

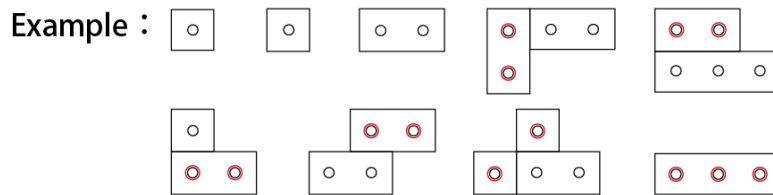
Purpose : To develop players' knowledge of spatial logic during game play.

Concept : The strategy of this game is to limit other player's moves while trying to put as many blocks on the board as you can. Player with fewer units left wins the game.

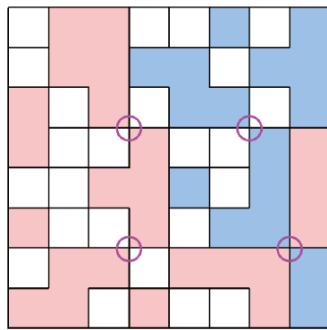
Rules : 1. 1 cube = 1 unit. A 3x3x3 Fight Cube contains 27 units of blocks.

2. Combine blocks together into at least 7 different shapes as example shown below; or into any other 2D shapes as you prefer. Each shape should contain no more than 5 units of blocks. For a fair game play, each player in the same game should have exact same shaped blocks.

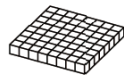
3. Each player should own a 3x3x3 Fight Cube, a 8x8 chess board is made for 2 players; 10x10 chess board is for 3 players; and 12x12 chess board is for 4 players.



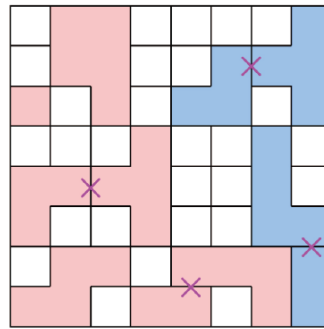
Correct : vertex-to-vertex



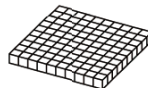
2 Players (2 sets of Fight Cube)
8x8 chess board



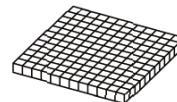
Incorrect : side-to-side



3 Players (3 sets of Fight Cube)
10x10 chess board



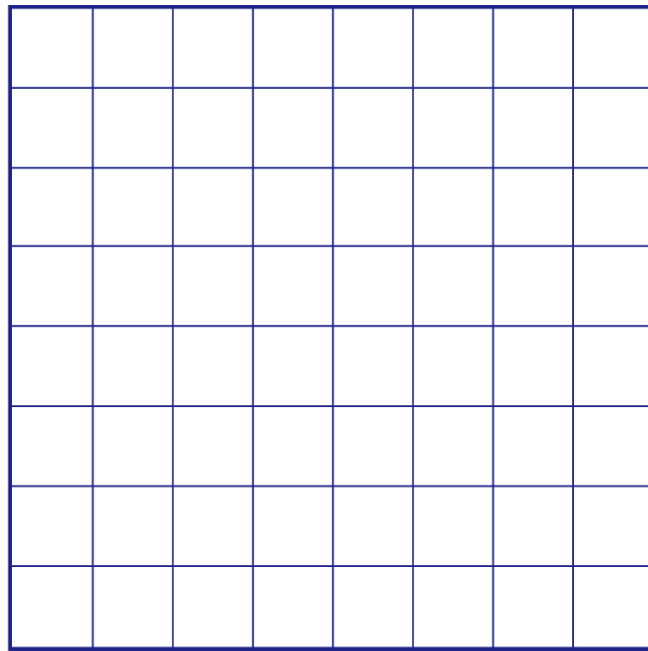
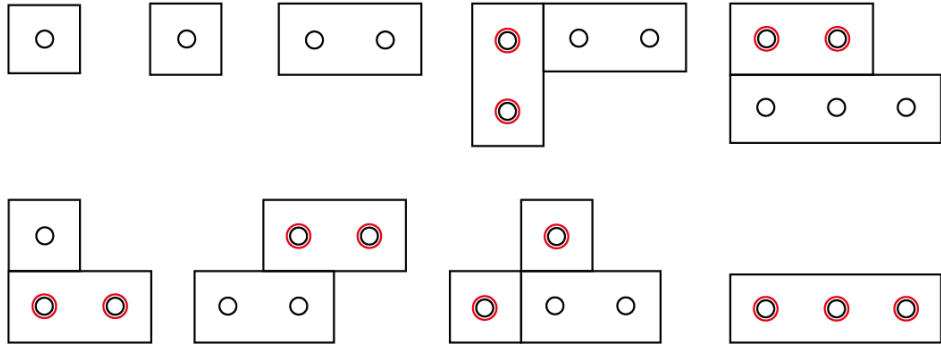
4 Players (4 sets of Fight Cube)
12x12 chess board



