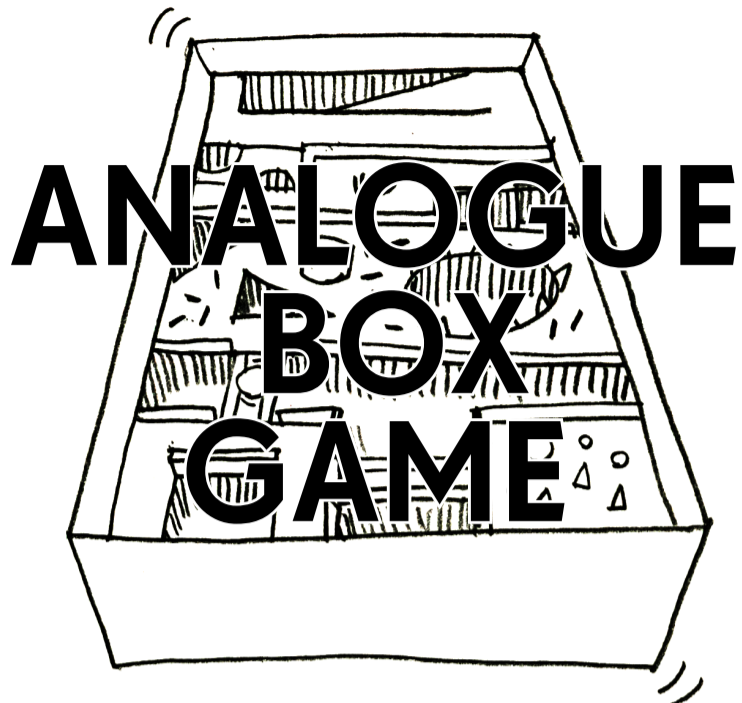


MAKERS MANUAL #45

Shigeki Fujishiro

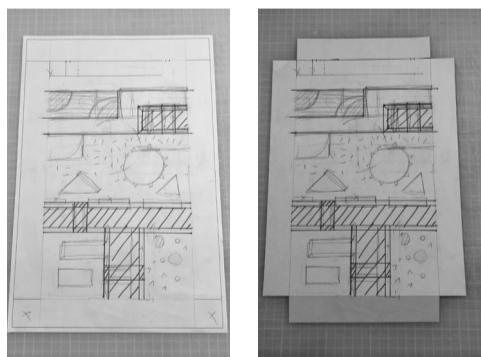


INTRODUCTION

In this manual we will make a game of rolling a ball in a paper box. I will show you one example, but the basic structure is up to you. The rules are very simple and the goal is to be able to hold 3 balls in 3 holes at the same time. The space is divided into two levels, with pitfalls here and there. After falling into a hole, you can go up to the second floor from the ramp as many times as you want. The materials are paper boxes with a little stiff paper to make the second floor. When making things it's important to savor each side of the game, as a maker when you are making it and as a player when you are playing it.

STEP 1

First, draw a rough layout of your game on a piece of paper. Determine the length and width of the paper to fit the size of the box. The starting slope should be at the edge of the box so that the ball can easily be raised to the second floor. It is easy to get a good balance by drawing the holes in red.

