

SHAPELY™

A creative, family-friendly game of making and guessing shapes

In Shapely, players make shapes using abstract pieces and then guess the shapes their opponents created. Balancing speedy play with skillful shape making is the key to succeeding at Shapely!

8+ AGES | 30 MINUTES | 3-6 PLAYERS

COMPONENTS



48 Guess Cards
(8 per Player Color)



216 Word Cards



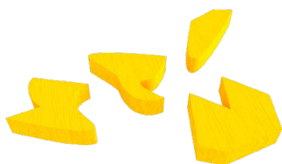
1 Round Marker



6 Player Tokens



6 Scoring Tokens



26 Shape Pieces



6 Canvases



1 Game Board

SET-UP

Each player takes:

- A set of Guess Cards numbered 1–8
- Matching Player and Score tokens
- A Canvas
- Four magnetic Shape Pieces chosen at random.

Place the **game board** in the middle of the table.

Place the **Round marker** on the Round 1 space.

You're ready to play!



GAMEPLAY

Shapely is played over **three rounds**. Each round, take these steps in order:

1 DEAL WORD CARDS

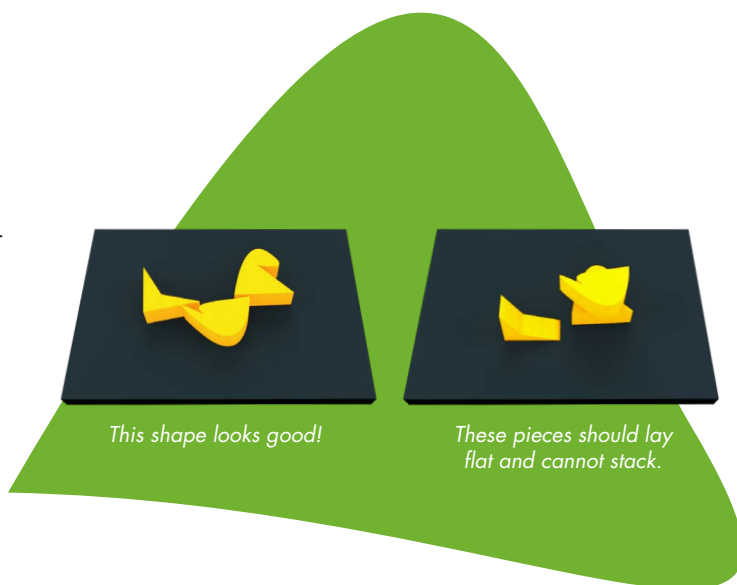
At the beginning of each round, deal each player one face-down **Word Card**.

2 MAKE A SHAPE

When everyone has a Word Card, each player looks at their card and begins making that shape on their **Canvas**.

When making a shape:

- Pieces **don't** have to touch each other.
- Pieces need to lay magnet-side down and **can't be stacked** on top of each other.



3 CLAIM BONUS SPOT ON THE BONUS TRACK

As soon as a player finishes making their shape, they claim a bonus by placing their **Player Token** on ANY unclaimed space on the Bonus Track.



After all players have claimed a space, collect the face-down Word Cards and **add two more** from the top of the deck. Shuffle together and lay them face-up on the board's numbered spaces.



4 GUESS THE SHAPES

Now the guessing begins. Players compare the shape made by the first player on the Bonus Track to the face-up Word Cards.

When players think they've matched the shape to a Word Card, they should secretly select their corresponding **Guess Card**.

For example, if someone thinks the first player's shape is a Coat, which is in the 5 slot, they would select their Number 5 Guess Card.

The player who made the shape also 'locks in' the answer using their corresponding Guess Card.

When everyone is ready, all players reveal their Guess Cards.

5 SCORE POINTS AND BONUSES

The player having their shape guessed counts the number of correct Guess Cards showing. Score that many points, plus any bonus from the Bonus track. Bonuses are:



Gain 2 **points**.



Gain 1 **point**.



Draw a Word card **and** a Shape piece.



Take a random **Shape Piece** from the supply for use in future rounds.



Draw a **Word Card**. In future rounds, players with more than one Word Card can choose which shape to make.

If tokens are already in the space you land in, stack yours on top. After scoring and collecting any bonuses, the player retrieves their Player Token and flips their Word Card to show it's been used.

Anyone who played a correct Guess Card leaves it face-up beside them. Players score one point for each of their correct Guess Cards at the end of the round. Continue with the next player on the Bonus Track until everyone has had their shape guessed.

6 DISCARD A PIECE

At the end of each round, players count up the correct Guess Cards they left face-up on the table and move that many spaces on the Score Track.

Now the bad news: All players **must discard** one of their Shape Pieces, returning it back to the supply! You may then begin the next round.

GAME END

At the end of three rounds, the player with the most points is the winner of Shapely! In case of a **tie score**, the player who went earlier on the Bonus Track in the final round wins the game.

STRATEGY TIPS

The earlier you go in turn order, the better the bonus, but you'll also face more Word Cards players might mistake for yours.

On the other hand, if you go late in turn order, your bonus might not be as good, but there will be fewer Word Cards to choose from, increasing your chances of scoring.

Remember, you can choose **any** open space on the bonus track!

LIGHT VARIANT

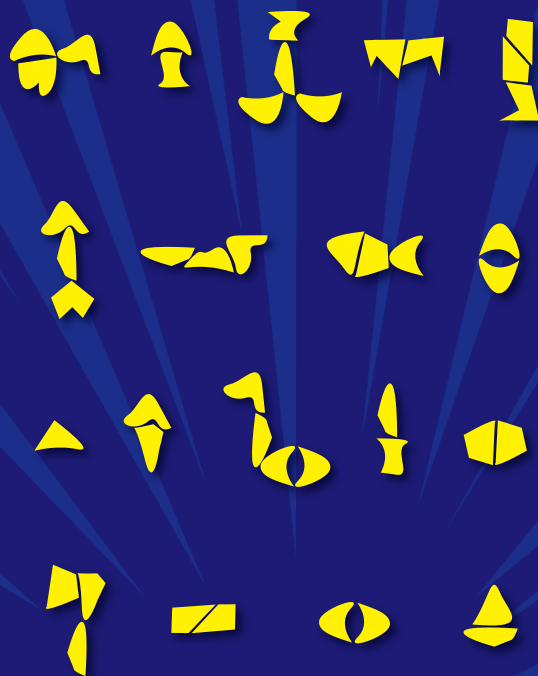
For a more casual experience, start with 5 pieces (instead of 4) and don't use the Bonus track.

In round one, the player who is the best artist has their shape guessed first. Proceed clockwise around the table from there. In future rounds, the high score player goes first. If tied players whose ever token is on top goes before those below.



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Samples of game art!
What do you think these are?



CREDITS

Creators

Arun Mehra and Matt Golec

Editor

Frank DiLorenzo

Graphic Design

Katherine Boils, Brandon Lewis and
Jenn V DiFranco

Special thanks to **Safir Mehra** for Shapely's initial inspiration, **Jeff Volckaert** for creating the pieces that made Shapely possible, **Alan Moon** for his insightful suggestions and **all of our playtesters** over the years.

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