



Kit Contents

1

1



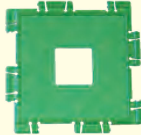
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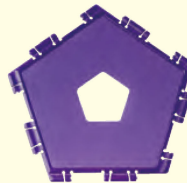
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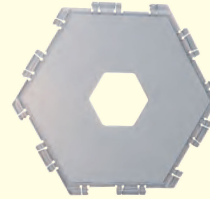
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6



7



8



9



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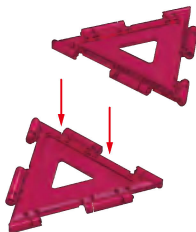
No.	Description	Qty.	Item No.
1	D-EQUILATERAL TRIANGLE	18	1210-W10-A1TK
2	D-RIGHT TRIANGLE	18	1210-W10-C1TO
3	D-ISOSCELES TRIANGLE	18	1210-W10-H1TY
4	D-SQUARE	36	1210-W10-G1TG

No.	Description	Qty.	Item No.
5	D-RECTANGLE	18	1210-W10-D1TB1
6	D-PENTAGON	18	1210-W10-E1TP
7	D-HEXAGON	20	1210-W10-F1TD
8	D-X GEO CONNECTOR	6	1210-W10-B1SK

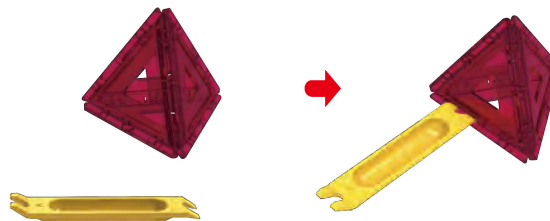
No.	Description	Qty.	Item No.
9	B-PEG REMOVER	3	7061-W10-B1Y
10	P-GUIDE CARDS	1	K16#1407

Assembly Tips

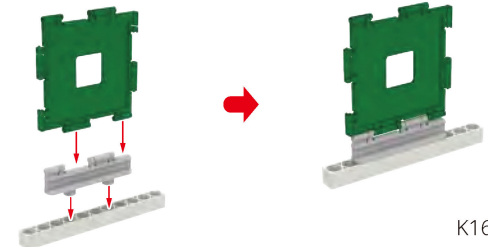
A. Connecting X GEO



B. Disassemble a 3D Model



C. Connecting Frames or Rods



K16#1407



Shape Matching and Pattern Recognition

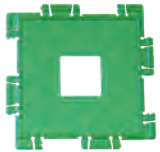
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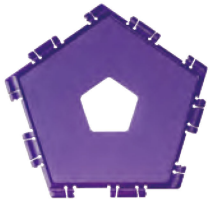
Equilateral triangle
(Edges and vertices: 3)



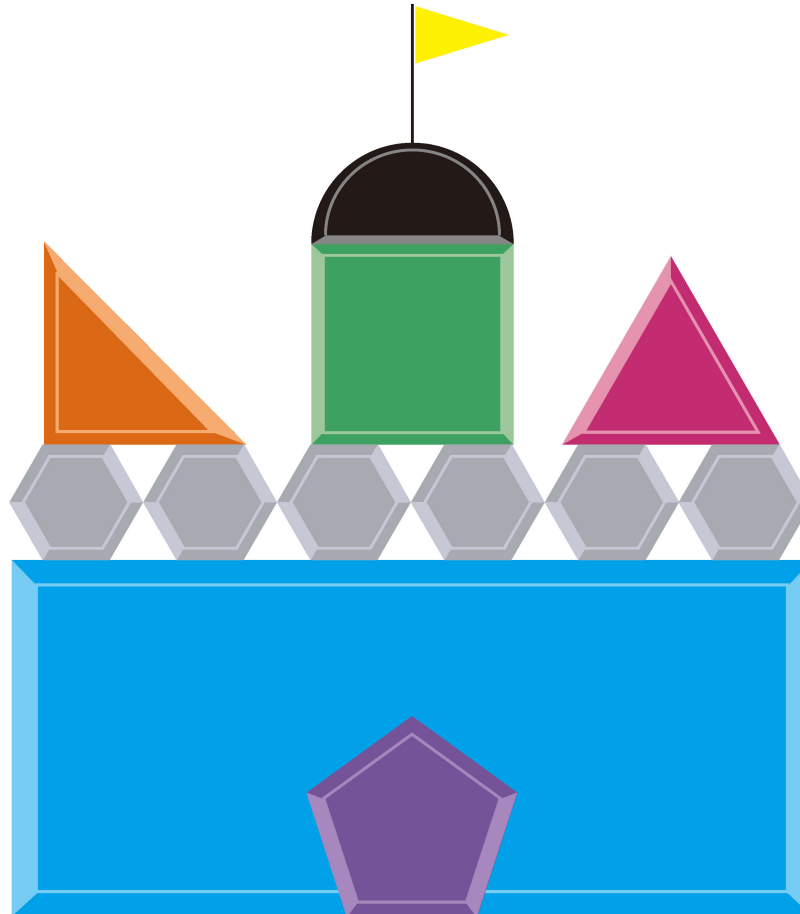
Right triangle
(Edges and vertices: 3)



Square
(Edges and vertices: 4)



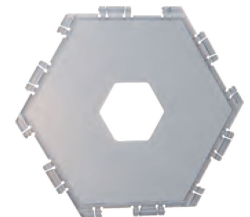
Pentagon
(Edges and vertices: 5)



Isosceles triangle
(Edges and vertices: 3)



Rectangle
(Edges and vertices: 4)

