

Game 3 PUZZLE MAZE DOMINO GAME

For ages 5 and up.

The starting line, finish line and "King of all Wild Things" pieces are not used in this version. Deal seven random pieces to each player. Take one piece from the box and place it in the middle of the table.

PLAY THE GAME: On your turn, look at all your pieces. If one of your pictures matches any side of a piece that is on the table, fit your piece into it. A path must match a path, a vine must match a vine, and so on.

If none of your pieces fit draw one from the box. If it fits use it on this turn. If it doesn't fit your turn is over. Now it's the next player's turn.

END OF THE GAME: Play continues until one player has no more pieces. That player wins the game! If no one is able to play a piece, the game is over and the player with the fewest pieces left is the winner.

Dear Parents: This game helps children develop visual, spatial, fine motor, and critical thinking skills, as well as social skills of taking turns, respecting others, and sharing.

We want you to enjoy this game for many years to come, so we have used the sturdiest materials available—and we replace lost parts. Send us a description of the part you need—be sure to include the name of the game, along with \$1.00 (US) per part to cover shipping and handling, and we will be happy to replace it for you.

Game based upon the book
WHERE THE WILD THINGS ARE © 1963
by Maurice Sendak
Published by HarperCollins Publishers
© 1999 Maurice Sendak

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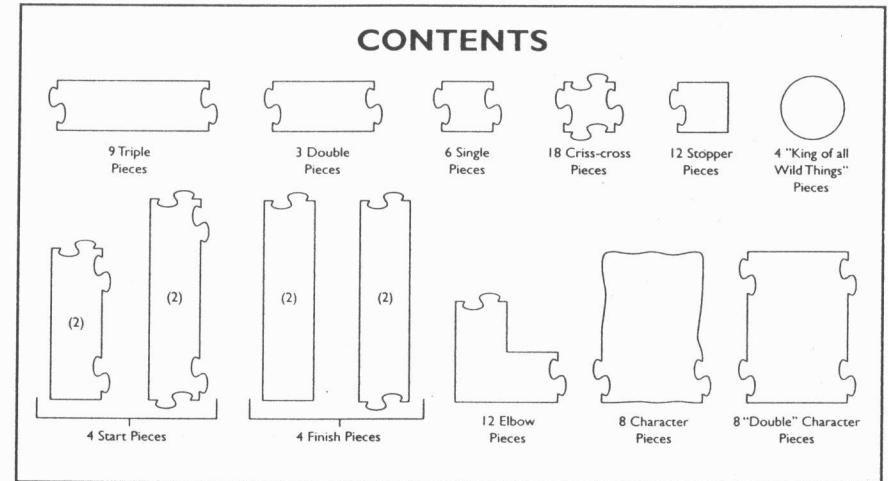


BRIARPATCH®



WHERE THE WILD THINGS ARE™

PUZZLE MAZE GAME



It's a puzzle, it's a maze, it's a game!

Hundreds of combinations are possible, and no two games will ever be alike.

Game 1 PUZZLE MAZE GAME

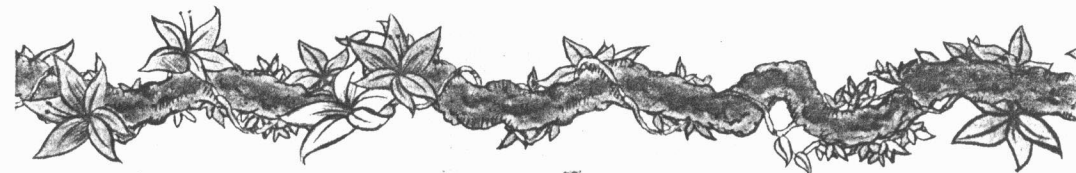
For ages 6 and up.

Practice for this game by trying Game #2 or Game #3 in this booklet!

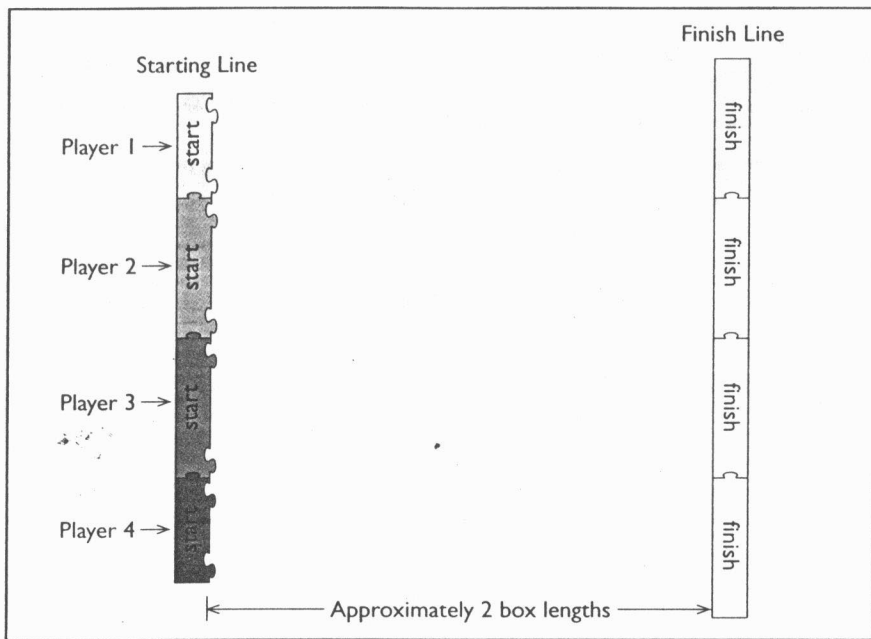
OBJECT OF THE GAME: Be the first to cross the finish line with your own continuous Wild Things maze to win the game.

