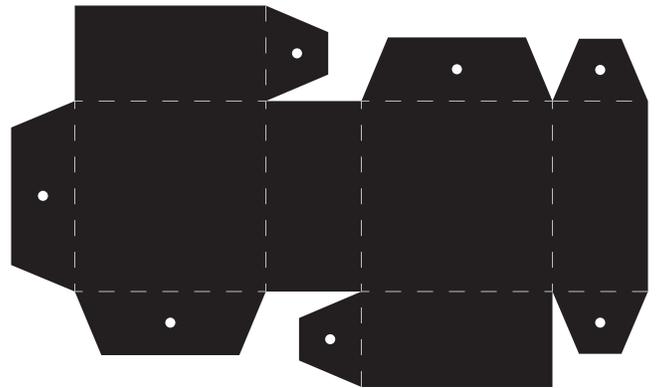
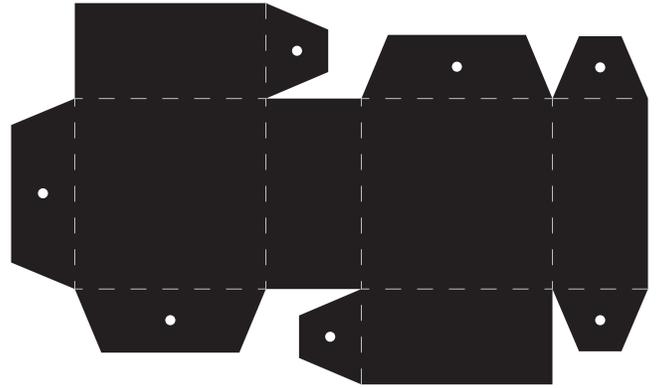
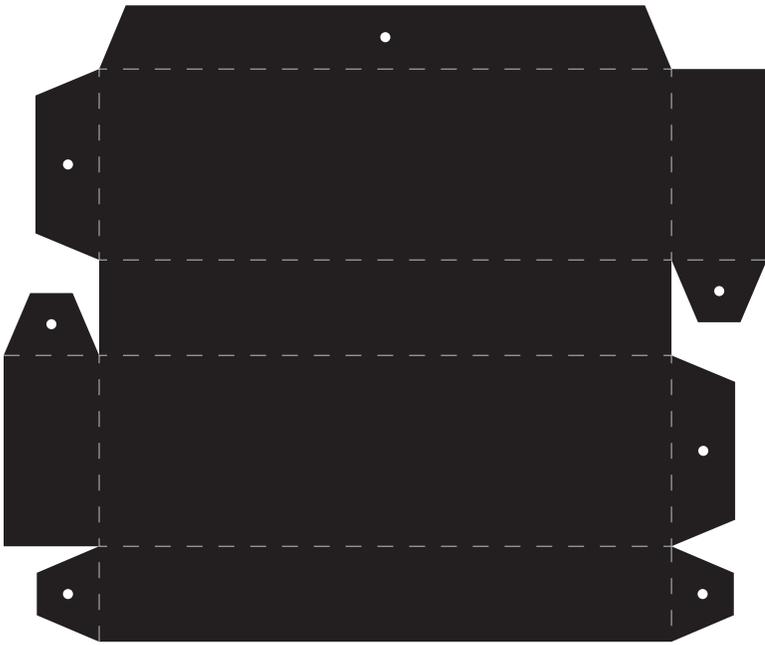
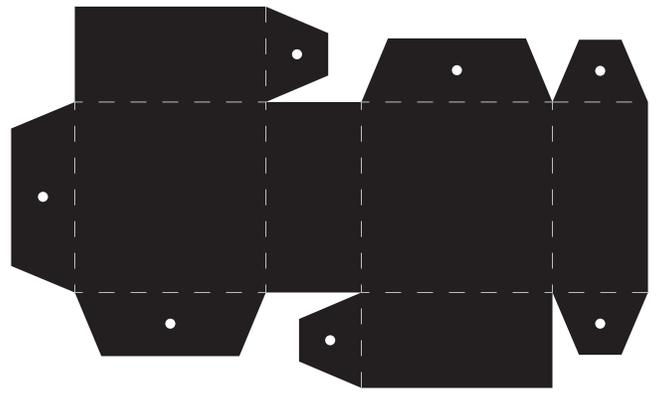
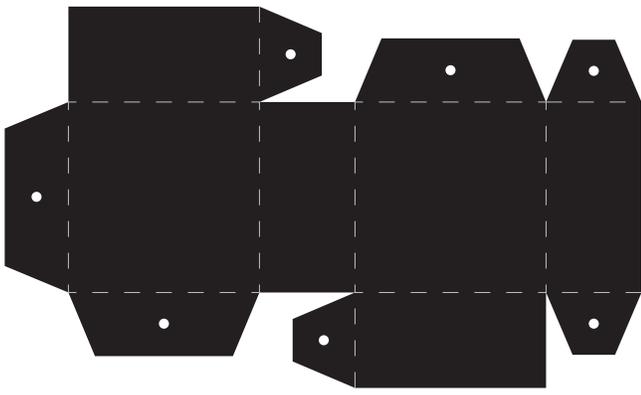


