



Nature  
Your  
Noodle™

For 1-2 players

## PUZZ-OMINOS™

Have fun tickling your brain's ability to judge opportunity and "see" the best move in this mind-tingling BRAIN ADE. Play against another player, or noodle away at one of many solitaire challenges.

### OBJECT

The object of the game is to score more points than your opponent by "touching" more squares on his pieces than he touches on yours.

### EQUIPMENT & SETUP

Two sets of 14 PUZZ-ominos. Most of these pieces are composed of five squares joined together. (Two pieces are smaller; these are marked "Free Turn.")

One player takes all 14 RED pieces; the other takes all 14 BLUE pieces. Decide who will play first by flip of a coin. (There is no special advantage to going first, or second.)

Appoint one player to be scorekeeper; he'll need a blank sheet of paper and a pencil.

### PLAY

Players take turns playing one piece per turn. However, if a player **begins** his turn by playing a piece marked "Free Turn," he also may play a second piece on this turn. *If he plays his other "Free Turn" piece, he does not play another piece on this turn.*

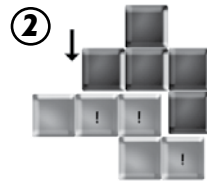
There is only one rule for playing a piece: it **MUST connect with** ("touch") at least one "square" on one of your existing pieces. Note: *You must touch horizontally or vertically; diagonals don't count.*

### SCORING

While you must touch one of your pieces, you score for touching "squares" on your **opponent's** pieces. (All pieces can score in this manner, including "free turn" pieces.) The scorekeeper records the score achieved after each play and totals each player's score at game's end to determine the winner.

AGES 10 and up

① Red starts with this piece



Blue plays, as shown. Blue scores 3 points because his piece touches 3 red squares ("!!") (diagonals don't count)

③



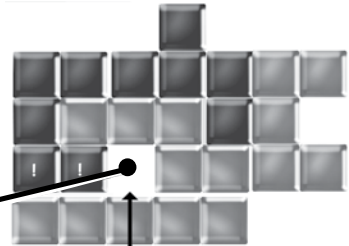
Each subsequent piece played must connect with at least one of your other pieces. Remember: you score for touching squares on your opponents pieces. (In this example, just 1 point)

### SCORING FOR EMPTY SPACES

You score **BONUS POINTS** by (properly) playing a piece that surrounds **one** or **two** empty spaces on all horizontal and vertical sides (ignore diagonals). Score 1 point for each space surrounded. You may be able to surround more than one group of empty spaces with the same tile. As long as each contains 1 or 2 empty spaces, you may score for all. But if you surround a group of 3 or more spaces, you don't score any bonus points. However, when you play your last piece (thereby ending the game) you may surround **any number** of empty spaces with this piece and score for each such space.

#### Scoring for an Empty Space

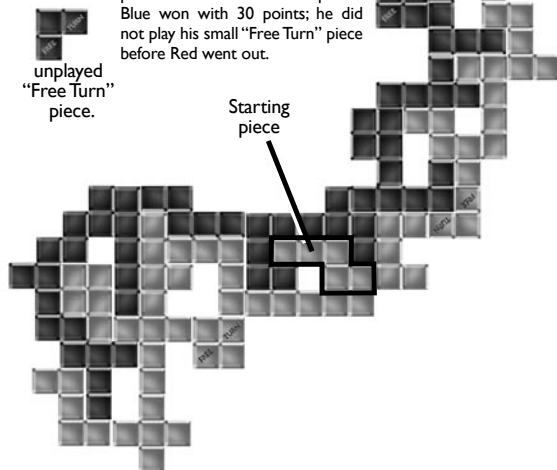
When Red plays this piece, he scores 2 points for touching two blue squares plus 1 point for surrounding 1 empty space.



## Ending the Game/ Winning

The game ends when one player runs out of pieces (he'll have played all 14). The opposing player may not play any more of his piece(s). The scorekeeper tallies the scores. High score wins. In the event of a tie, the player who played fewer pieces WINS.

### Example of a Completed Game



Red started and played all of his pieces first. He scored 29 points. Blue won with 30 points; he did not play his small "Free Turn" piece before Red went out.

Pat (Blue)	Jamie (Red)
3	2
1	3 (incl. 1 empty space)
2	2
1 (empty)	2
3	2
4	1
2	3 (1 empty)
3	2
2	1
3	3 (2 empty)
3	2 (all empty)
3 (2 empty)	3
<hr/> 30	<hr/> 3 (all empty)
	29

## SOLITAIRE CHALLENGES

Puzz-ominos is a lot of fun to tackle alone.

Use one set; remove the 2 "Free Turn" pieces. Your "mission" is to fit these twelve pieces into a compact 10 "squares" high x 6 "squares" wide grid (all 12 pieces will actually fit, without gaps, into this area.)

After you've solved this one, try these grid shapes:

- 12 x 5
- 15 x 4
- 20 x 3

Next, try an 8 x 8 grid with four empty squares. (Hint, each empty space lies near a corner.)

Finally, try to make a big "T"— 9 squares tall and 9 squares wide.

Once you're comfortable making these shapes with Puzz-ominos, try other rectangles of your own designs, then try to make a big cross.

Finally, combine both sets (not including the four "free Turn" Pieces) and try to make larger rectangles (like a 12 x 10, or a 20 x 6). You can make some really cool shapes with 24 Puzz-ominos (like big irregular rings, for example).



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