There are three connecting illustrations: the vine, the path and the stream. All the pieces are interlocking so they will fit together with any other piece, but during play a path must match a path, a vine must match a vine, and so on. It's ok if pictures are played sideways or upside down. During play each player can switch freely from path, to stream, to vine and back again by using criss-cross or "double" character pieces. (See diagram above.)

GETTING READY TO PLAY: Deal each player one "King of all Wild Things" piece. If there are extras, put them aside so they are not used during the game. Put the starting line pieces together on the left side of the table. Using the game box, measure two box lengths to the right and make the finish line on the right side of the table.



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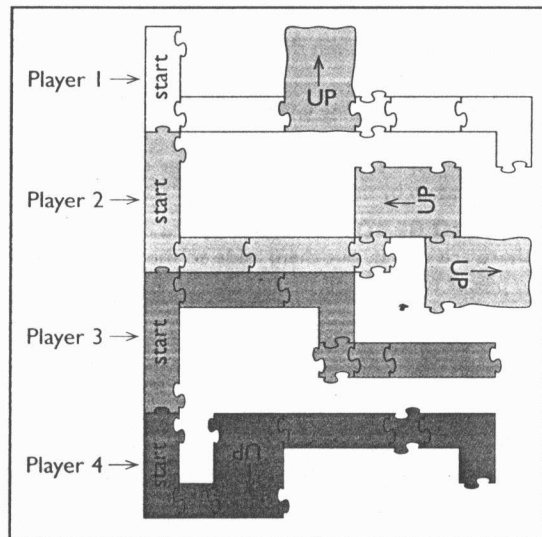
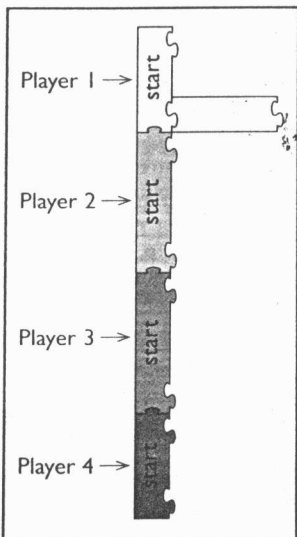
Mix all the remaining pieces well and place them face down in the box. Each player takes seven pieces from the box. HINT: For best results, make sure you take some of each size.

PLAY THE GAME: The youngest player goes first. Choose one of your seven pieces, attach it to a point on the starting line, and draw another piece from the box. Until the end of the game or when the box runs out of pieces, you should always have seven pieces in front of you.

On your turn, either extend your own maze in the direction of the finish, or block or change the direction of another player's maze.

Flip pieces in any direction as you build your maze.

Use "double" character pieces or criss-cross pieces to switch from path to stream to vine.



Use elbow and stopper pieces to block an opponent, or even send an opponent in the wrong direction. (See below.)

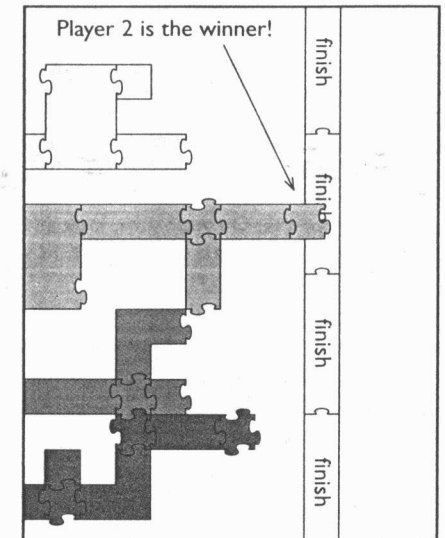
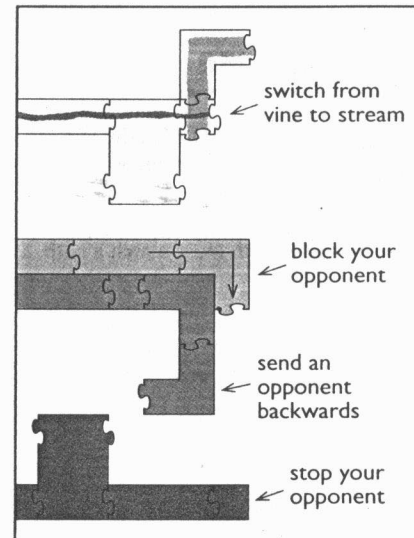
You cannot connect your maze to the maze of another player.

If your maze has been blocked by another player, you can:

1. Backtrack to a criss-cross or "double" character piece in your own maze. HINT: Make sure you use these pieces while building your maze so that you cannot be blocked!
2. Use your "King of all Wild Things" piece to remove any piece and exchange it with another. You can use this option only once during the game.

If you cannot play any of the pieces you have, take one piece from your pile, put it back in the box, and draw a new piece from the box. Do not place a piece on the playing area on this turn.

END OF GAME: If you are the first to cross the finish with your own maze you win!



Game 2 MAKE A MAZE PRACTICE GAME

For ages 4 and up.

Beginning players can practice with this version to become familiar with the game pieces before playing the Puzzle Maze Game.

The starting line, finish line and "King of all Wild Things" pieces are not used in this version. Deal five random pieces to each player. Take one piece from the box and place it in the middle of the table.

Players take turns adding pieces to the maze, making an interesting picture as they go. Make sure that on every move a stream matches a stream, a path matches a path, and a vine matches a vine. Each time you play one of your 5 pieces draw another one from the box. It's ok to rearrange the pieces already played if you want to make a more pleasing picture. Continue playing until all the pieces are used. Everyone wins!

(Turn the page for more maze fun!)