

SHUT-THE-BOX

Wood Box Kit
14+ Age Group

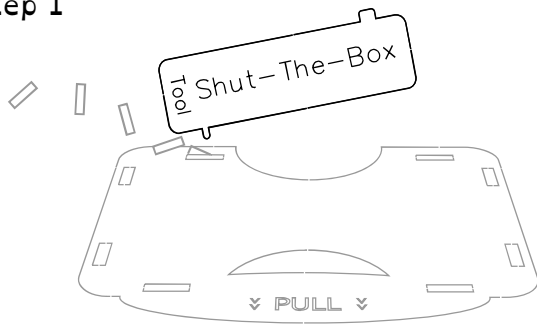
Small Parts

CHOKING HAZARD

This kit and resulting product are not suitable for small children under 6 years

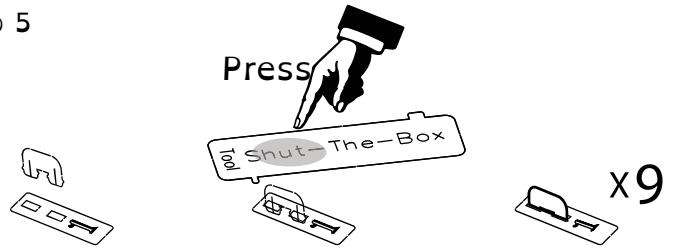
Sharp Parts

Step 1



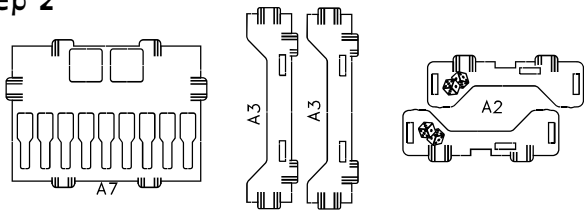
Punch out the tool,
...the tool is your friend.

Step 5



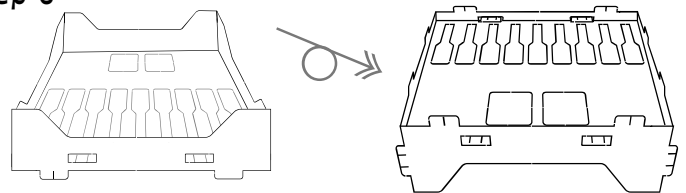
Firmly press each handle (A6) into each base (A5)
Use the "Tool" as a flat plate to press on.

Step 2



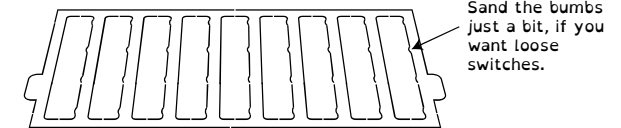
Punch out A7, both
A3s, and both A2s.

Step 6



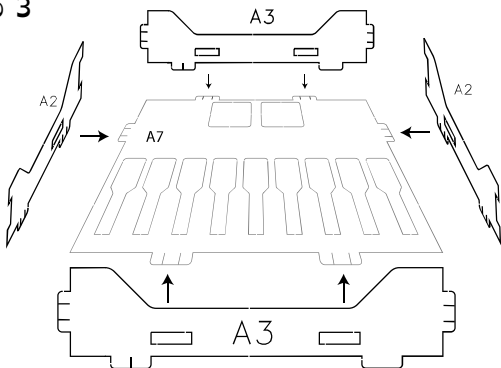
Flip it over - place down on table

Step 7



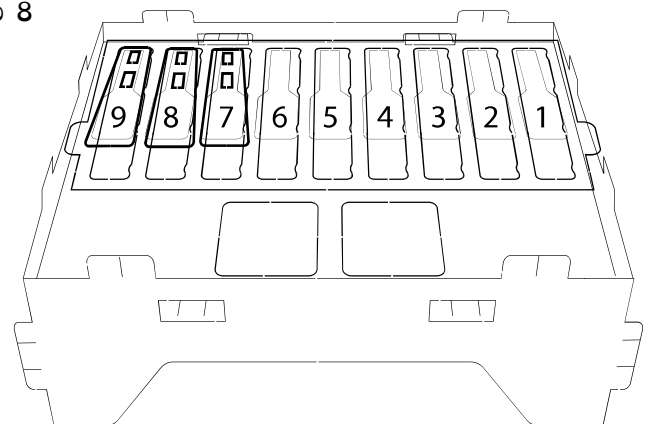
Fit frame (A4) in place
Check that the "bumps" are on the right side.

Step 3



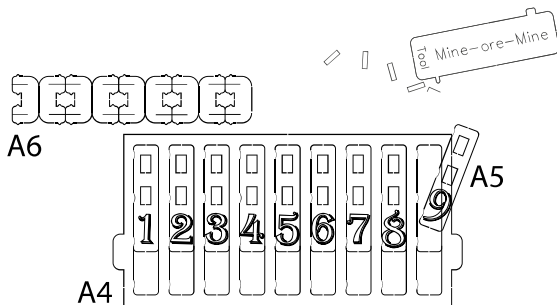
Build the frame, click the A3s and the A2s
onto the sides of A7.