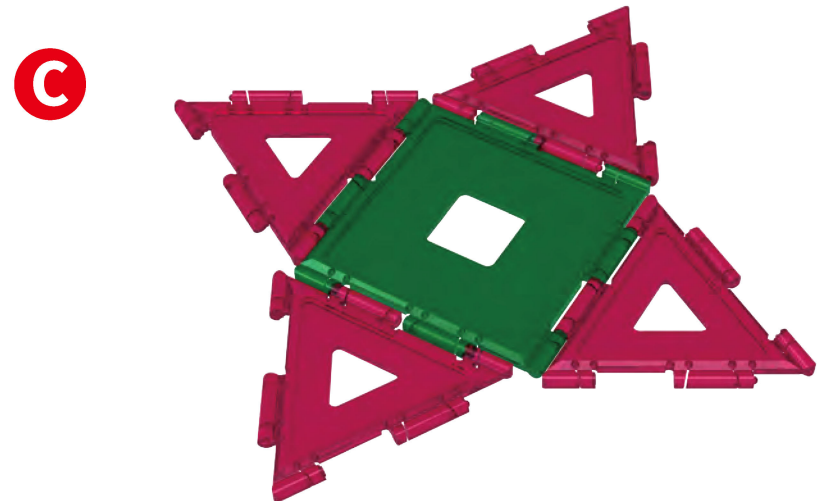
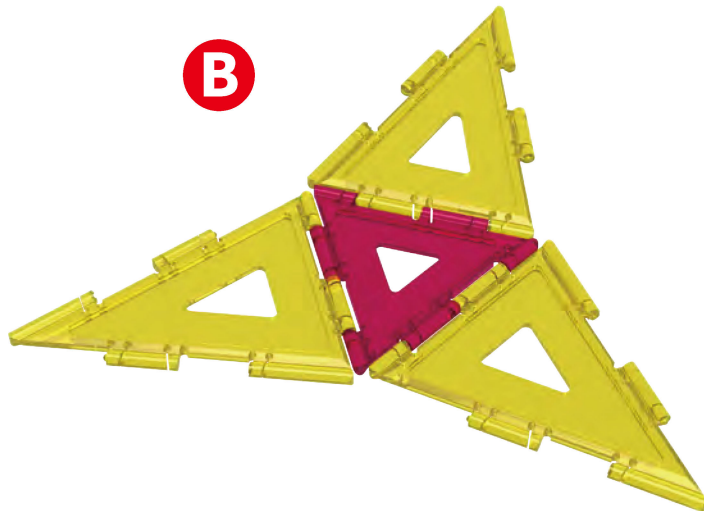
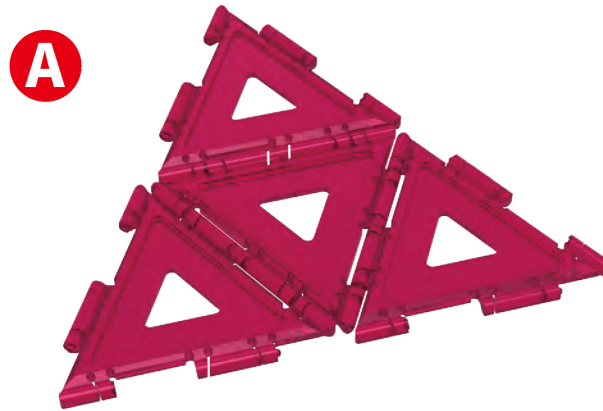


Hexagon
(Edges and vertices: 6)