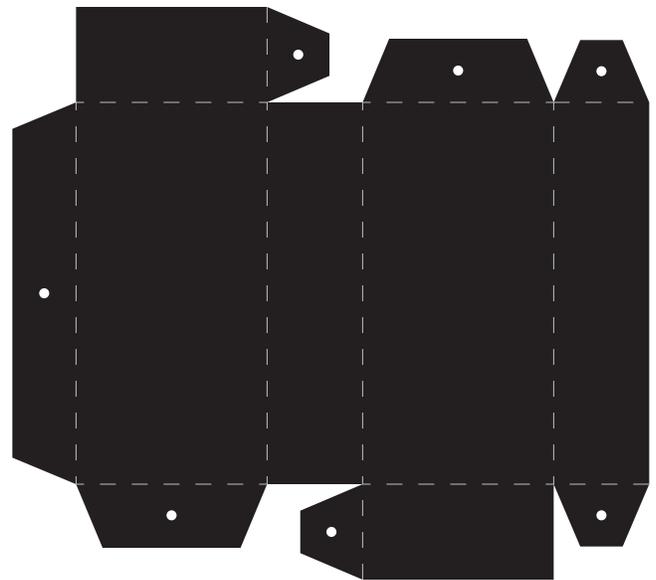
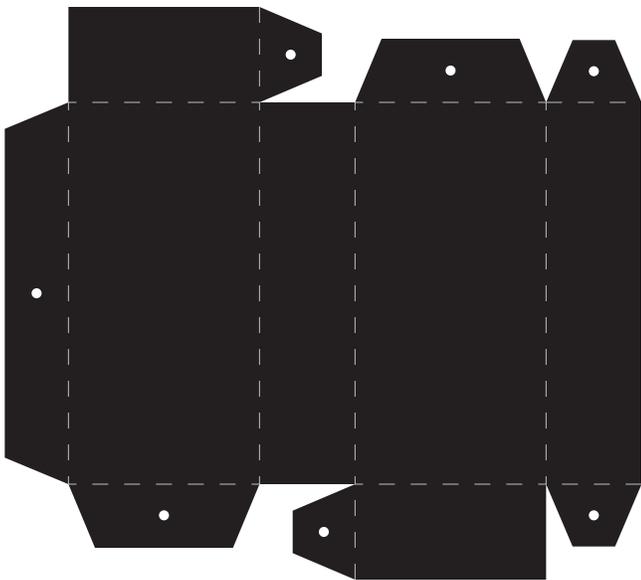
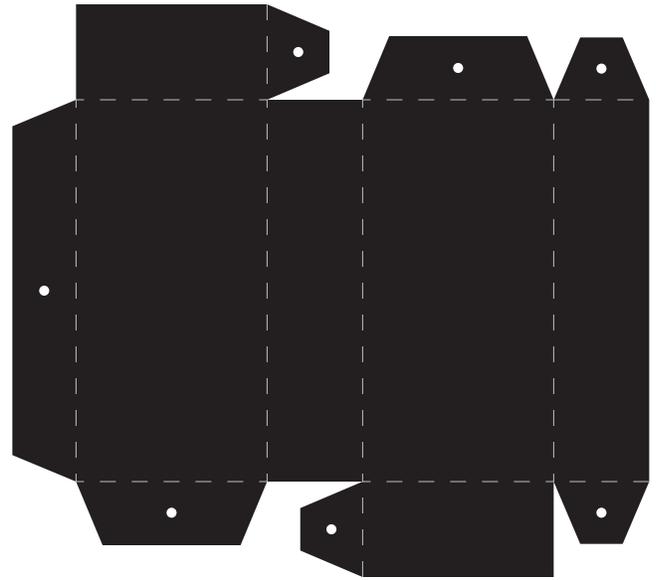
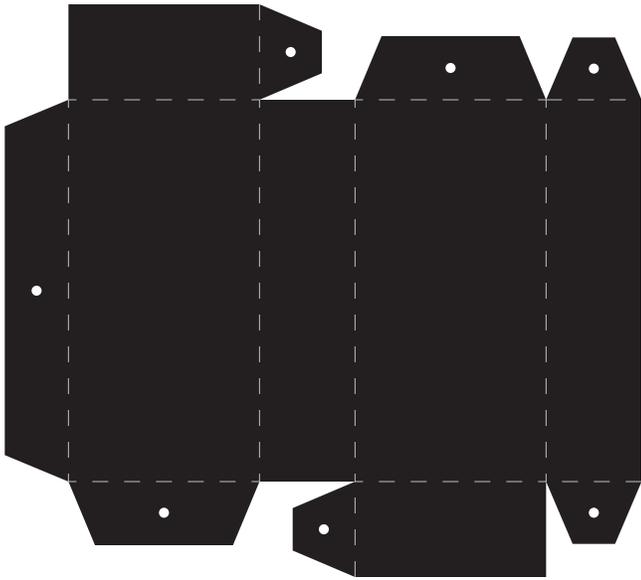