Step 8



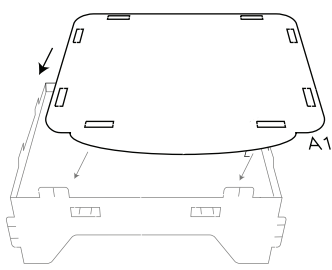
Fit all switches in the slots,
-- Upside down and in reverse order --

Step 4



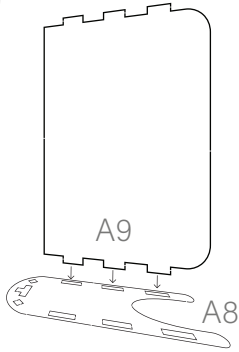
Punch out A4, all nine A5s
also punch out all nine A6s.

Step 9

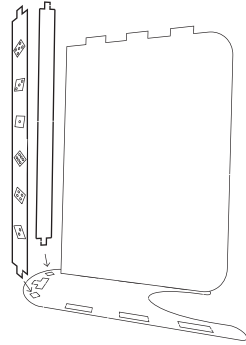


And finally, snap A1 (also upside-down) on to the assembly

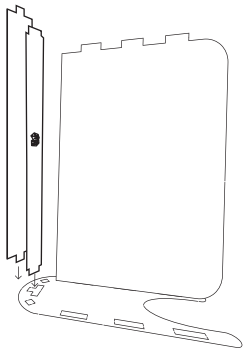
Step 11



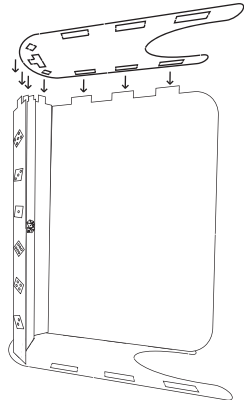
Push A9 into A8



Slot both A11s into A8



Slot A10 & A12 into A8.
--back to back--



Fit the other A8 onto all pegs.

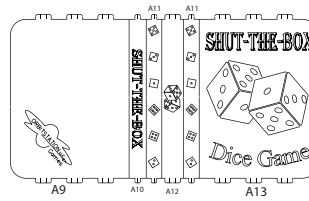
Tips & Tricks

- * Gluing is optional, but if you do, only put tiny amounts in the corners, stay away from the moving parts.
- * If the switches feel tight, try sanding the bumps just a little bit.
- * If the tray squeaks when sliding, try putting some wax on the bottom edges
- * If the tray is too tight, when sliding, try sanding the bumps on the top of the tray, just a tiny bit at a time.

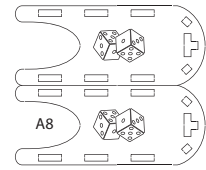
Did you break a part?

No worries. We are here to help. Just visit our website; we will be happy to provide you with any replacement parts needed.

Step 10

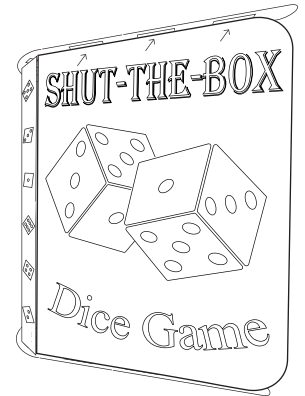
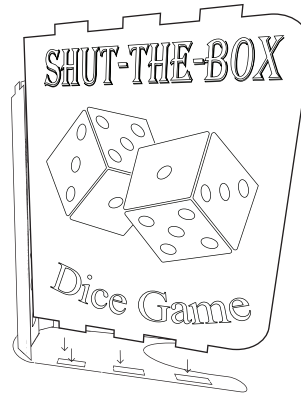


Punch out and separate A9, A10, both A11s, A12, A13, and both A8s.



Step 12

First push A13 into bottom slots.



then sneak tabs under the top.

How to Play:

1. Flip all switches open, so the numbers are showing.
2. Roll the dice.
3. Flip down (close) the combination of numbers that adds up to what was rolled on the dice.
4. The same player keeps rolling and shutting numbers until they roll a number that requires the closing of a switch that is already closed.
-- Then their turn is over. --
5. Sum up the numbers that haven't been shut; that is the player score to beat. The lower the score the better.
6. Hand the box off to the next player.

Advanced Rules:

- * You may choose to use only one die if 7, 8, and 9 are all closed.
- * If a player "Shuts the box" (i.e. closes all number switches) they win immediately. And all other players lose.
- * An example of a valid turn: Eight shows on the dice. The player can flip down anything that adds up to an eight: (8) or (5,3) or (6,2) or (7,1) or (4,3,1) or even (1,2,5).

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