Convert into 3D Models

3

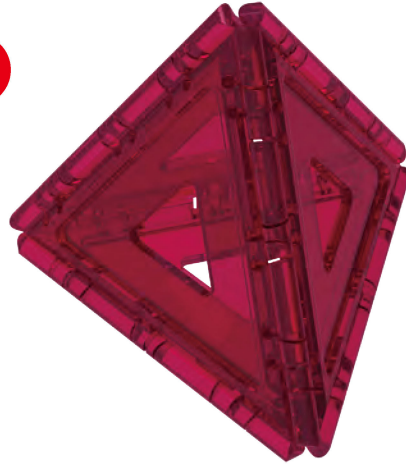




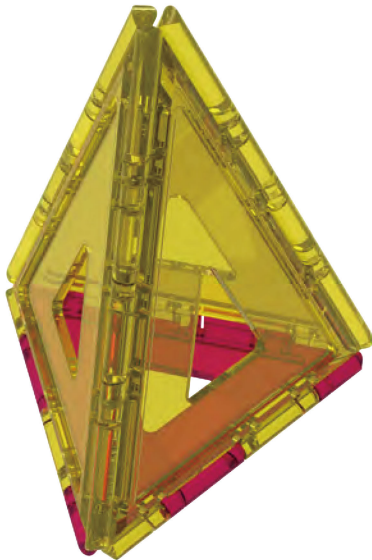
Answers

4

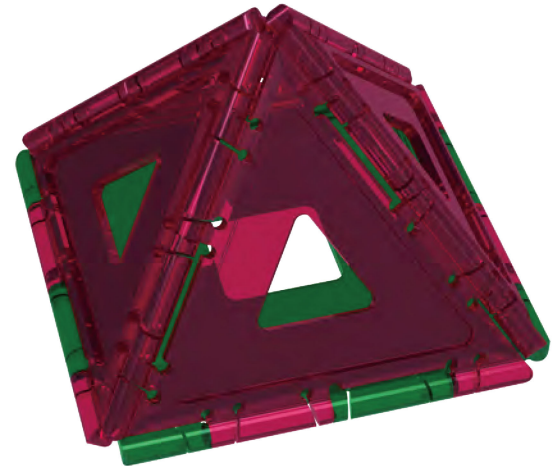
A



B



C

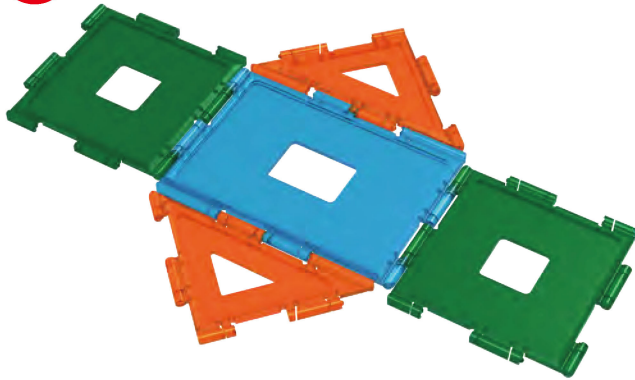




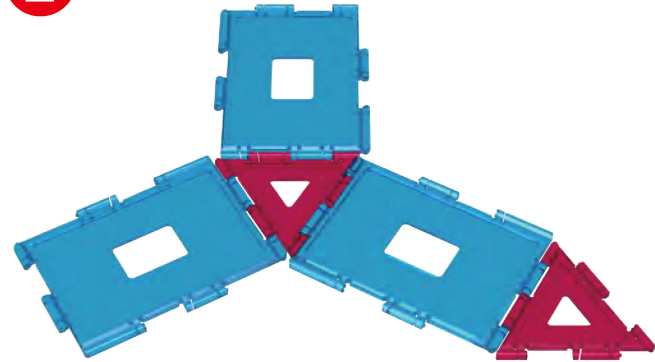
Convert into 3D Models

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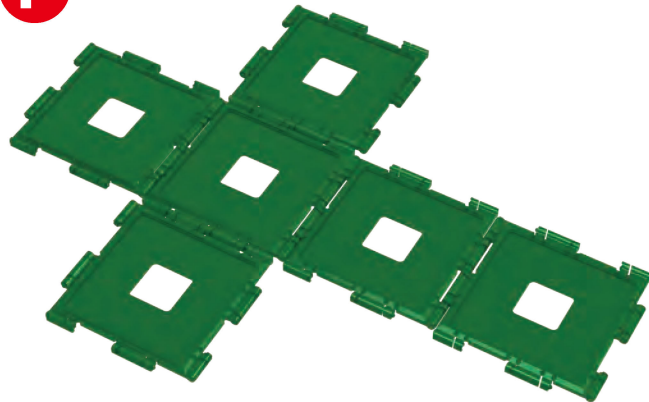
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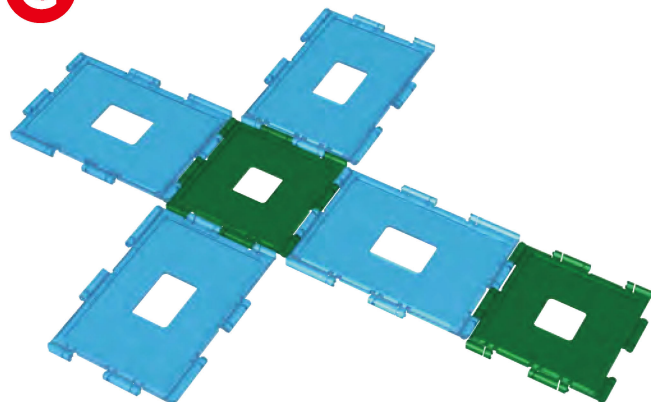
E



F



G

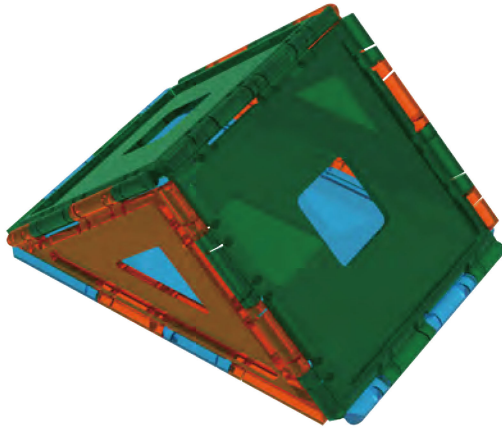




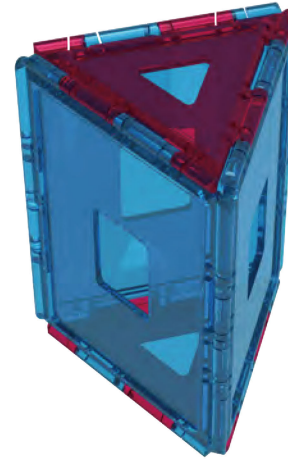
Answers

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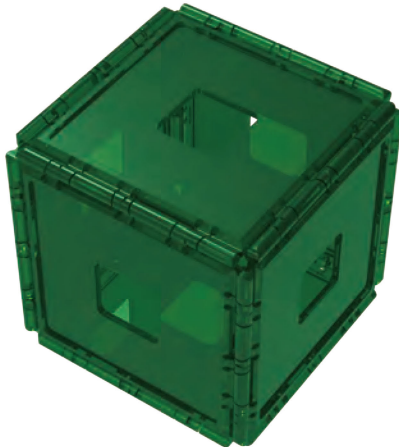
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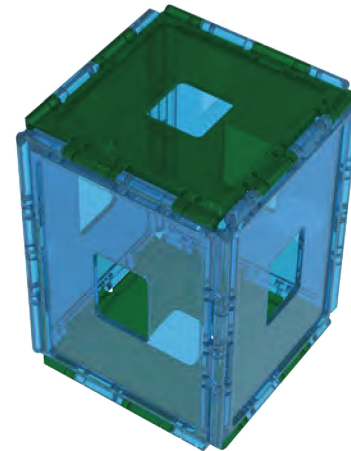
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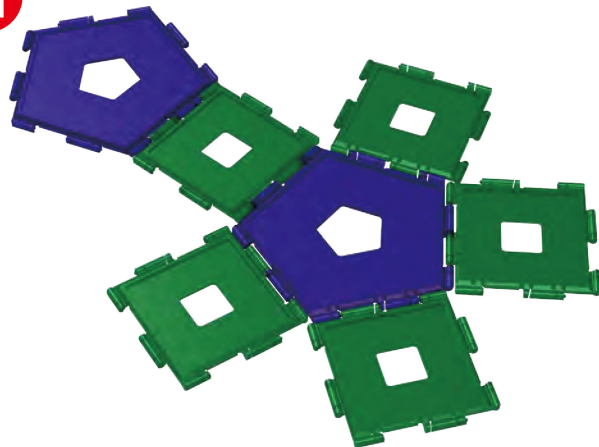




