

PUZL IT™

CONTENTS

72 Puzzle Cards, 1 Blocker Card

OBJECT

Place cards where they belong in the puzzle to make connections, then steal cards from other players based on the number of connections you made. Be the last player with cards left in your hand to win and complete the puzzle!

ALL ABOUT CONNECTIONS!

Connections are made when you place cards in the puzzle. They determine how many cards you may steal from another player! You make one connection simply by placing a card, and an additional connection for each edge of the card that touches another card.

Here are some examples:



ONE connection.

This card makes one connection for being placed.



THREE connections.

This card makes one connection for being placed, and two connections for the edges that touch other cards.



ONE connection.

Corners don't count! This card makes one connection for being placed.

GET READY!

1. Remove the Blocker card from the deck. Place it within reach of all players. **If there are only two players, set it aside—you won't use it.**
2. Shuffle the rest of the cards and deal them out facedown so each player has an equal number. Don't look at your cards yet!
3. Using the reference image on the back of these rules as a guide, place any leftover cards faceup in the center of play where you think they belong in the puzzle. If there are no leftover cards, skip this step!
4. Each player draws the top five cards from their deck into their hand and looks at them.

PLAY!

The youngest player goes first, and play moves to the left.

ON YOUR TURN

1. **PLACE** a card where you think it belongs in the puzzle, using the reference image on the back of these rules as a guide. (TIP: white edges represent the border of the puzzle!)

How to place cards:



You may place one card that doesn't touch any other cards, like this.



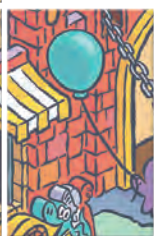
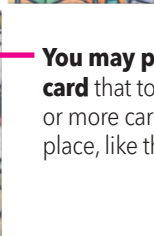
You may place more than one card

at the same time **ONLY IF** all the cards you place belong directly next to each other in the puzzle. These three cards make four connections—here's how:

- You get one connection for each card you place. In this case, three.
- You get one connection for each card edge that touches another card which was **already in the puzzle**. In this case, one.
- The edges shared by the cards you placed at the same time **DO NOT** count as connections.



You may place one card that touches one or more cards already in place, like this.



DID YOU PLACE A CARD WITH THIS ICON?

- If the card you placed touches at least one other card in the puzzle, you've **activated the Blocker**: take the Blocker card and put it in front of you.
- When you have the Blocker card, **no one can steal from you!**
- You may keep the Blocker card **only until the start of your next turn**.
- If another player activates the Blocker card while you have it, you must give it to them.

2. **COUNT** the number of connections you made. Count each edge of the card that touches another card, and remember that you make one connection just for placing a card, too! See **ALL ABOUT CONNECTIONS!**
3. **STEAL** cards from the deck of any one player according to the number of connections you made. For example: if you made three connections, steal three cards from one player.

How to steal cards:

1. Choose any one player.
2. Take cards from their deck, and put them on top of your deck without looking at them. If the player you're stealing from has no cards left in their deck, steal randomly from their hand.
4. **DRAW** cards from your deck into your hand until you have five cards in your hand. You should never have more than five cards in your hand.

WHEN THERE ARE TWO PLAYERS LEFT, TAKE THE BLOCKER CARD OUT OF PLAY!

THE END OF THE GAME

When you run out of cards in your deck and hand, you're out of the game! Better luck next time. Keep playing until there is only one player left with cards in their hand... **that player is the winner!**

PSST... HEY WINNER! YOU GET TO USE YOUR FINAL CARDS TO COMPLETE THE PUZZLE!



PUZL IT and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. © 2023 Hasbro. TM & © denote U.S. Trademarks. Hasbro, Pawtucket, RI 02861-1059 USA.

India consumer service:
Hasbro_in@mailmw.custhelp.com or call at 1800223800.
MADE IN INDIA.
0323F8286IN43

PARENTS: [HASBROGAMING.COM](https://www.hasbro.com/gaming)



SIZE: 12 CARDS BY 6 CARDS



WATCH AN INSTRUCTIONAL VIDEO & VIEW/PRINT ADDITIONAL REFERENCE IMAGES HERE!



<https://go.hasbro.com/puzlit>