

SHAPE UP

Rules and Instructions

Game Overview

For 3-6 Players

Welcome to SHAPE^{UP}! It's time to test your luck and strategic skills as you progress through the **zones** on the gamepad! Prepare yourself to make bold moves and risk ruining relationships!

Game Objective

Be the first player to move your shape piece to the **Rhombicosidodecahedron** at the end of the gamepad to win!

Contents

- 1 Gamepad
- 6 Player Shape Pieces (3D Printable)
- 6 Shape Special Pieces (3D Printable)
- 6 Shape Special Reference Cards
- 1 Token Costs Card
- 39 Black Draw Cards
- 12 White Draw Cards
- 6 Defense Tokens, 6 Attack Tokens, 6 2x Tokens, 3 Skip Tokens (All 3D Printable)
- 1 Super Defense Token (for 5-6 player games) (3D Printable)
- 36 Coins (3D Printable)
- 2 Dice

Optional 3d printable items.

- Token, Coin, and Card holder with lid
- Shape pieces and specials holder with lid

All 3D Printable pieces can be found on Thingiverse! Just search Shape Up board game.

Game Setup

Determine Turn Order

1. Each player rolls the dice. The player with the highest roll goes first, chooses their shape, and places their **Shape Special** on any of the 6 large blank spaces on the gamepad.
2. Subsequent players follow in clockwise order, choosing their shape and placing their **Shape Special**.
3. Any leftover **Shape Specials** (due to a lower player count) are placed by looping back to the first player.

Optional Quick Setup:

Place each **Shape Special** in its corresponding color zone for a faster setup.

Super Defense Token

In games with 5-6 players, the last player rolls a single die (1-6) to determine which **Zone** the **Super Defense Token** starts in. The white zone is considered zone 0. The **Super Defense Token** is placed on the last space of the zone that is rolled. For example: if a 2 is rolled the **Super Defense Token** will be placed on the last space of zone 2 (yellow zone). The token is awarded to the first player who passes or lands on this space unless snake eyes are rolled earlier.

All players begin the game with 1 Defense Token



Gameplay Rules

Turn Sequence

A player's turn follows this strict order:

1. Roll the Dice:

Roll both dice to determine your movement.

- **Doubles** grant coins equal to the number rolled (e.g., double 4s = 4 coins)
- If using a **2x Token** you must roll twice, add both rolls, and then move the total amount.
- **Snake Eyes (double 1s)** allow you to steal the **Super Defense Token**.

2. Move and Activate Spaces:

Landing on a +(Number) space earns you coins. Landing on any square with a black triangle in the top left corner means you must draw a card from the card pile and do what it says.

- Only the player whose turn it is may activate any spaces they land on.
- Players activate all spaces they land on during their turn. A player may draw several cards on their turn for example.

3. Purchase and Attack Phase:

Players may purchase **Attack Tokens**, **Defense Tokens**, or **2x Tokens** at the following costs:



Defense Tokens: 4 Coins



2x Tokens: 5 coins



Attack Tokens: 6 coins

Selling: Players may sell any token back to the bank for 2 coins each.

4. End of Turn:

Player's turn ends after all actions, purchases, and attacks are completed.

Special Rules

Occupied Spaces

Two players cannot occupy the same space unless it is a **Shape Special**. If a player lands on an occupied space, the player already there is **bopped** to the first space of the previous zone.

Bopping

Bops can be avoided by using a **Defense Token**. If both players use defense tokens in a bop situation, a **Duel** occurs.



How Duels Work

A duel occurs when two players contest a space via an **Attack Token** or **Bop** challenge.

Triggering a Duel:

A duel is triggered when an attacking player uses an **Attack Token** or attempts to **Bop** another player, but the defending player decides use a **Defense Token** to resist.



Duel Procedure:

1. Both players roll one die.
2. The player with the higher roll wins the duel.
3. **If the attacker wins:** They switch places with or bop the defending player. Any used tokens are consumed.
4. **If the defender wins:** The switch does not occur or the bopper gets bopped, and any used tokens are consumed.

Bop Duel:

1. Both players consume **Defense Tokens** if a bopping challenge arises.
2. The duel's outcome decides who stays and who gets bopped back.

A player using an **Attack Token** cannot use a defense token to avoid a lost duel.

Special Rules (2)

The Bopper Gets Bopped

If a player without a **Defense Token** lands on the space of another player who has a **Defense Token** they bop themselves back to the first space of the previous zone IF the defending player chooses to consume their defense token, they may choose to keep it and get bopped instead.

Duel Immunity

Dueling with a player who holds the **Super Defense Token** is futile. The duel cannot be won.

Skip Tokens

Skip Tokens are reminders for players who lose their next turn. All players should pay attention and make sure no turns are started by a player who has a skip token.

How Skip Tokens Work

1. **Effect:** If a player has a **Skip Token**, their next turn is forfeit. The token is consumed once the skipped turn is enforced.
2. **Enforcing the Skip:**
All players should stay alert to prevent a player with a **Skip Token** from taking their turn. If a player with a **Skip Token** mistakenly takes their turn and the next player begins their turn, the game is considered "in play," and the skip applies to the following turn instead. If another player points out the mistake *before* the next turn begins, all actions taken during the invalid turn are reversed, and the skip is immediately enforced.