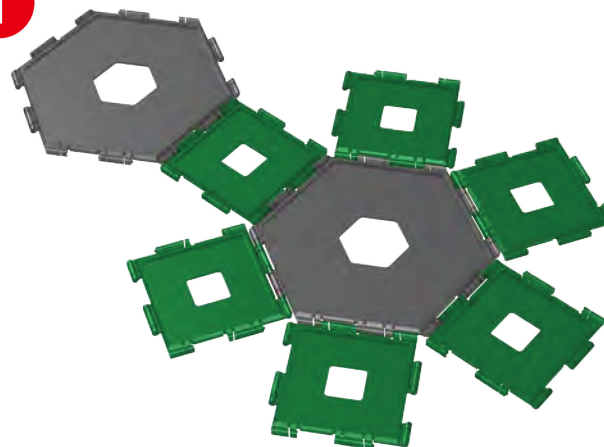
Convert into 3D Models

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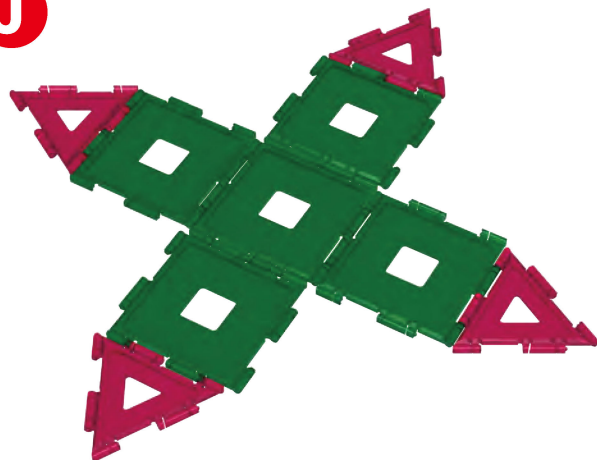
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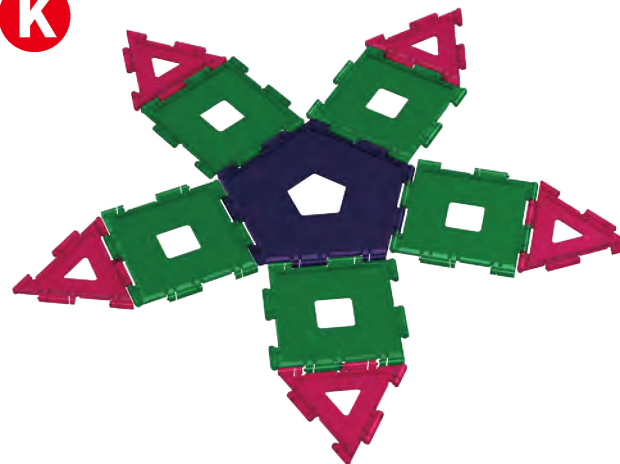
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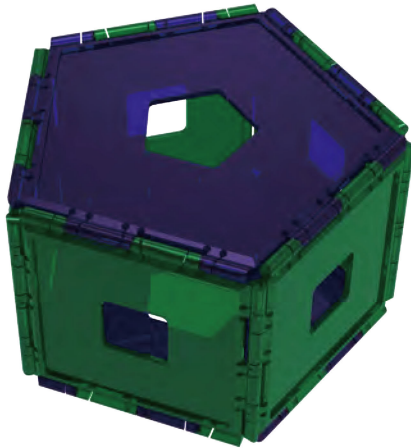




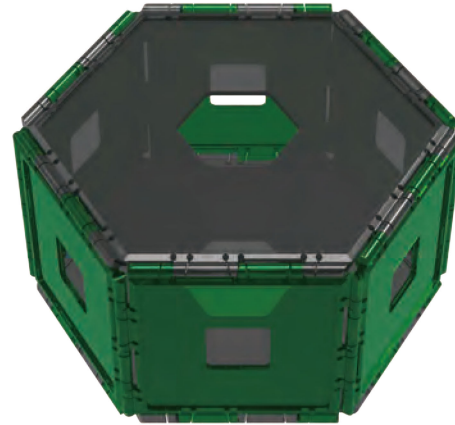
Answers

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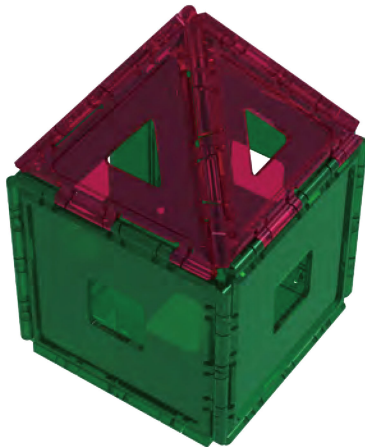
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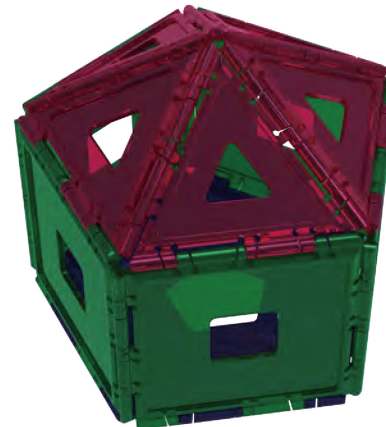
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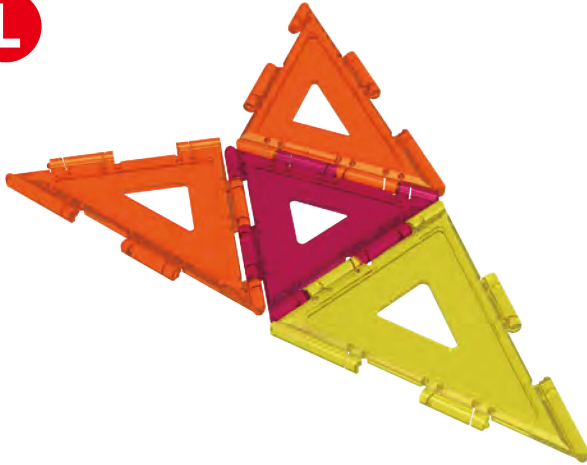