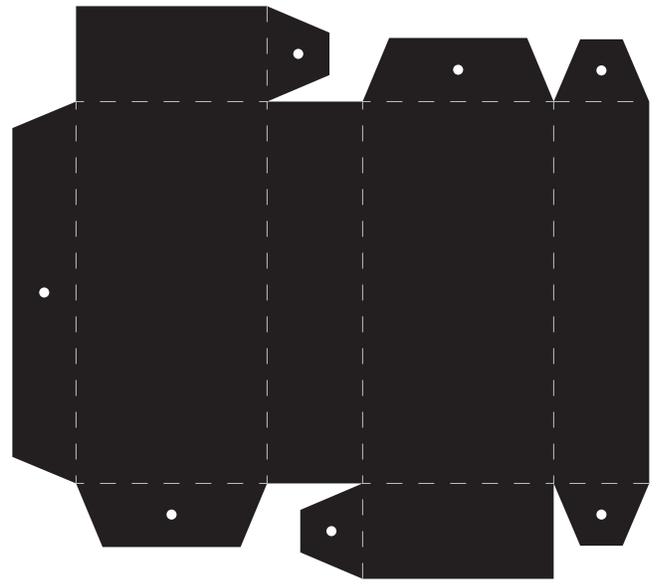
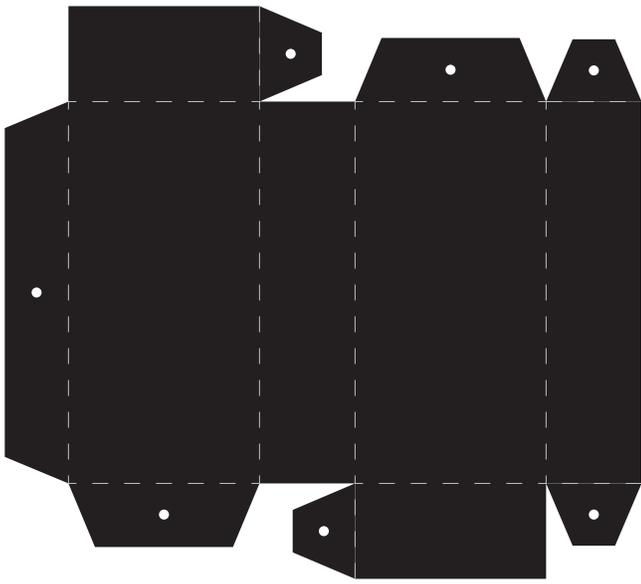
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