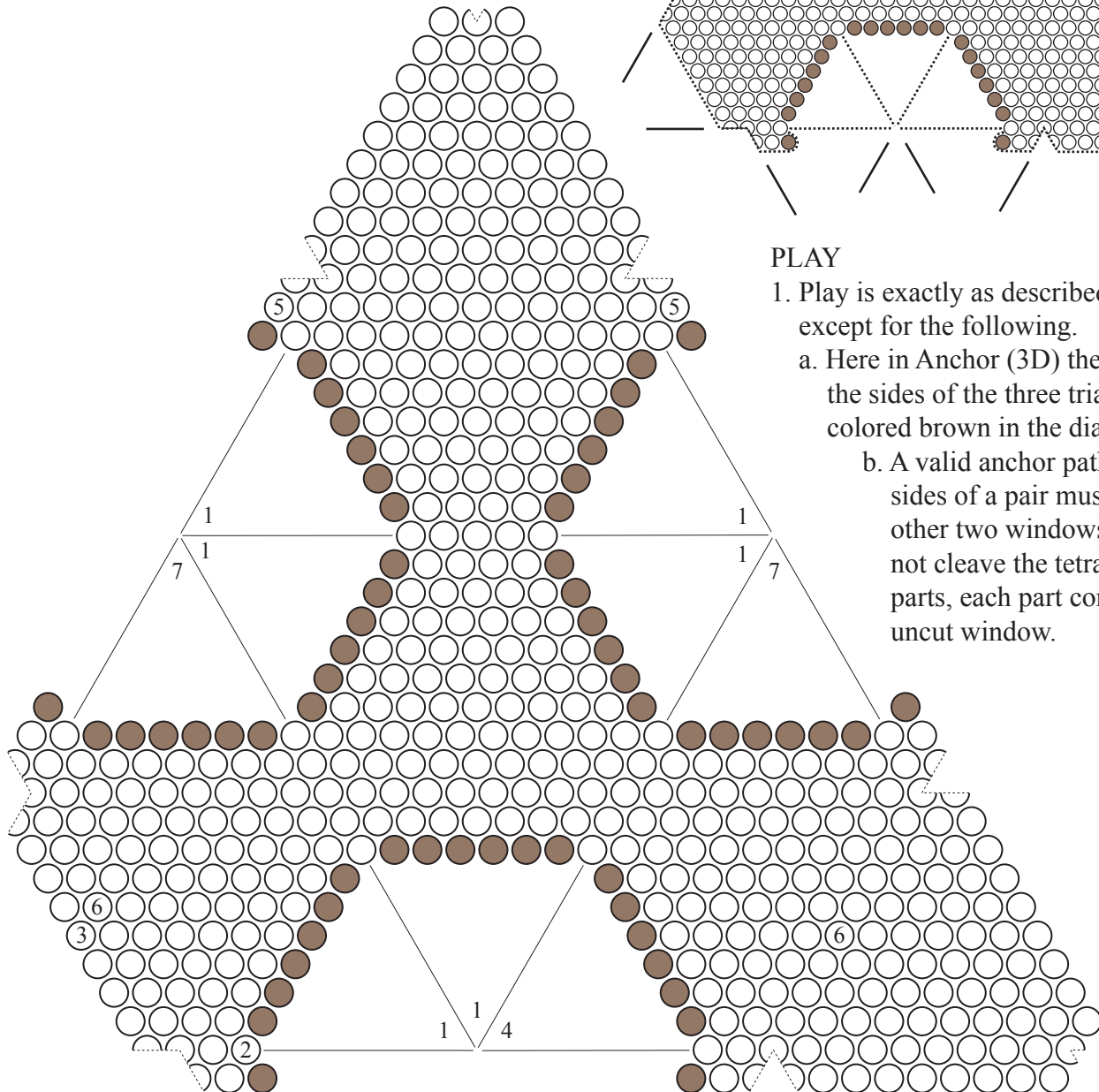
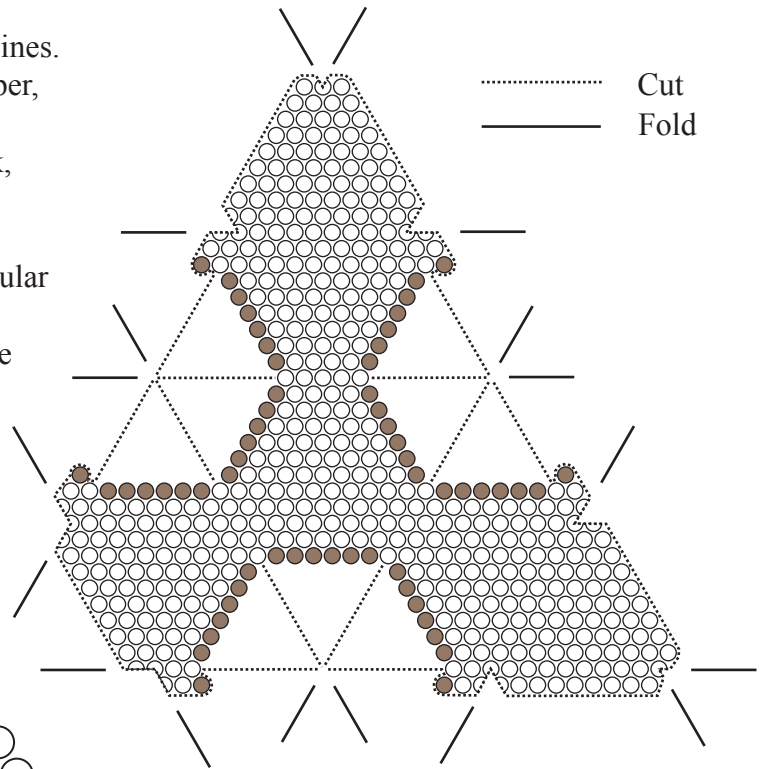


MARK STEERE GAMES  
**ANCHOR CUTOUT SHEET**

**CONSTRUCTION**

1. Cut the figure out and pre-fold along all of the fold lines.
  - a. All folds are made toward the blank side of the paper, away from the printed side.
  - b. Tabs labelled 1, 4 and 7 are folded all the way back, 180 degrees.
2. The pre-folded cutout will come together to form a tetrahedron with one flattened point and three triangular windows.
3. Tape it together in the numeric order indicated by the printed numerals.
  - a. The paper tabs should overlap in such a way that the numerals 2 and 5 are covered and concealed.



**PLAY**

1. Play is exactly as described in Anchor 2D except for the following.
  - a. Here in Anchor (3D) the nine sides are the sides of the three triangular windows, colored brown in the diagram.
  - b. A valid anchor path joining the two sides of a pair must not bisect the other two windows. I.e., it must not cleave the tetrahedron into two parts, each part containing a whole, uncut window.