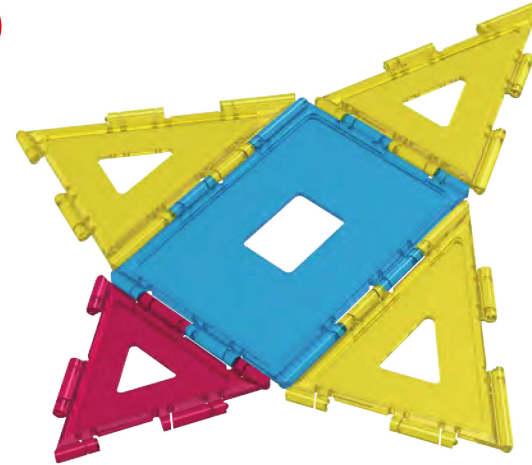
Convert into 3D Models

9

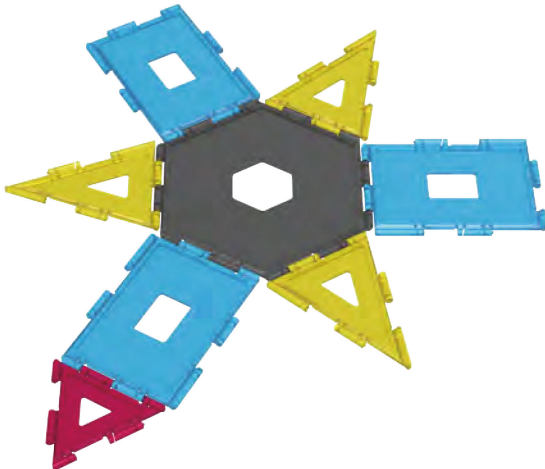
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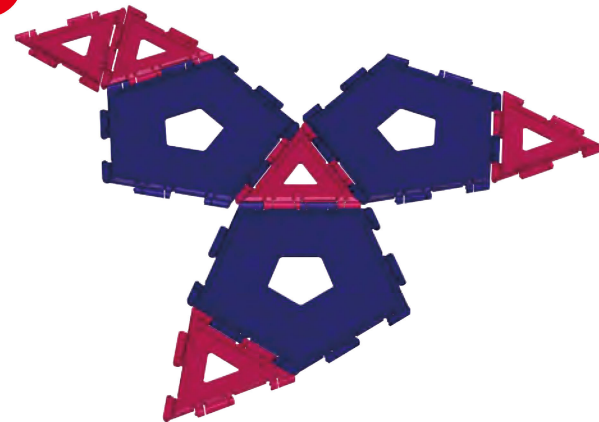
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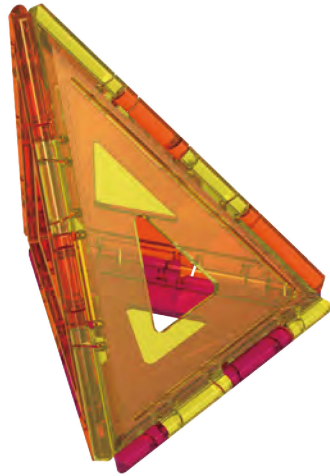




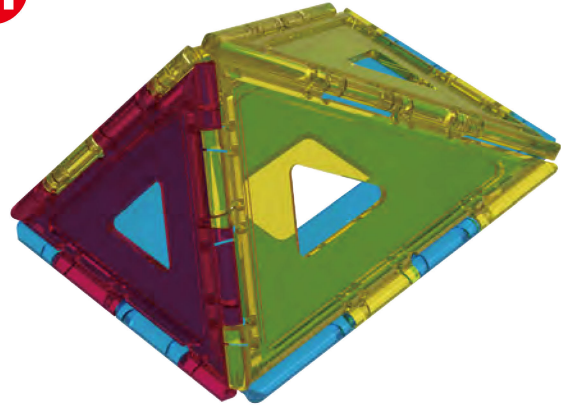
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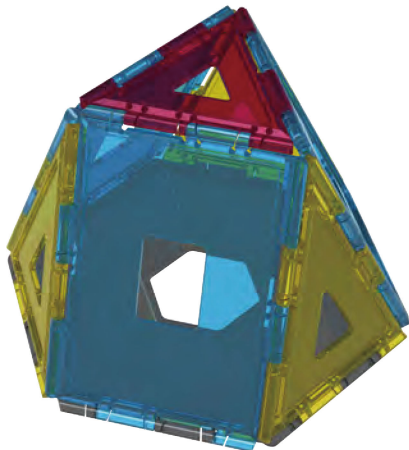
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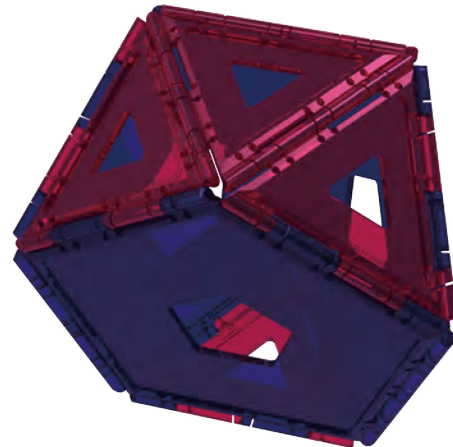
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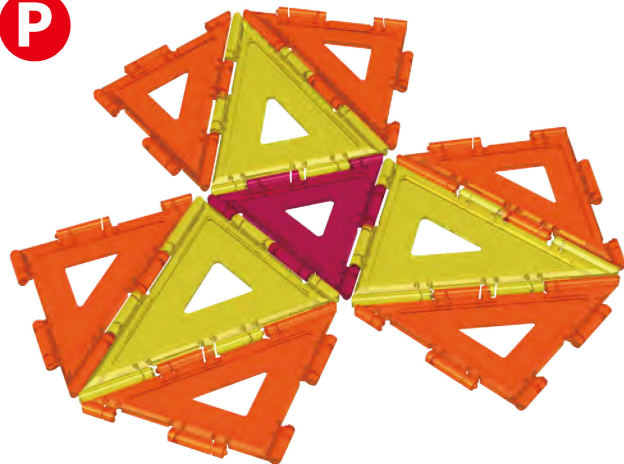




