

Dear player,

Combo is a building kit crafted in Brussels with 100% recycled and recyclable plastic.

It is made to pass down through generations: safe, strong, washable, UV and bacteria resistant.

In the next pages, you will find visual ideas for sculptures you can create with a kit.

After a bit of mind-stretching, you can go wild with your own creations.

Combining different kits will give you even more building fun and freedom.

Above all, Combo is an educational tool.

It is designed to stimulate sensory and creative ways of play: grab, dig, sort, stack, color, draw, stamp, float, spin, roll, gear, dress up, imagine!

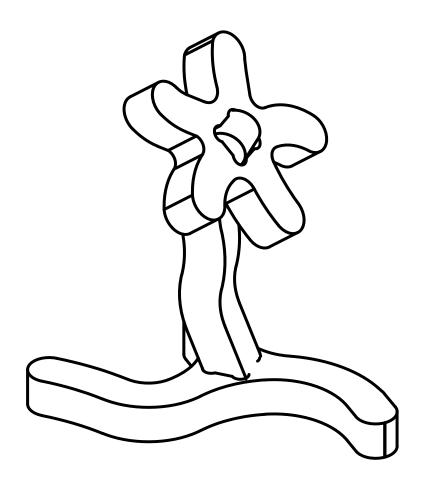
Check the tables at the end of this file to have a full Combo experience or watch our tutorial videos on our website and instagram account: combo.toys:-)

Have fun!