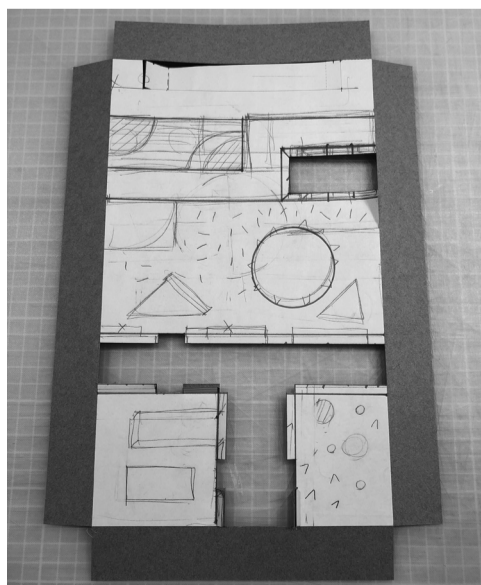


1.1

1.2

STEP 2

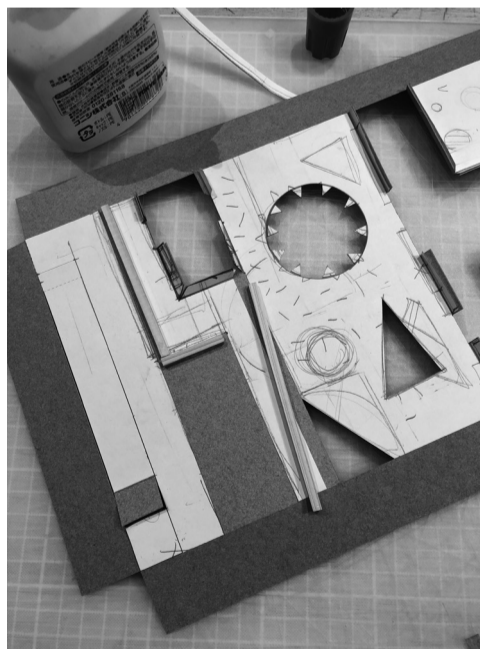
Use removable spray adhesive to stick the paper with your design on it to the hard paper. Of course, you can also write the layout directly on the hard paper.



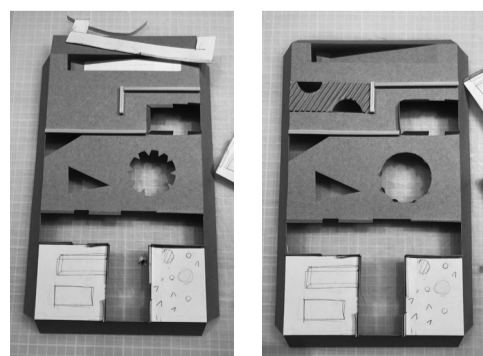
2

STEP 3

Cut out the holes with a knife. For the bridge part, two sticks of wood are attached to the back side of the paper. The part that will become a guardrail is also attached with a piece of wood. Add a few obstacles by using staples and round pieces of wood.



3

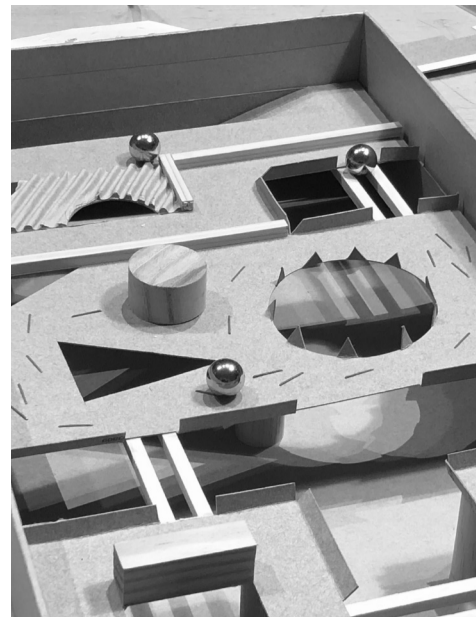


3.2

3.3

STEP 4

Drill three holes with a diameter of 4-5mm in the part that will become the goal. Use a screwdriver to make the holes.



LIST OF THINGS

MATERIALS

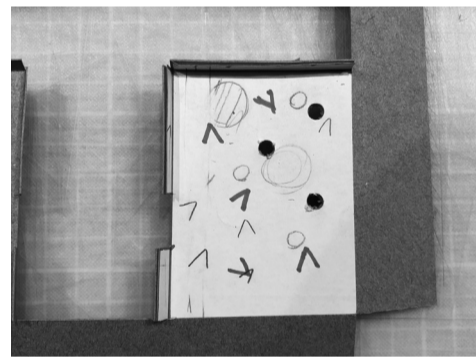
- Paper Box (sample size 295x175x60mm)
- 3x Steel ball (sample size 11mm)
- A3 paper (thick)
- Round wooden sticks (in the same length as the height of the playground of your game)
- Wooden sticks 4x4 mm
- Removable spray adhesive
- Glue

Additional materials such as:

Ribbed card, staples, felt sheet, strings, etc

TOOLS

- Pencil
- Knife
- Cutting mat
- Screwdriver



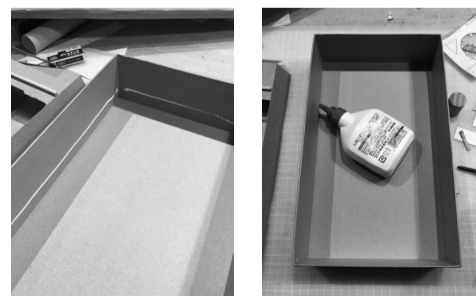
4

STEP 5

Apply glue to the inside of the paper box. If you apply the glue to the paper side by mistake, the inside of the box may get dirty.



5.1



5.2

5.3

STEP 6

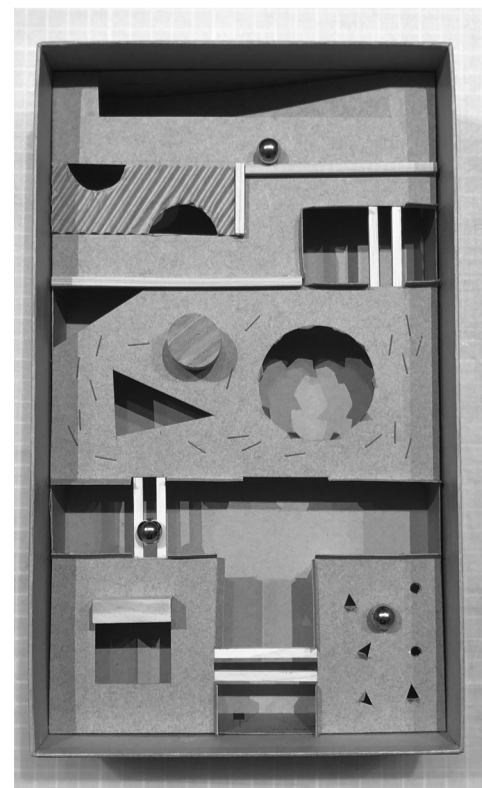
Once the paper is attached to the inside of the box, glue a round piece of wood to the back side of the paper to stabilize it. At this point, the round stick should be as round as possible so that the ball will roll smoothly when it hits it.



6

STEP 7

Make sure to wait until the glue is dry. Now you can start playing your own game.



7

BIO OF THE DESIGNER

Shigeki left the acclaimed IDÉE Co., Ltd. in 2005 to found his own studio: Shigeki Fujishiro Design. He has been active with interior products as the main axis. He has recently collaborated with Hermès, adidas, CAMPER, 2016/arita. He also engages in planning, producing and selling products on his own. He recently joined the project "Knit!" by textile brand Kvadrat in Denmark and Ceramic project "MINO SOIL" in Japan.

FURTHER READING

- Game by Shigeki Fujishiro, 2020
- Creative Paper Craft by Ernst Röttger, 1961
- The Body Decides by Franz Erhard Walther, 2014
- Art Games, Die Schachteln der Fluxuskünstler, 1997
- Products in Process by Envisions, 2017
- Scale Models Houses of the 20th Century, 1999

Makers Manual is a collaborative project between exciting makers and STORE STORE. This is a collection of manuals encouraging people to make objects from what is around them. These manuals are both a practical guide to making for beginners and experts, and a journey into the designers' practice. You can share your creations using #makersmanual.

This project is supported by G.F Smith.

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