# **PLUZZABLES**

# **Scavengers Edition**

(January 14, 2022)

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

In the **Scavengers** edition, players assemble a brainteaser of a puzzle, then break into random sections to find and claim items. The puzzle is composed of 216 pieces containing images and word fragments. The fragments form over 400 four-letter words.

#### LASERCUT COMPONENTS:

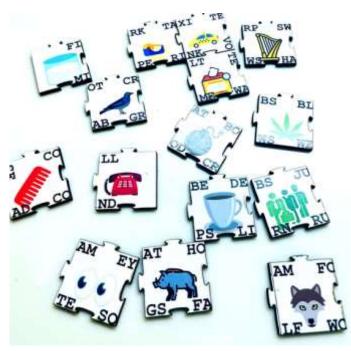
- 23x15 inch puzzle with 216 wooden pieces
- 54 A-Z cards.

Hints, solutions and online games are found at www.Pluzzables.com.

#### **Overview:**

The puzzle you will build contains 216 items and over 400 2-letter bigram fragments. Correctly connect the puzzle pieces and ensure that all 4-letter words are correct. You will probably find the assembly quite challenging at times.

Afterwards, two fast-paced matching games can be played.

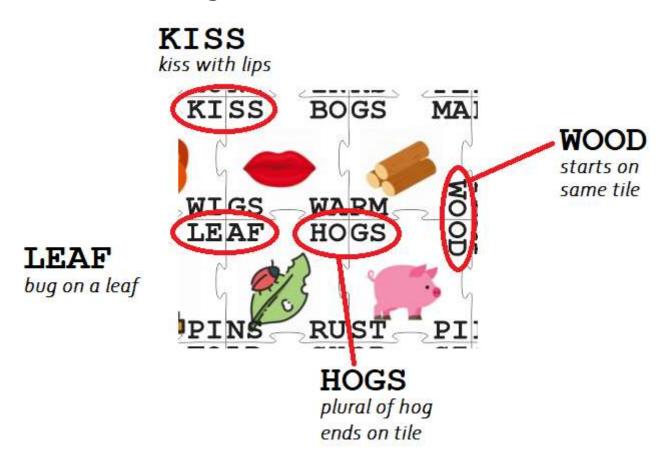


## Setup:

- 1. Prepare the puzzle by first connecting the outer edges and corners. These pieces are the easiest to join as the words are easier to visualize.
- 2. Continue by finding inner pieces that form vertical words.
- 3. Finally, fill in the remaining pieces.

# **Forming Words:**

Join puzzles pieces to make four-letter words. Ensure that all 2-letter fragments form valid 4-letter words.



#### **Hints:**

Hints and partial solutions are provided on the Pluzzables website. Once you complete the outer frame of the puzzle, you should be able to see the pattern. Use the pattern to guide you in placing the remaining pieces.

# **Tabletop Games:**

Once your puzzle is complete, you can play one of several games.

# Play an Online Game:

Visit the Pluzzables website and play one of the online games using your completed puzzle.

#### "Tic Tac Toe" Game:

Play a territorial game with your completed puzzle. Shuffle the A-Z cards and place them face down as a draw pile.

On each turn, a player will:

- 1. Flip over an A-Z card.
- 2. Find an item whose name or attribute starts with the letter revealed
- 3. Call out the match
- 4. Flip over the card and place it over the item and align the arrow to point to the player.

# **Scoring:**

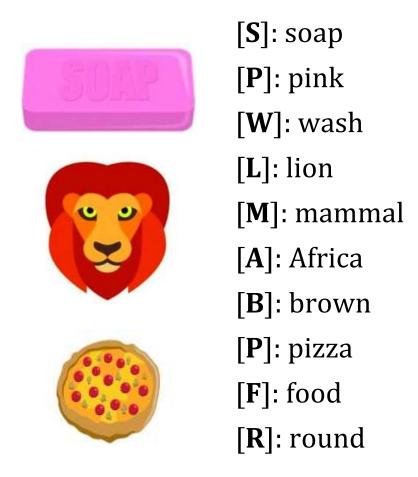
Once a player aligns three or more arrows in a straight line or forms 2x2 square, score one point and returns the cards back to the draw pile.

## Winning:

The first player to exceed ten points will be the winner.

#### **Attributes:**

An attribute is a major quality of a specific item. In order to match a letter, the attribute must start with that letter. For example:



When using a colour, most of the item must be that colour.

# **Disputes:**

Use the A-Z attributes chart on the website to verify any disputes with a match.

# **Claiming Territory:**

Examples of aligning arrows:



# **Strategy:**

If your opponent is close to completing a line of arrows, attempt to block with your arrow placement.

#### **More Pluzzables:**

**Destinations:** explore travel posters and fly planes to collect luggage.

**Decoders:** explore and collect matching vintage war posters to decode hidden words.

**DNA:** strategically connect cells to collect points.

Letter Box: find words hidden across mail boxes.

Maze: build and traverse mazes to collect items.

HexaSpell: Claim territory by spelling four-letter words.

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