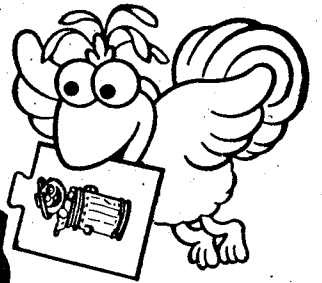


2 to 3 Players



Simple Shapes GAME

CONTENTS:

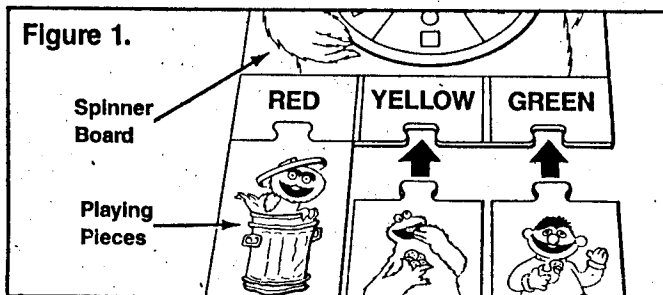
29 path pieces, 3 playing pieces, spinner board

OBJECT:

Have the longest path at the end of the game to win.

SETUP:

1. Punch out the spinner board and place it within easy reach of all players.
2. Punch out the path pieces. Mix them up and spread them out **FACEDOWN**, within reach of all players.
3. Punch out the three playing pieces (Cookie Monster, Oscar and Ernie). Each player chooses a playing piece and attaches it to its matching color section of the spinner board (Cookie Monster to yellow, Oscar to red and Ernie to green). See Figure 1.

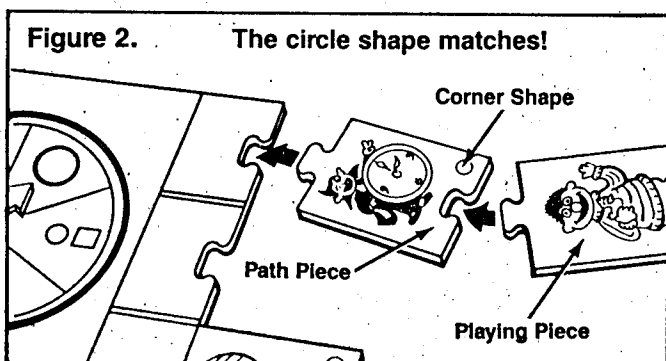


GAME PLAY:

The youngest player goes first. Play continues to the left with players alternating turns.

On your turn, do the following:

1. First spin the spinner. If the spinner points to a line, spin again.
 2. Then pick one path piece from the pile. Try to get a match! The piece matches the shape spun on the spinner if its picture is the same shape. For example, a round clock on a path piece matches the circle shape on the spinner. **NOTE:** The small colored shape in the corner of the piece will also match the spinner shape!
- ♦ If you make a match, insert the chosen path piece between your playing piece and the spinner board. See Figure 2. With each match you make, your path will grow longer. Your turn is then over.



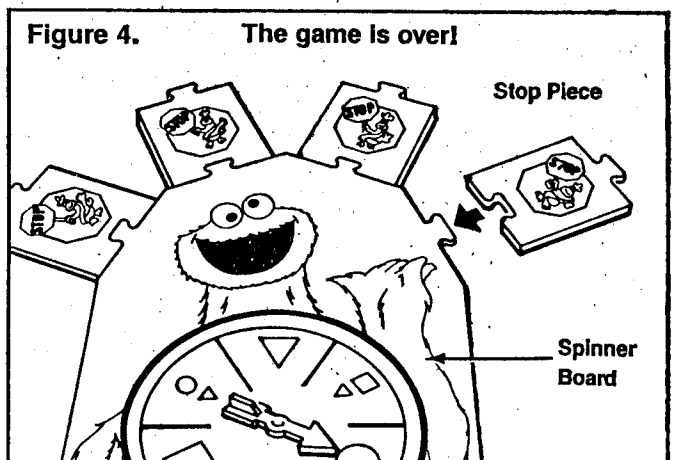
♦ If you don't make a match, show the path piece to the other players and return it **FACEDOWN** to the pile. Your turn is then over.

IMPORTANT: If the spinner points to a space with two shapes, your chosen path piece might match **EITHER** one of the two shapes on the spinner.

3. **BONUS:** If you pick a **FREE SPIN** piece, insert it in your path and then take another turn! See Figure 3.



4. **STOP PIECES:** If you pick a **STOP** piece, attach it to the top of the spinner board. Your turn is then over. When all four **STOP** pieces have been attached to the spinner board, the game is over. See Figure 4.



WINNING THE GAME:

The player who has the longest path at the end of the game **WINS!** If two or more players tie for the longest path, all of the tying players win.

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