Convert into 3D Models

11

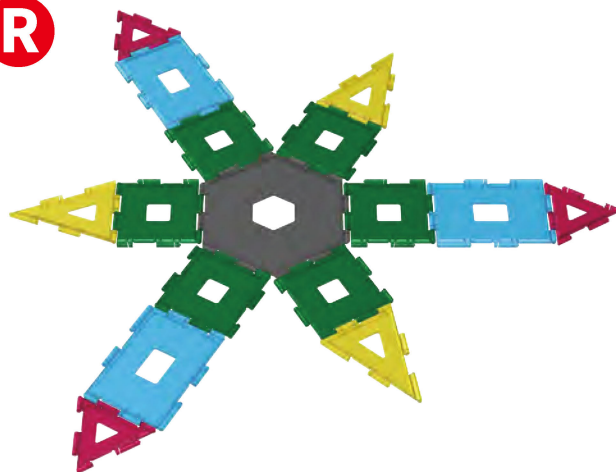
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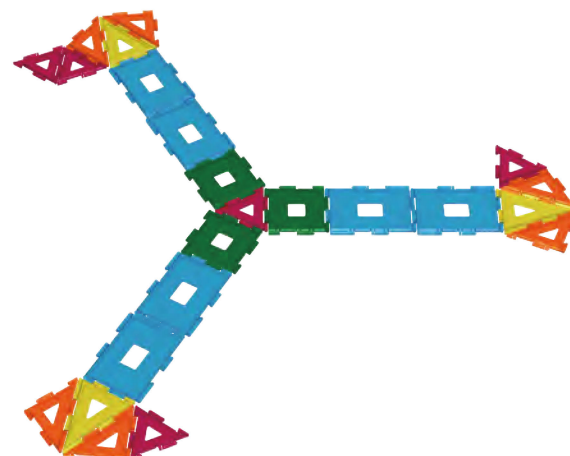
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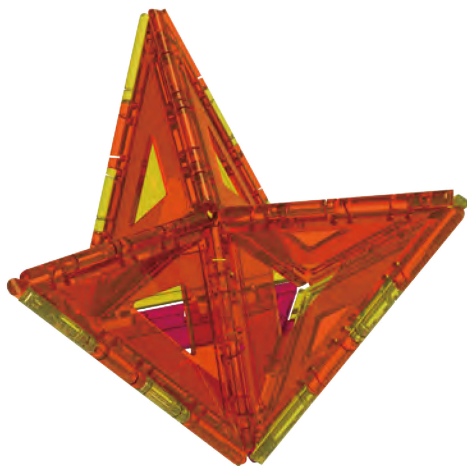




