

AT 3206

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BROOKSTON, IN 47923

HOW TO PLAY THE "PUZ-L-ZOO GAME" . . . The object of the game is to be the 1st player to assemble their "character" in the 'cage' (picture sheet). Have a qualified person cut apart the picture sheets as indicated, and carefully break apart the picture tiles. (Throw away the holding borders) . . . Players choose a picture sheet and places it in front of their play. (Choose 2 if only 2 players are to play.) Mix up the tiles and pass out all of these to the players as equally as possible. Determine turn of

play. In turn, to the **LEFT**, players check their tiles and if one matches a **No. 1** playing sheet space, they may place the tile on the space. If not a match, they must wait until they receive a matching **No. 1** tile. After a tile has been placed, players may play any matching picture tile on their sheet, **EXCEPT** the Center Space **No. 6**. . . After each player has had a turn during a 'Round' of play, each player takes 3 tiles from the player to the **RIGHT**. After receiving the 3 **NEW** tiles, in turn, players may play any

matching tiles to their picture sheet. Continue this play pattern until a player covers all the spaces on the sheet, the **No. 6** space last, and this player **WINS THE GAME**. . . Older players may wish to play whereas they must play each tile in number sequence; **No. 1's** first, **No. 2's** next, etc., until the Winning **No. 6** is played. . . (It is probable near the end of a game, there may be less than 3 tiles in a hand to 'take', thus, take all tiles).