

# PLUZZABLES

## Destinations Edition

(April 4, 2022)

**PLUZZABLES** are “playable puzzles”, a series of games you play during or after assembling a puzzle.

In the **Destinations** edition, players fly their planes to vintage destinations that match their “tickets”, collecting valuable suitcases for maximum points.

### **LASERCUT COMPONENTS:**

- 12x18 or 22x17 inch puzzle
- Wooden or magnetic puzzle pieces
- 45 Tickets (cards)
- 6 Airplanes
- 80 Suitcases (valued 1-6 points)
- Dice.

**Important Note:** You do not have to put the puzzle together exactly in order to play Destinations. However, to play the online Pair Up game, all the pieces must be in their correct positions.



## **Setup:**

1. Cooperatively build the puzzle.
2. Grab at least 15-20 suitcases per player and lay face down next to the puzzle.
3. Shuffle the suitcases.
4. Distribute the suitcases face down onto random travel posters.
5. Shuffle the tickets.
6. Deal three tickets to each player.
7. Place the remaining tickets face down in a pile within reach of all players. You can use an empty spot in the center of the puzzle.
8. Give each player an airplane.
9. Each player places their airplane on the table next to the puzzle.

Upon their first roll of the dice, each player's plane will "take off" from the table and land at their first destination.

## **Game Play:**

In turn, each player performs the following:

1. Rolls both dice. The number represents the maximum range of flight. See below for Doubles Roll exceptions.
2. Uses a ticket and either:
  - a. Moves their plane to a destination matching their ticket within the flight range and collects a suitcase at that destination.
  - \* OR \***
  - b. Performs the action indicated on a special action ticket.

After each turn, replenish the used ticket(s) to ensure the player always has three tickets.

Once the ticket draw pile has been depleted, shuffle the discard pile into a new draw pile.

## Special Actions:

Actions against opponents	<p>Give the card to the opponent to indicate they have lost their next turn. Continue with your flight.</p> <p>The opponent will discard the card on their next turn and end their turn.</p>
Fly to location indicated by a letter range	<p>Your plane can fly to a poster's location whose name starts with the specified (A-Z) letter on the ticket. The location can be specific, eg PARIS or implied eg FRANCE or EUROPE in the case of PARIS. Justify your geographic knowledge.</p>
Sneak a peek	<p>Secretly look at the value of a suitcase. You can still fly afterwards.</p>
Steal a ticket	<p>Steal a ticket from any opponent and use it immediately.</p>
Transit	<p>This action allows you to fly to an interim location before continuing to your final destination. Pickup the available suitcases at both locations.</p>
Blank ticket	<p>Feel free to make up an action.</p>

## **Special Notes:**

- 1. Flight Range:** Fly the number of “hops” indicated by the total of both dice. A “hop” is a movement along adjacent travel posters. You can move your plane in any direction, including diagonally.
- 2. Multiple Cards:** It is possible to use three cards on your turn such as when you have a steal card, a sneak and peek card and a destination ticket.

## Double Rolls:

<b>6-6</b>	Fly to any location on the board that matches your ticket. Ignore flight range.
<b>1-1 2-2</b>	You can use two tickets.
<b>3-3 4-4</b> <b>5-5</b>	Doubles the range of flight to fly to any location matching a ticket. For instance, rolling 3-3 means you can fly up to 12 spaces.

## Strategies:

Keep your high-value tickets as long as possible.

## Ending the Game:

When all suitcases have been collected, each player scores the value of their luggage plus the value of each ticket. The winner has the highest points. In case of a tie, the youngest (tied) player will win.