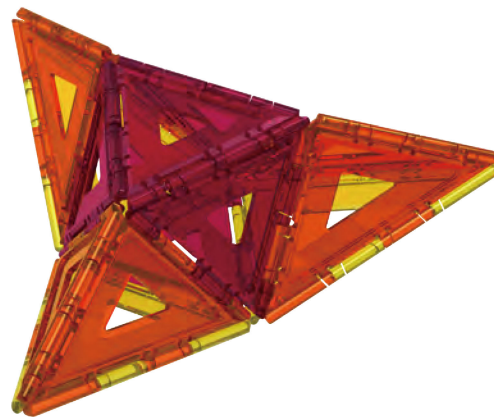
Answers

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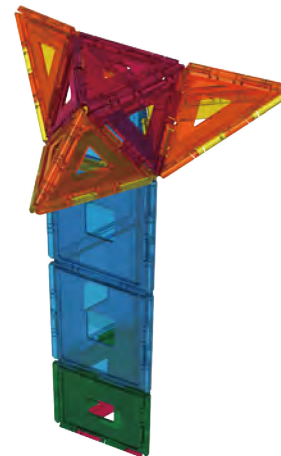
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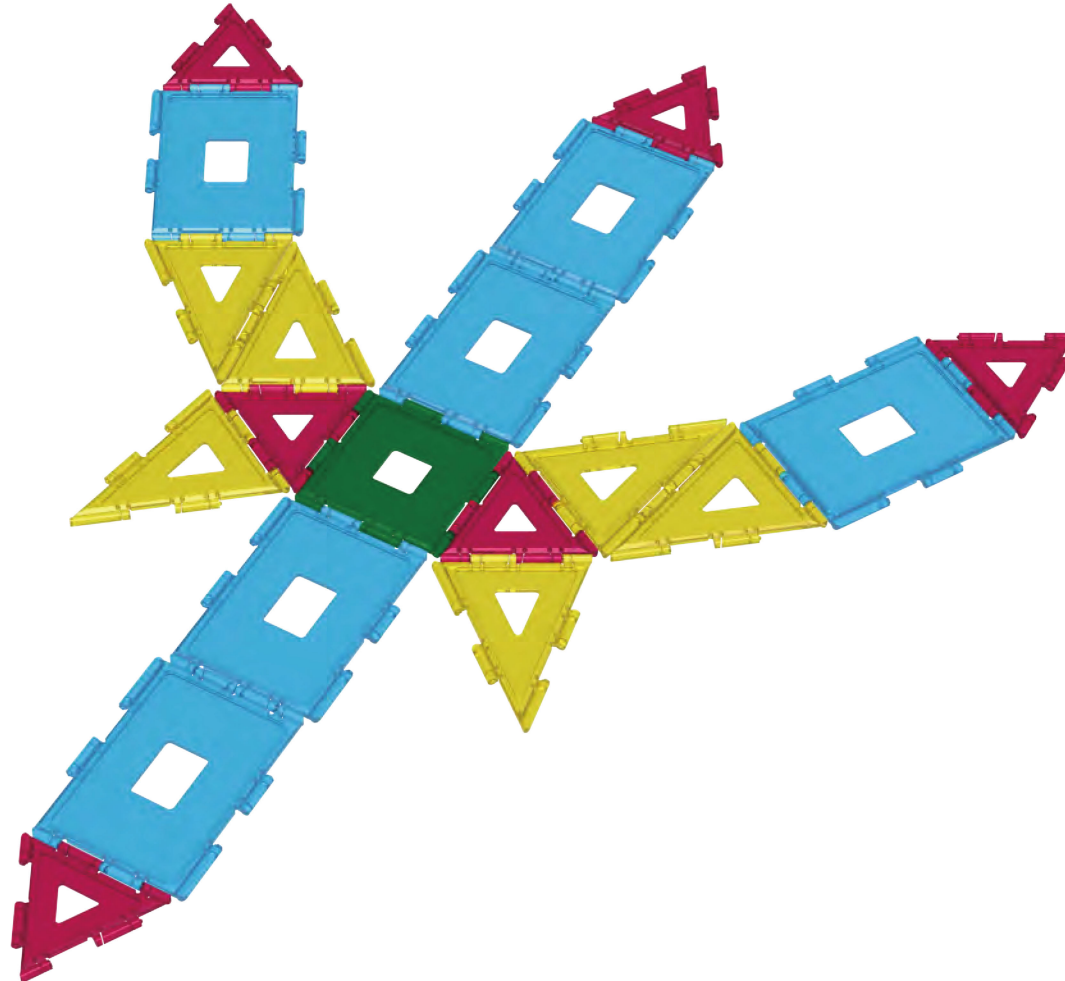




What Does It Become?

