

SHAPE-UP Classroom Guide

GOAL: A player wins if both chips of the same color are on spaces of same shape, where one is large and one is small. The player must declare the win. If the win is not identified before end of turn, the opposing player can identify the winning position and win. Therefore, players can win with either color, or win by rolling a one and moving one of opponent's chips so that opponent's chips are on winning spaces.

START: Each player rolls die. Lower roll selects chip color and begins the game.

MOVEMENT OF CHIPS:

Player rolls die and moves chip(s) indicated by die. Die indicates the total number of spaces that can be moved, and the number may be split between the chips. Player may move one or both chips.

- **Rolling A One:** MUST move one of the opponent's chips one space. Player MAY NOT move their own chips.
- **Direction of Movement:** All chips start in Start Space and can be moved in any direction along the circular paths. One chip can move in one direction and the other chip in another.
- **No Backtracking:** During a turn, player cannot change direction of chip's movement. For example, if a 4 is rolled, the chip cannot move 3 in one direction and then move back 1.
- **Start Space:** Is treated as one space. Chips can be moved into or through Start Space.
- **One Chip to a Space** for any space other than Start Space.
- **Start Space Multiple Occupancy:** More than one piece can be on the Start Space at once.
- **Move it Use it:** Once a piece is moved from its space, that piece must be used for the turn.

BUMPING OPPONENT'S CHIP BACK TO START - 3 Ways:

- Move a chip onto a space containing opponent's chip
- Move a chip onto a space containing a figure SAME SHAPE and SIZE as a space on which opponent's chip is positioned.
- On roll of one, move opponent's chip to a space with figure SAME SHAPE and SIZE on which the opponent's other chip is positioned.

WINNING A GAME:

- Player identifies 2 of his own pieces on matching shapes, one large and one small.
- Player identifies 2 of his opponent's pieces on matching shapes, one large and one small.
- Player rolls a one and moves one of opponent's chips so that opponent's chips are on winning spaces.

WINNING A MATCH: Player wins 2 out of 3 games, or wins 1 and ties 2.

TIE: Each player wins 1 game and they don't finish the 3rd.