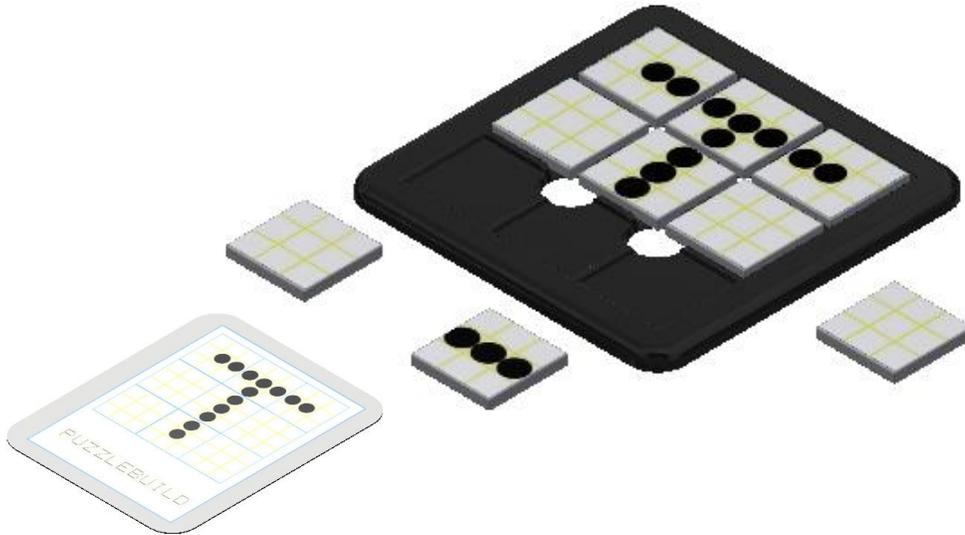


PUZZLEBUILD



Playbook

The PUZZLEBUILD Game is a challenging and unique new type of multi-player game that increases the players' level of abstract thinking, attention to details, pattern recognition, and visualization skills by creating puzzle shapes from modular components. Each player must have an individual game kit that is composed of one game pad, three sets of cards, 55 tiles, and optional, one opaque bag to hold them. The game may be played with capital letter cards, lower case letter cards, or number cards so the players can become familiar with multiple patterns.

The first level **of play** has puzzles made out of digitized alphabet letters or numbers that are composed of dots. A higher level of play involves only the cards that are used to make words with the letters they represent.

The game is suitable to be played as a family game at home or in a club, kindergarten, or early elementary classroom setting. It is an excellent tool for teaching the alphabet while improving the players' visualization skills and increasing their level of abstract thinking and attention to details at the same time. The game seems to be also beneficial for players diagnosed with dyslexia by helping them improve their pattern recognition and letter visualization.

Game Kit Components:

- One puzzle pad.
- 26 letter cards with digitized capital letters designed with black dots.
- 26 letter cards with digitized lower case letters designed with black dots.
- 10 number cards with digitized numbers designed with black dots.
- Two "Happy Face" cards for word games
- 55 tiles printed with 25 different design patterns composed of black dots on one side only.
- One black opaque bag to hold all tiles for the game (Optional).
- Playbook with rules.
- One game box with space to hold all components.



Puzzle pad



Tiles and letter cards

The card puzzles are printed on letter cards and are digitized to be composed of dots arranged in simple and easily recognizable shapes. The shapes are printed on flat surfaces of identical shaped square tiles that fit on designated spaces onto the puzzle pad surface to form a letter or a number similar to the one on the letter card, like a puzzle with nine tiles. The blank spaces are covered by a reversed tile.

Playing the game with tiles

All games are played in the same way. At the beginning of the game all tiles are in the opaque bag and all letter cards are in their respective decks. The players must decide what deck of cards they will use, capital letters, lower case letters or numbers.

Each player must have their individual game kit and draws a card from the selected card deck. The player with the highest number or letter in the alphabet starts the game. The game starter draws a card and places it on the table in a common area. All players draw a tile from their bag. If the tile is useful to create the letter or number, it is placed in its place on their puzzle pad. If the tile is not useful, it is returned to the bag. The next player follows the same procedure with their own kit. The game continues until one player finds all nine tiles for the letter or number puzzle on the card in the common area. That player is declared the winner.

Playing the game with letter cards only

The letter cards only game is for advanced players and uses both stacks of 26 letter cards. Two “Happy Face” cards are added as “Jokers”. Before the game starts the players decide how many cards a hand should have. A hand may have four, five, or six cards. The object of the game is to form words with the letters depicted on the cards regardless of being capital or lower case letters.

To start the game the players draw one card from one of their card stacks. The player with the highest letter in the alphabet starts the game and the following letters determine the order of play. The cards are returned to the stack and the game is ready to start. First player draws the first card and each of the following players, one at a time, draws cards from the stack until the number of required cards for a full hand is reached. Then the first player draws another card from the stack and if the card can be used to form a word is kept and another card is returned at the bottom of the stack. The following player will repeat the same procedure and the game continues until one of the players forms a word with all the cards in hand and wins the game. The Smiley card can replace any letter to form a word.

Appendix with PUZZLEBUILD cards

There are 26 Letter Cards for each category of letter groups:

