



CHIP THEORY Kids

TANGRAM ADVENTURE

RULEBOOK

IT'S A
CAKE!

48
PUZZLES

AGES
4-99



PLAYERS

1



10+
MINS

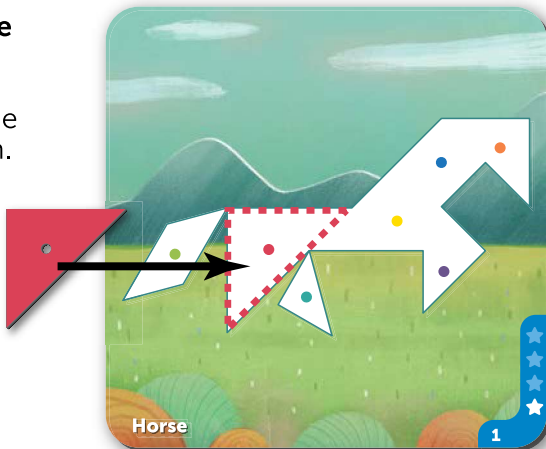


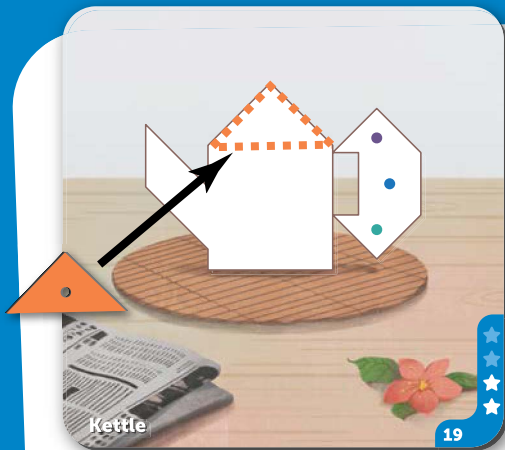
How To Play

First, choose a puzzle. Play in the lid so the magnets stick. The number of stars in the corner of each puzzle shows how hard it is. One is easiest, four is hardest.

You have to fit all seven shapes into each puzzle.

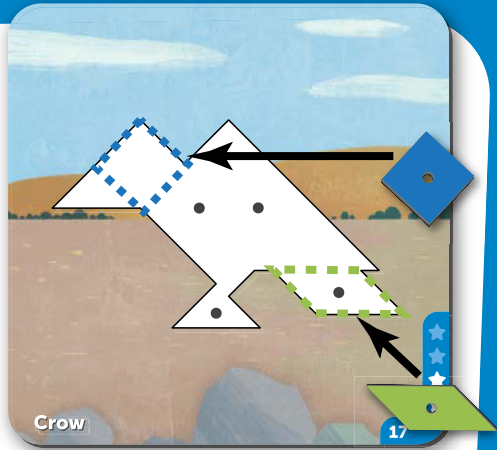
Some puzzles have color dots. Match the shape color to the dot color so the dot shows through.



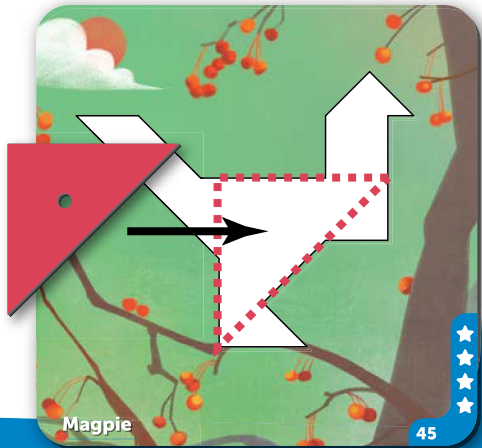


Not all puzzles have seven dots. For example, the kettle only has three. You have to figure out the rest using just the outline.

Some puzzles are just an outline. For the hardest puzzles, there are no dots to guide you! Try hard and do your best.



Not all dots have a color. The crow has black dots. Each dot is a clue about where a shape's hole goes, but it could be any shape.



Solutions



1



2



3



4



5



6



7



8



9



10



11



12

Solutions



13



14



15



16



17



18



19



20



21



22



23



24

Solutions



25



26



27



28



29



30



31



32



33



34



35



36

Solutions



37



38



39



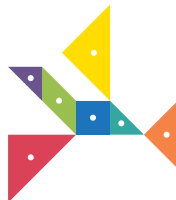
40



41



42



43



44



45



46



47



48

Missing, lost, damaged, or destroyed components?

Email support@chiptheorygames.com and we'll take care of you right away.



ChipTheoryKids.com

Chip Theory Games

support@chiptheorygames.com

3500 Holly Lane North, Suite 65
Plymouth, MN 55447

Game Design: Wesley Zhao

Illustrations: Yunxiang Xu

Batch 202306D

© 2023 Chip Theory Games.

Tangram Adventure is a trademark of
Chip Theory Games.

Published under distribution from

© Ningbo Yaofish Culture & Technology Co., Ltd., 2023.
All Rights Reserved.