

The Great PUZZLE CHALLENGE® Game

CONTENTS

Twenty-four (24) to twenty-eight (28) cards each containing a picture and a number, one score pad, a three minute timer, and a set of 24 to 28 puzzles with frames (depending what edition you purchased.)*

INITIAL SET-UP

Remove the unbroken puzzle pieces, the card deck containing a picture of each puzzle and the banded zip lock bags. Take the puzzle with #1 on the back side. Break the puzzle into pieces and place it into one of the zip lock bags. Then take the corresponding picture with #1 below the picture and place that card in the same zip lock bag. Follow this procedure until you have all the puzzles with the corresponding picture cards placed in separate zip lock bags. (This will allow you to store the puzzles and avoid any mixing of one puzzle with another.)

OBJECT

To be the first player to accumulate a total of 800 points.

PREPARATION FOR PLAY

Choose a timekeeper and a scorekeeper. Distribute a puzzle frame to each player. The timekeeper makes sure the sand is all on one end of the timer. The scorekeeper should enter the names of players on the score sheet. Then each player randomly picks a zip lock bag containing a puzzle.

PLAYING THE GAME

Each player should take their puzzle and card out of the zip lock bag and place the puzzle pieces (face down/numbers showing) and the card face up next to their cardboard puzzle frame until it is time to begin.

When all players are ready, the timekeeper turns over the timer and each player quickly turns their 16 puzzle pieces face up and begins to put their puzzle together before the sand runs out.

SCORING

The first person to correctly finish his/her puzzle receives 250 points. (The picture on the card before each player serves as a guide in putting the puzzle together and in checking it for accuracy.) Players who correctly complete the puzzle before the sand runs out receive 200 points. All other players receive 10 points for each puzzle piece placed correctly in the frame. The scorekeeper records the points on the score sheet.

The players then take their puzzle pieces and card and place them back into the zip lock bag. Then they place the bag back into the game box.

Each player then picks a different puzzle bag. Rounds are played until one player accumulates 800 points. He/she is **THE WINNER!** In the case of a tie the tied players should play one more round to determine the winner.

ALTERNATIVE PLAY FOR ADDED EXCITEMENT

1. As players get proficient at the game, use a watch as a timer and reduce the time from three, to two, to one minute.
2. Each player can also choose two puzzles and see who can set two puzzles in three minutes.
3. Choose two puzzles and mix them together and see who can be the first to complete the two. (Don't peek at the numbers!)
4. Don't use the timer. The first person to complete their puzzle yells, **STOP!** He/she receives 200 points; all others receive 10 points for each puzzle piece placed correctly.
5. **THE GREAT PUZZLE CHALLENGE GAME** makes a great solitaire game too. Race the timer to see what puzzles you can do the fastest. Keep your scores and try to do each puzzle faster on a different occasion.
6. Look at your card for 15 seconds. Turn it over and see who can win a round or the game by putting their puzzle together from memory.
7. **THE GREAT PUZZLE CHALLENGE GAME** makes a great party game when played in teams.
8. Divide groups into age categories.
9. The puzzles make great collector items too! Simply use a household adhesive to permanently affix the puzzles to the frames. Collect all Editions of The Great Puzzle Challenge® Game, and you can create an attractive wall display. (Of course, you'll have to purchase one game just for play!)
10. **THE GREAT PUZZLE CHALLENGE GAME** is so versatile it won't take you long to come up with interesting alternatives that will give you and your friends hours and hours of fun.

*Editions

1988 - Geometric Shapes

1989 - Looney Tunes™

NFL Team Emblem

NBA Team Emblem

NHL Team Emblem

Major League Baseball® Team Emblem

Write us with your suggestions
for future editions.

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Created and Designed by David Mueller.

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