Rebecca & David



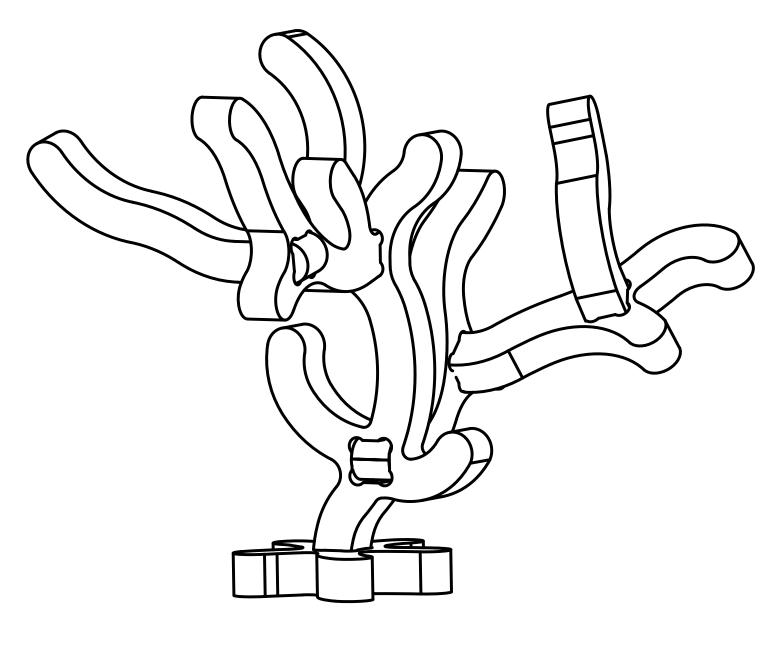
BRANCHES Flower



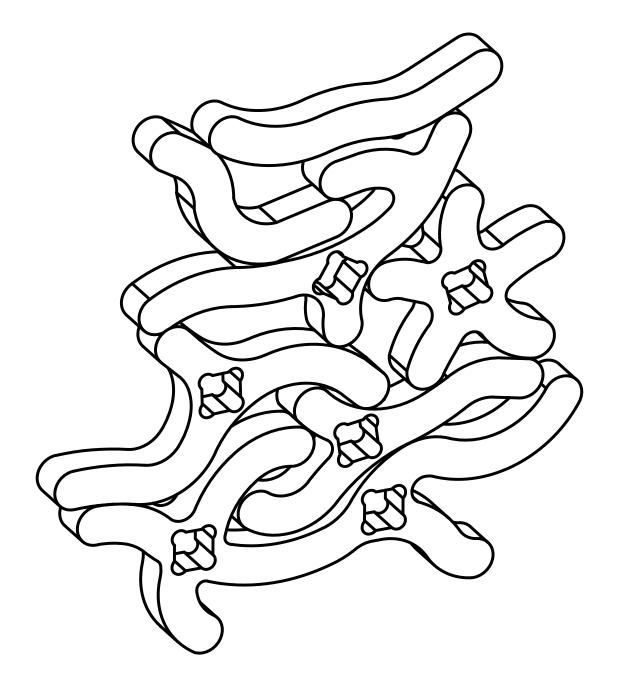


BRANCHES

Coral

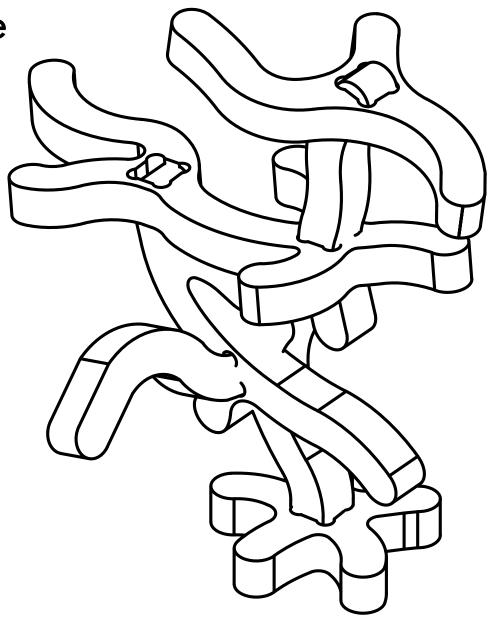


BRANCHES Woodpile



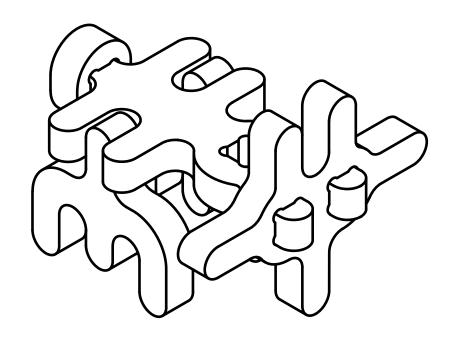


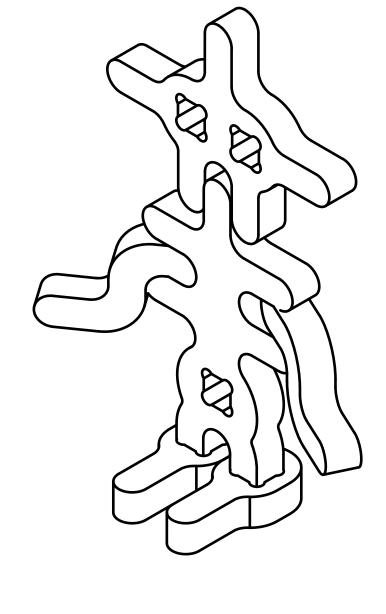
BRANCHES Bird of paradise





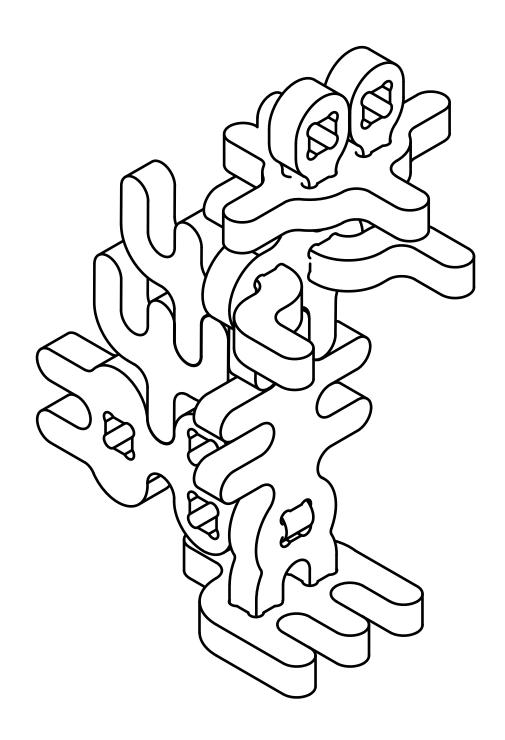
BONES Cow & Robot



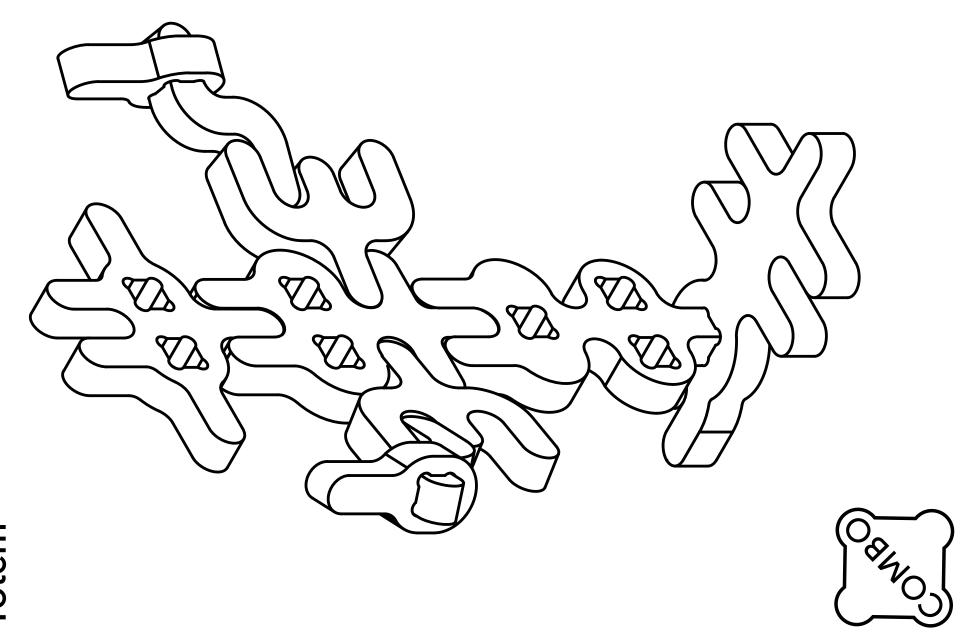




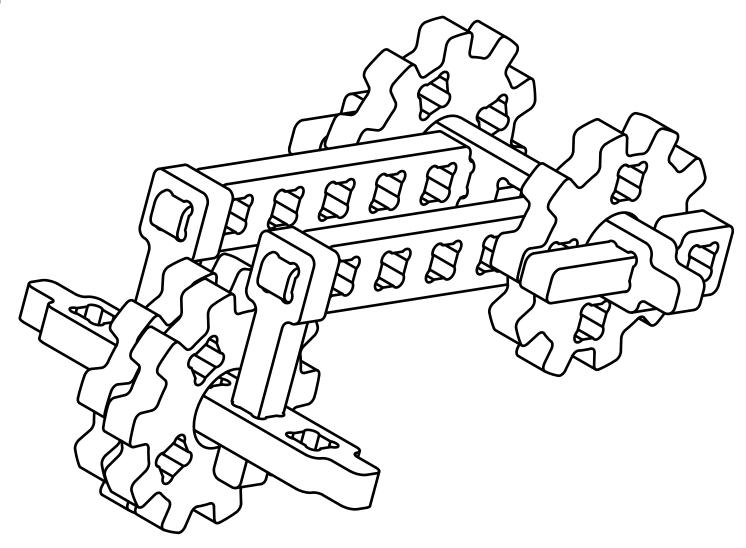
BONES Dragon





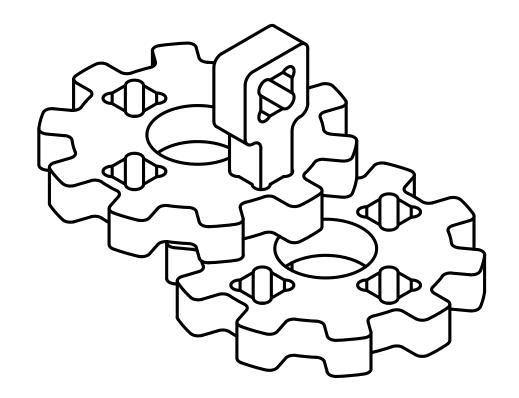


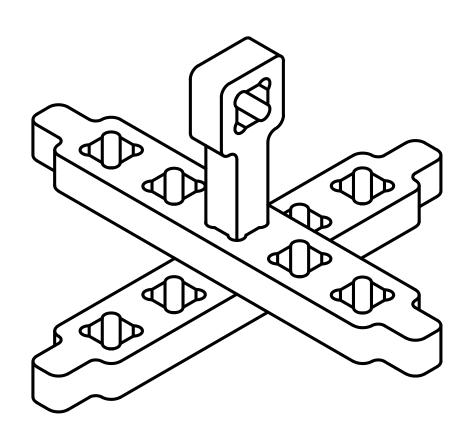
GEARS Hot Rod





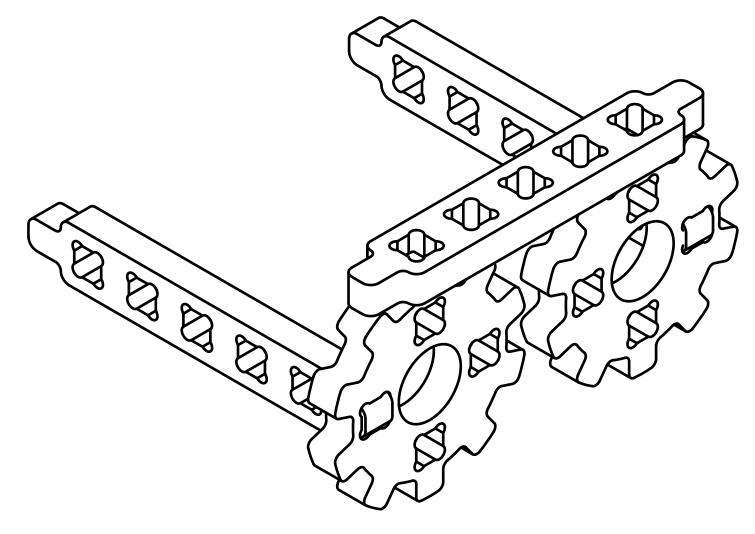
GEARS Spinning tops







GEARS Googles





Action	Age	Toys	Tools	Skills	Description
GRAB	+3	All	Bag	Tactility Problem solving	Your Combos come with a reusable bag. It allows you to take the toys everywhere and create playtime! Just reach into the bag and try to find an object using only touch.
DIG	+3	All	Sand Rice Shovel	Tactility Motricity	Let's go on a treasure hunt. Bury your Combos in the sand, in a bowl of rice or in a box with bottle caps. Look for the parts with your fingers, a spoon or a shovel.
SORT	+3	All	-	Focus Problem solving	All Combos are different but have similarities: the number of holes, the colors, the shapes. These elements allow to identify, classify and structure mind and speech.