13

T

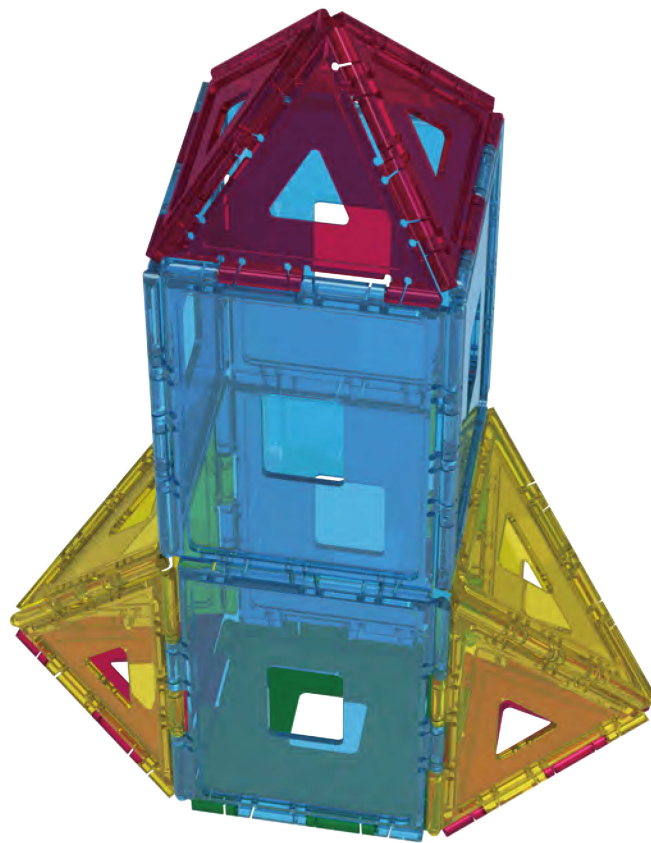




Rocket

14

T

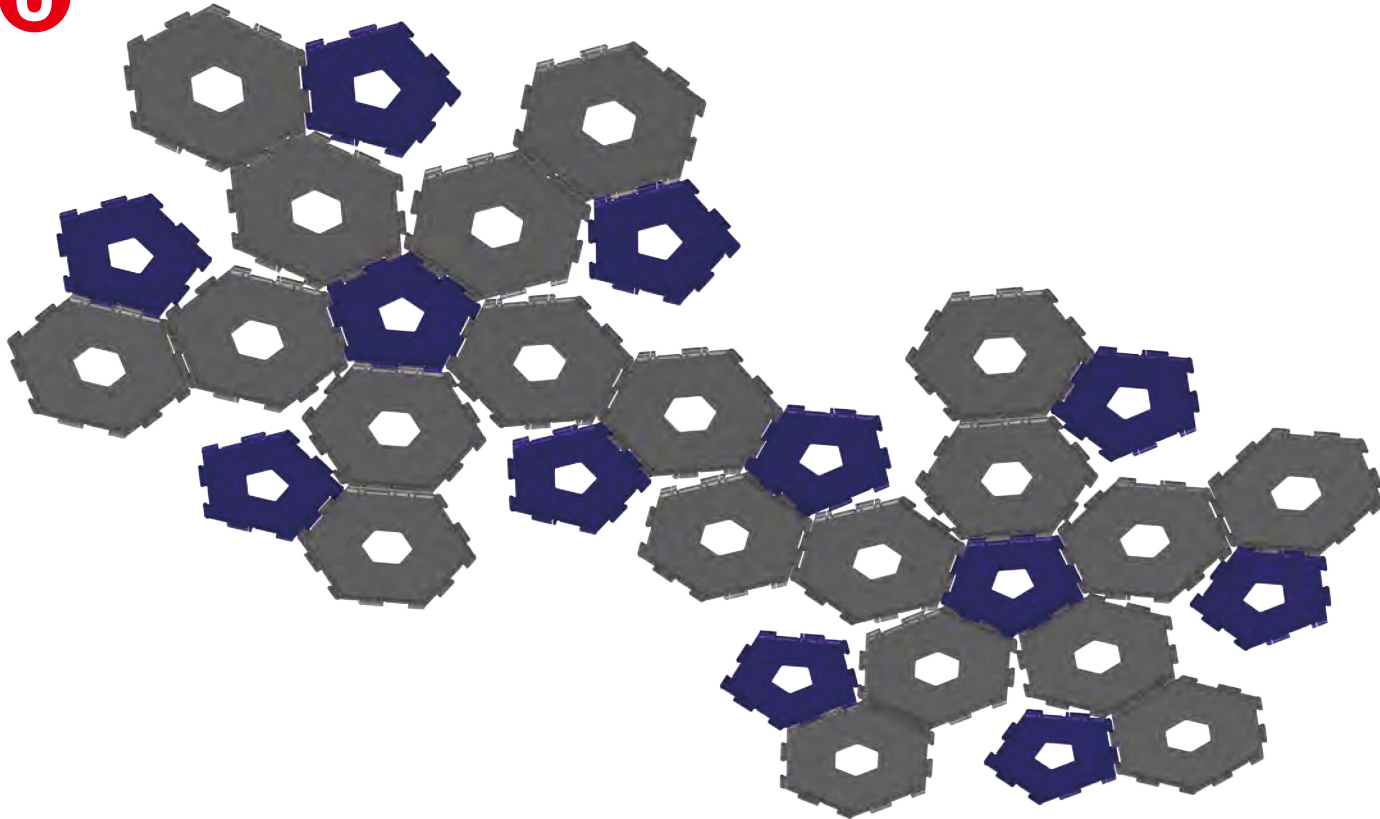




What Does It Become?

15

U

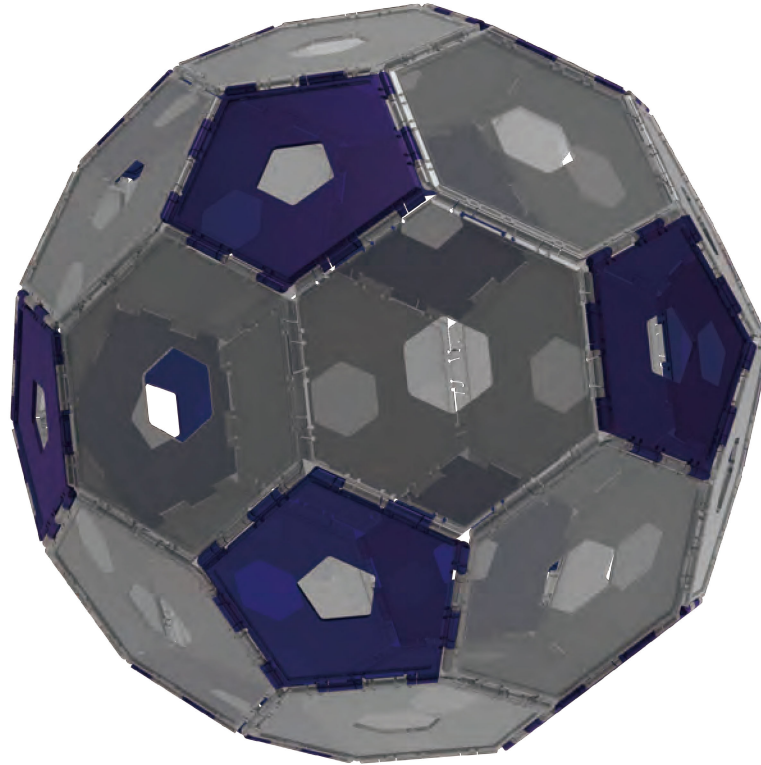




Ball

16

U





Geometric Engineer

Try to build a house like the photo below

17





Three Views of the House

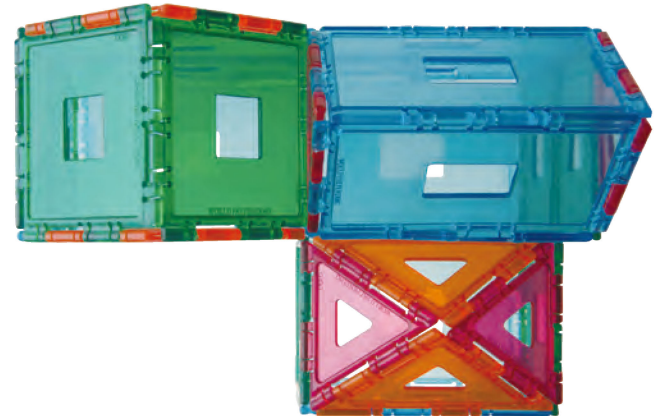
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Front view



Side view



Top view



Geometric Engineer

Try to build a boat like the photo below

19



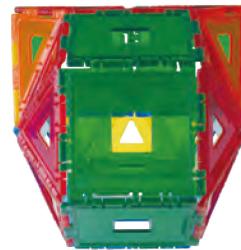


Three Views of the Boat

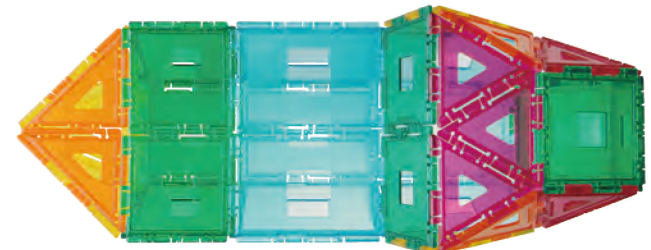
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Side view



Rear view



Top view

For more bonus models,
please refer to