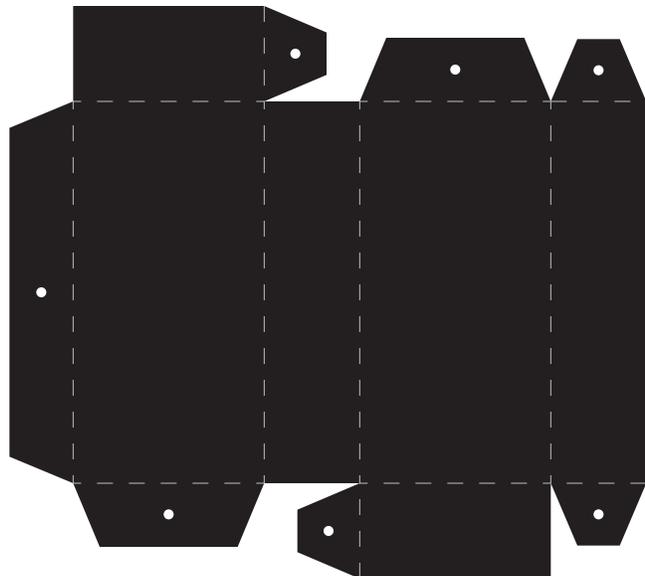
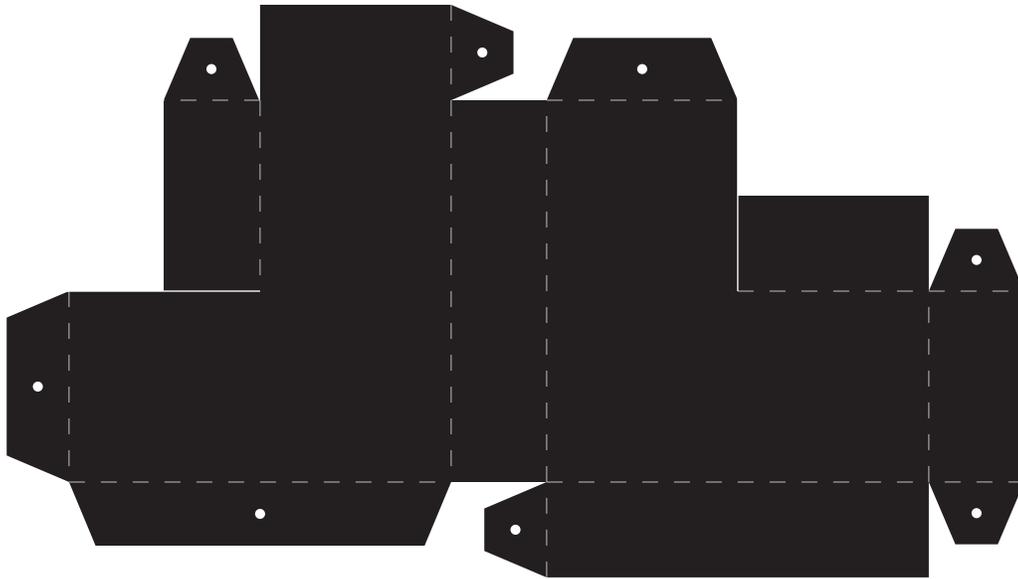
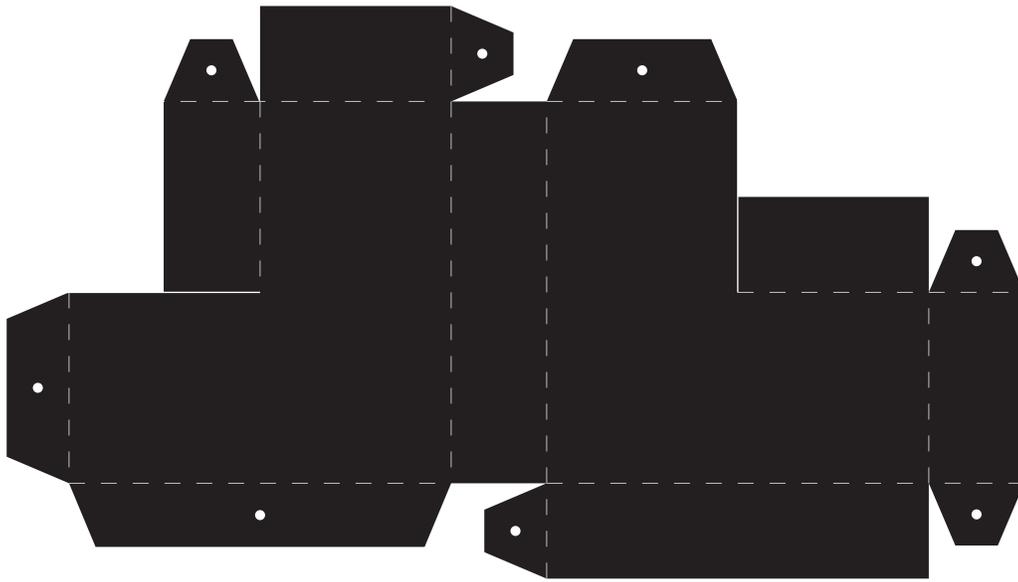