PLUG	+3	Branches	-	Balance Problem solving	Branches are inspired by the plant world. The parts become corals, flowers or trees. Let them grow, break down and flourish again. To build never-ending cycles of life.
PLUG	+4	Bones	-	Balance Motricity	Create figures with Bones: Giant totems, robotic wizards or mystery animals. You can assemble the sculptures in two ways: with a classic or lateral connection system.
PLUG	+5	Gears	-	Balance Motricity Engineering	Fuel your imagination with Gears. Invent architectures and moving structures with its crazy mechanic parts. For spinning, rolling and rumbling fun.



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STACK	+4	All	-	Balance Motricity	Combos can stand on their own. Defy gravity and stack as many as you can. Don't shake!
COLOR	+3	All	Printer Paper Pencil	Focus Coordination Composition	Print out the sketch pages of your Playguide. Use pens, pencils or paint to fill in the shapes. Relax and let the shapes and colors guide you.
DRAW	+4	All	Paper Pen Pencil	Focus Coordination Composition	Each Combo becomes a contour drawing tool. Gently design each outline with a pencil or scribble around it with pens. It will inspire you animals, plants, machines or abstract landscapes.
STAMP	+4	All	Paper Finger Paint Sponge	Coordination Composition	Use a sponge, soak it in paint, spread it over your Combos. Stamp. Repeat the operation and expend our colorful world!