2D Puzzle

2 Players Fight Chess Game Board (8x8)

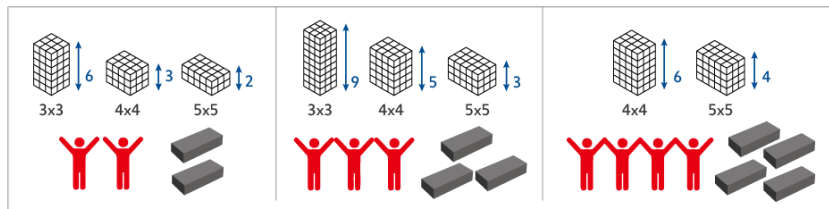
METAL ART™
金剛魔組



Purpose : To develop players' knowledge of spatial logic during game play.

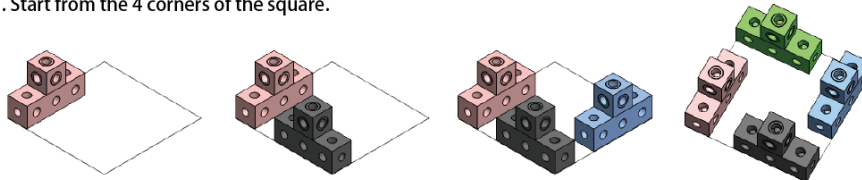
Concept : The strategy of this game is to limit other player's moves while trying to put as many blocks on the board as you can. Player with fewer units left wins the game.

- Rules :**
- 1 cube = 1 unit. A 3x3x3 Fight Cube contains 27 units of blocks.
 2. Combine blocks together into at least 7 different shapes as example shown below. Each shape should contain no more than 5 units of blocks. For a fair game play, each player in the same game have exact same shaped blocks.
 3. Each player should own a 3x3x3 Fight Cube, game board varies by player numbers.

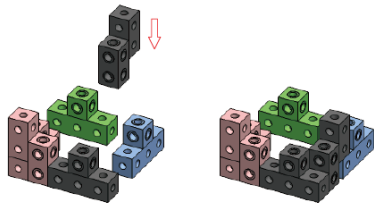


How to play: Players take turns putting blocks on the board.

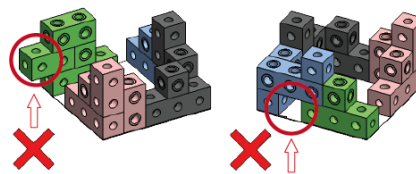
1. Start from the 4 corners of the square.



2. Each new block must have at least one side connected to same color blocks on the board, and is allowed to connect to opponent's blocks at the same time.



3. Blocks needs to put within the game board border, and each block needs to connect tightly from side-to-side without leaving blank spaces in between.



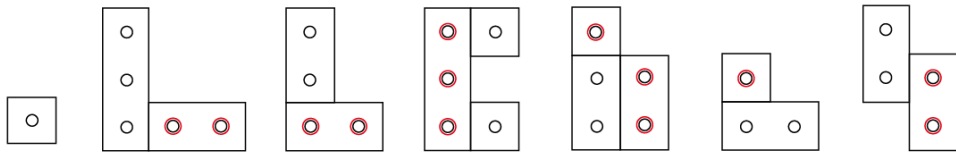
4. When the blocks reach the 3D limit of the board, and no more blocks are able to put on the board, the game ends. Player with fewer units left wins the game.