Shortcut



If you pass the **Shortcut** space, you may pay 2 coins to cross ahead into the next zone continuing to count your rolled amount. If you land on the **Shortcut** space, you may pay 2 coins to slide forward.

The Bridge

The bridge space with a 9+ does not mean you gain 9 coins, but instead means you must roll a 9 or higher to cross the bridge. →

- Rolling below 9 when at the start of the bridge results in no movement and your turn is passed.
- Players stuck at the bridge don't draw a card. Only when they originally land on the space



Danger Zone

The final two spaces on the gamepad are **Danger Zone Spaces** where **Defense Tokens** cannot protect you



Second to Last Space: Move back to Zone 2's **Shape Special** (Yellow Zone).

Last Space: Move back to Zone 1's **Shape Special** (Orange Zone).

Players may pay to avoid penalties:
15 Coins for the last space.
10 Coins for the second-to-last space.

Single Die Rule: If you occupy either of the **Danger Zone** spaces, by either paying the toll or using the **Super Defense Token**, will roll only one die.

Tokens

All tokens are consumed (returned to the bank) when they are used.

Defense Tokens

Optional protection against any negative outcomes except for **Danger Zone** spaces and **Shape Special Events**.

Players may only hold 1 **Defense Token** at a time.



2x Tokens

Allows an additional roll at the start of a turn.

When using a **2x Token** you must roll twice and add your 2 rolls together before moving.



Attack Tokens

Players can use an **Attack Token** to switch places with any other player.

A player being attacked can use a **Defense Token** to initiate a **Duel**.

Attack Tokens cannot be used twice in the same turn.

Players may only hold 1 **Attack Token** at a time.



Super Defense Token

Available in games with **5-6 players**.

This Token is permanent meaning it is not consumed when utilized.



Can be stolen if another player rolls snake eyes.

Protects against all negative outcomes, including **Danger Zone** and **Shape Special Events**.

Awarded by rolling snake eyes or passing its starting position on the gamepad.

If a player uses the **Super Defense** to enter the **Danger Zone**, they roll only one die for as long as they occupy the **Danger Zone**.

Shape Specials

There are 6 different spaces on the gamepad that are larger than the others. The Cylinder, Triangle, Cube, Trapezoid, Rhombus, and Rectangle **Shape Specials** go in these spaces.

Unique Affects

Shape Specials each have unique Effects that activate when a player lands on or is directed to them during their turn:

1. **Cylinder:** Gain 1 defense or 1 attack token and Move up 3 spaces.



Advantage: If you are the Cylinder, Move up a custom amount up to 8.

2. **Triangle:** All other players move back 3 spaces and you gain 2 coins.



Advantage: If you are the Triangle, gain 6 coins.

3. **Cube:** Roll one die.
 - 4-6: Move up that amount.
 - 1-3: Gain that many coins



Advantage: If you are the Cube, move forward and gain coins equal to the roll

4. **Trapezoid:** Move up 2 spaces and gain a 2x token for your next turn.



Advantage: If you are the Trapezoid, move up 6 spaces and gain 4 coins

5. **Rhombus:** All players shift back with each other. Last to first, first to second, second to third & so on.



Advantage: If you are the Rhombus, you may choose to stay put while others shift around you. If you are the Rhombus and another player lands on your shape special you must shift with the other players.

If multiple players occupy a **Shape Special Zone**, the swap follows player order from the first player. The player who started the game is considered “in front” of any other players and proceeds clockwise from there.

6. **Rectangle:** Roll one die for different outcomes:
1 = **Lose a turn** (if no defense token).
2 = move to **Cylinder**
3 = move to **Triangle**
4 = move to **Cube**
5 = move to **Trapezoid**
6 = move to **Rhombus**



Advantage: If you are the Rectangle, you may re-roll once.

certain movement-based penalties. These spaces act as checkpoints that cannot be crossed by general backward movement rules.

Players cannot be directed to move backward past a Shape Special or 9th bridge space unless:

1. They are **Bopped** by another player landing on their space.
2. They are explicitly instructed to move to a specific space on the gamepad (e.g., through a card effect or shape event).

Safe Zone Example:

If a player is told to move back three spaces but would cross a **Shape Special** in the process, they stop at the **Shape Special**. If it is that players turn the **Shape Special** is activated.

Zones

The gamepad is divided into **Zones**, each assigned a different color and number, starting with **Zone 0** (the **White Zone**). **Zones** are a crucial aspect of movement, penalties, and special events throughout the game.

Zone 0 (Starting Zone) - White

If a player is bopped in Zone 0, they are sent back to the starting space.

Zone 1 – Orange

Zone 2 – Yellow

Zone 3 – Green

Zone 4 - Teal

Zone 5 - Dark Blue

Zone 6 - Light Blue

The numbers 4-6 in zone 6 exist only to display what needs to be rolled to win the game if occupying that space. Rolling higher results in no movement and you must wait until your next turn to try again.

Danger Zone - Red Spaces with Xs

Safe Zones

Shape Special Spaces as well as the 9th space directly across the 9+ bridge provide players with protection from