



The Fast Paced Tile Matching Game!

CONTENTS:

2 Puzzle Trays, 20 Red Puzzle Tiles, 20 Blue Puzzle Tiles, Musical Clockwork Revolving Centrepiece(Timer), 9 Double Sided Picture Puzzle Cards.

AIM OF THE GAME:

Be the first player to build and exactly match your pieces to your own revolving picture puzzle.

TO START:

Players or teams decide who will be blue and who will be red. They then take the matching coloured pieces and place them on the table in front of them. Players then take the corresponding colour trays to build their puzzle.

A puzzle card is then chosen and placed in the slot on the clockwork centrepiece. It is recommended to start with a simpler picture. Each puzzle card has a blue side and a red side. Before starting the game, make sure that your opponent's card is facing you.

Now wind up the clockwork centrepiece. Wind the knob fully (4 turns) for the normal game, 3 turns for intermediate game and 2 turns for the hardest challenge. When you stop winding, the puzzle cards will immediately start to rotate! Both players (or teams) MUST remain seated. As soon as your own picture comes into view, you can start building your matching puzzle from your own set of coloured tiles.

WINNING THE GAME:

As soon as you think you have matched your puzzle to the card, you can shout 'JIGGLE'. If you are correct then you WIN. BEWARE- once you have done this no pieces can be exchanged, and if you are incorrect in declaring a win YOU LOSE!

JIGGLING:

To solve some of the puzzles (especially the more complicated ones), you may have to do a bit of 'Jiggling'. Some of the picture puzzle cards have more than one identically matching piece and you may find that the piece you need to WIN is actually on the underside of a piece already used on your puzzle tray! You will then have the extra challenge of trying to jiggle the pieces around until you find the exact combination!