GET READY TO GET VERTICAL

By Ian Reed

PLAYERS: 2 **AGES:** 6+ **TIME:** 10-15 minutes

OBJECT OF THE GAME:

Convert the squares on the board to your color, while trying to score rows of four squares.

SEQUENCE OF PLAY:

Select to play as either white or black. Similar to chess, white goes first.

Players alternate turns placing one piece of their chosen color either on the board, or building on top of other pieces. Pieces can be flipped or rotated to match a player's needs. When placing a piece, all areas of the bottom of the piece must be supported by either the board or another piece. There may not be any gaps or spaces underneath a piece. Pieces may not be placed on their side. Once a player plays a piece that completes a row of four squares, see scoring.

If a player cannot play a piece, that player misses his or her turn. When neither player is able to play a piece, the game ends and final scoring occurs.

SCORING:

When a player plays a piece that completes a row of four squares, that player scores one point. If a piece completes two or three rows, score all rows accordingly.

Pieces do not have to be on the same level to score the points, as the rows are observed from above. Treat the color of the square on the board as its given color if there are no pieces in that square.

Only score rows that are converted, do not score rows where none of the squares are converted. Do not score a stack of four pieces of the same color. Do not score diagonally.

FINAL SCORING:

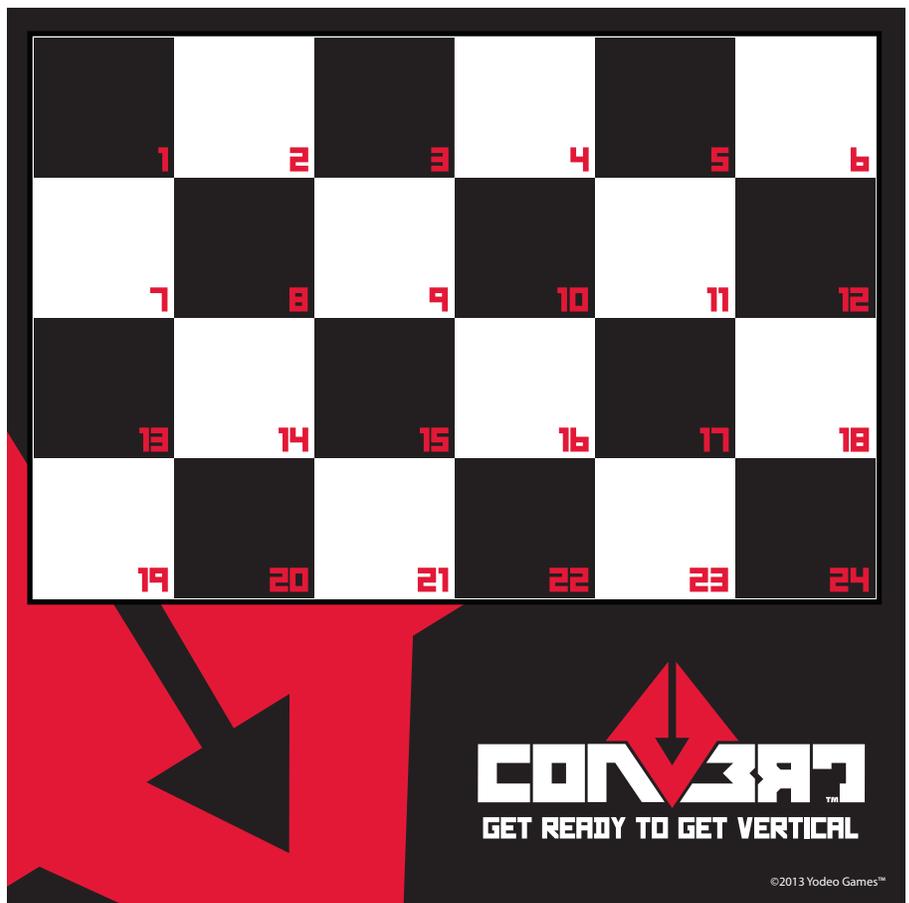
From above, count how many squares you have on the board, and add this to the amount of rows you have scored.

