

Number Puzzles GAME

CONTENTS:

Six 5-piece puzzles, spinner

OBJECT:

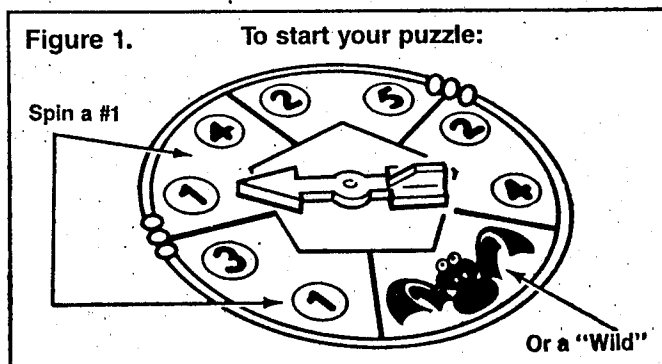
Be the first player to complete your puzzle.

SETUP:

1. Punch out the puzzle pieces. Group pieces together by their number colors. (Example: All blue numbered pieces go together to form the blue puzzle pile.)
2. There should be ONE puzzle pile for each player in the game. Put the extra puzzle piles out of play.
3. Punch out the spinner. Place spinner within easy reach of all players.

GAME PLAY:

1. The youngest player starts. Play continues to the left with players alternating turns.
2. **Starting a puzzle:** On your turn, spin the spinner. You must spin a #1 or a "Wild" (see Spinner Rule 2) to start your puzzle.
 - ◆ If you spin a #1 or a "Wild", take the #1 puzzle piece from a color puzzle pile that no one else has. This will be the color puzzle that you'll try to complete. Your turn is then over. See Figure 1.

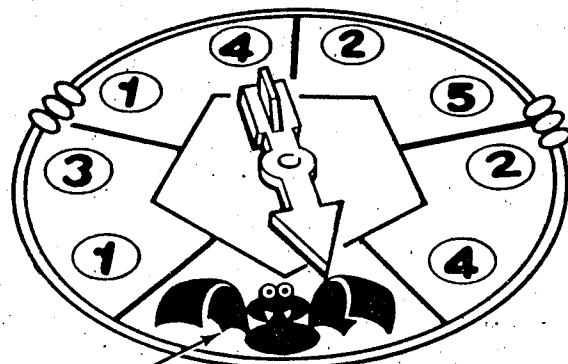


- ◆ If you DO NOT spin a #1 or a "Wild", your turn is over. Try again on your next turn to start a puzzle.
3. Once you have started your puzzle, spin the spinner and try to collect a remaining piece of your color puzzle on each of your following turns.
 - ◆ Collect only one piece per turn. However, if the spinner points to a number(s) you already have, you DO NOT collect a piece on that turn and your turn ends.
 - ◆ You DO NOT have to collect pieces in order. (For example, you may collect the #5 piece before getting the #2 piece.)
 - ◆ Build only one color puzzle per game.
 4. Try to connect your puzzle pieces together as you collect them!

SPINNER RULES:

1. Each spinner space has two numbers. On each spin, you may collect either number piece, BUT NOT BOTH.
2. When the spinner points to the "Wild" space (showing the bat), you may collect any number piece. (Even the #1 to start your puzzle!) See Figure 2.
3. If the spinner points to a line, spin again.

Figure 2.



WINNING THE GAME:

Complete your puzzle first to WIN!

ADVANCED PLAY:

For 2 or 3 players only

The advanced game is similar to the regular game. Note the following differences:

- ◆ There should be TWO puzzle piles for each player. Put any extra piles out of play.
- ◆ You must complete TWO puzzles to win.
- ◆ Collect pieces for both puzzles. You do not have to finish your first puzzle before starting your second one, BUT REMEMBER, you must spin a #1 or a "Wild" to START each puzzle.
- ◆ On each turn, you spin and try to collect one piece for either puzzle, but NOT both.

There are 4 fun Sesame Street Matching Games!
Collect them all!

- Simple Shapes™
- Lotsa Lotto™
- Number Puzzles™
- Picture Hunt™