3D Puzzle

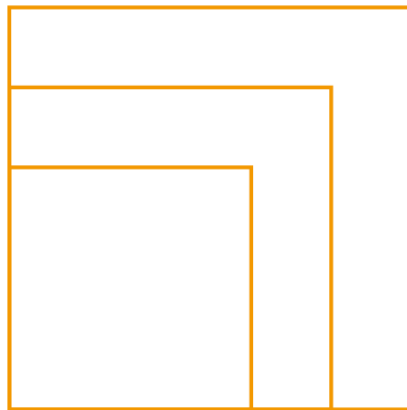
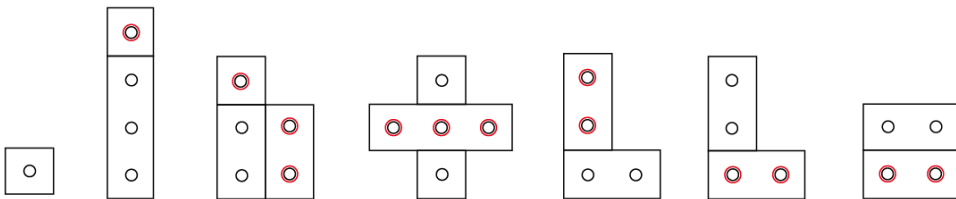
Fight Chess Game Board

METAL ART™
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Example 1 :



Example 2 :



METAL ART™



Metal Art blocks are made of aluminum alloy. There are 10 modular shapes which are categorized as either ⊕block or ⊖block, they can be interconnected by a double thread screw. This ingenious design makes building true 3-dimensional structures possible using a patented connecting mechanism that allows two adjacent blocks to be secured easily in any angle.

Visit <http://www.takenfun.com/> for more info.

Blocks and screws with clockwise rotation thread

block with clockwise rotation thread

⊕Block

⊕Screw types

screw with clockwise rotation thread screw with clockwise rotation thread screw with clockwise rotation thread

Blocks and screws with counter-clockwise rotation thread

block with counter-clockwise rotation thread (with circle mark)

⊖Block

⊖Screw types

screw with counter-clockwise rotation thread (with ⊖mark) screw with counter-clockwise rotation thread (with ⊖mark) screw with counter-clockwise rotation thread (with ⊖mark)

Double thread screw

double thread screw

⊖ block with counter-clockwise rotation thread (with circle mark)

⊕ block with clockwise rotation thread

Connect two blocks

Only a ⊕block and a ⊖block can be interconnected, and a double thread screw must be used for the assembly.

- Align both the screw's ⊕ end to the hole on the ⊕block, and ⊖ end to the hole on the ⊖block.
- Insert T-shaped wrench into the hole on the ⊕block and turn clockwise to tighten the two blocks. (Insert T-shaped wrench into the hole on the ⊖block and turn counter-clockwise is another way to tighten the two blocks.)
- Adjust blocks to a desired angle before fully tightening it. Do not over tighten the screw.
- To disconnect the blocks, turn the wrench in an opposite direction.

Counter-clockwise rotation screw

turn counter-clockwise

⊖ screw

⊖ screw with counter-clockwise rotation thread (with ⊖mark)

Connect accessories to the ⊕blocks

To connect various accessories such as aluminum rods to ⊕blocks, use ⊖screws:

- Insert the rod into the hole to a desired position.
- Insert a ⊖screw to the hole on a near side, turn the wrench clockwise to tighten the rod.
- Turn the wrench counter-clockwise to loosen it.

Clockwise rotation screw

turn clockwise

⊕ screw

⊕ screw with clockwise rotation thread

Connect accessories to ⊖blocks

Use ⊕screws to connect rods or accessories to ⊖blocks. Turn wrench counter-clockwise to tighten, clockwise to loosen.