WINNING THE GAME:

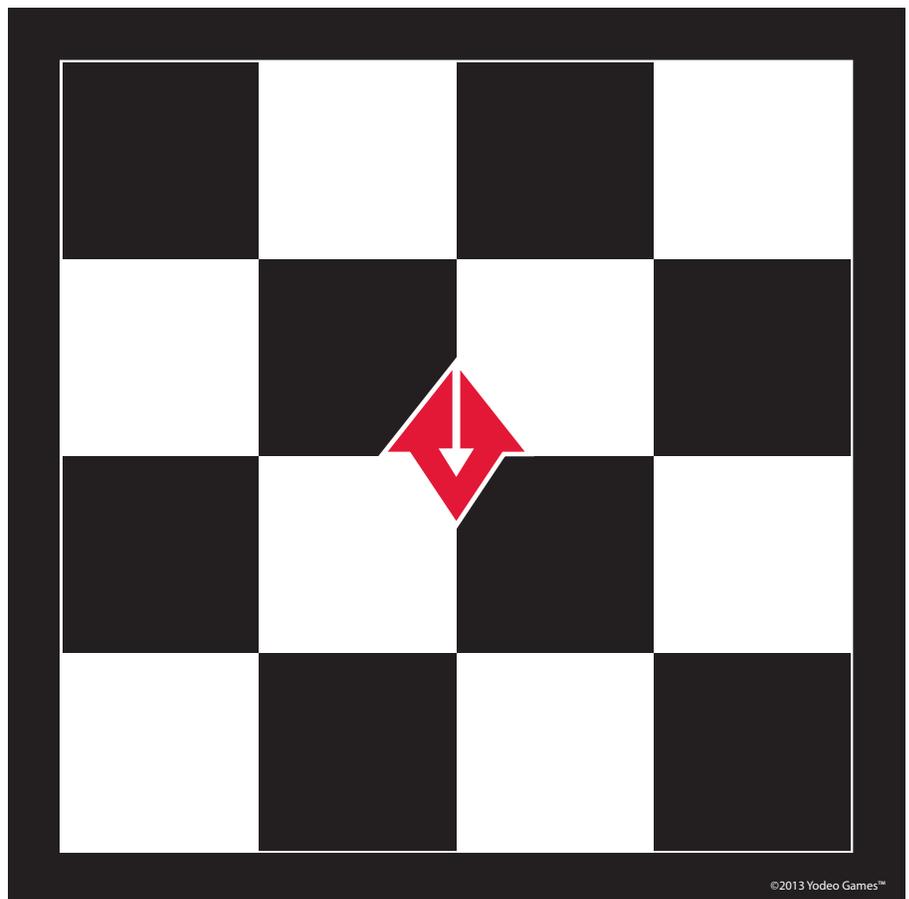
The player with the most points after final scoring wins. In the case of a tie, the player with the most pieces on the tallest layer is the winner.



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SCORE CARD AND TOKENS



BOARD