FLOAT	+3	All	Water	Balance Motricity Perception	Take the plunge! Your Combos love water. Try to build rafts, boats, submarines in your bath, in the river or in the sea.



Action	Age	Toys	Tools	Skills	Description
ROLL	+5	Gears	Variety of Surfaces	Motricity Engineering Perception	Combos can turn into rolling and sonic sculptures. Create wheels, cars, trucks and drive them on different surfaces. Keep your eyes and ears open.
SPIN	+6	Gears	-	Motricity Engineering Perception	Set your Combos in motion. Build a mirror structure and rotate it on a central axis. Your perception of colors and volumes will evolve so as your smile.
GEAR	+8	Gears	Custom	Engineering	Share your taste for mechanics. Imagine basic transmission systems by sequencing two or more gearwheels and create mobile displays.
DRESS UP	+5	All	-	Identity Anatomy	Use your Combos flat to create faces (without connecting them together) or build bracelets, googles or hats, fit them to your body and become living sculptures.
ANIMATE	+8	All	Camera	Technology Perception	Combos are ideal for stop-motion films. Create your sculpture by taking a photo at each step of its assembly. Run them through your photo gallery or an editing programme.
IMAGINE	+3	All	-	Free Play	Compose stories and scenarios. Every Combo can become a living creature or an existing object. Create your own game, invent your own rules!

