5 MINUTE PUZZLE

1 - 6 | **5 min** | **8+**

SETUP

Give each player a sheet and place the die and pencil nearby (if you have extra pencils, give one to each player). The player sheets have a light side (A) and a dark side (B). Make sure all players are using the same side.

For your first game, we recommend using side A.

GOAL OF THE GAME

Try to draw all puzzle pieces on your puzzle area. The die determines which piece you have to use next. Since each piece can only be used once, players must keep track of the pieces that are still available.

The player who manages to draw the most puzzle pieces on their puzzle area is the winner.

HOW TO PLAY

The die is rolled once per round.
All players must use the rolled number.

Choose a puzzle piece that corresponds to the rolled number and draw it on your player sheet. If all pieces of that number have already been drawn, you may instead draw any other puzzle piece **that is still available**.

You may draw the first piece anywhere on your puzzle area. All other parts must be drawn **adjacent to** a space that's already filled in!
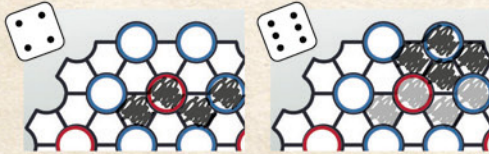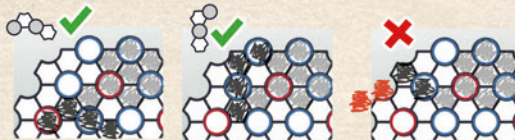

*Freely choose your 1st piece*

All other pieces must be adjacent

You may freely **turn or mirror** the piece but it must **always** fit the puzzle area **completely**, or you're not allowed to draw it.

In order to avoid mistakes, we recommend that you mark the piece on your puzzle area with dots or crosses first. Once you're happy with the location and orientation of the piece, you can draw it completely.
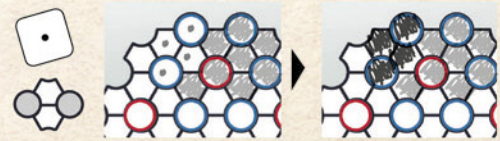
Very important: you may only draw each puzzle piece once. Once you've used a puzzle piece, cross it out on your player sheet.

You may also choose to **forego** drawing a puzzle piece, but then you **must** cross out another, **available** puzzle piece of your choice!

When all players have drawn and crossed out a puzzle piece, a new die roll will determine the next piece. Players take turns rolling the die.

The game ends when **all 12 puzzle pieces** have been crossed out or someone is unable to draw a piece.

Not surprisingly, the puzzle area is bigger than all the pieces combined! Even if you manage to draw all puzzle pieces, 3 hexagons will remain empty. Keep this into account when planning ahead!

SCORING

Now you must calculate penalty points for the **empty** spaces of your puzzle area:

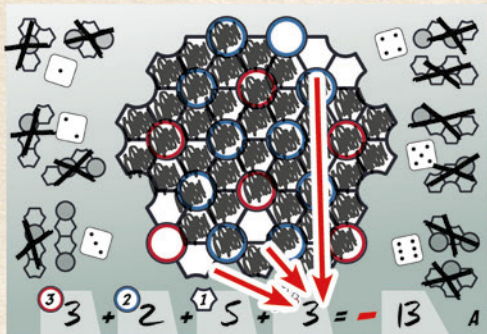**Red circle -3**   **Blue circle -2**   **Hexagon -1**

You also receive **1 penalty point** for **each area** that contains at least 1 empty space.

Example: 2 areas = 2 penalty points.

Count up all your penalty points. The player with the **fewest** penalty points is the winner.

Scoring example

EXPERT VARIANT
(...with fewer penalty points)

Before the game starts, each player fills in **0-3 hexagons** on their puzzle area. These may be attached or separate. Each player may choose how many hexagons to fill in.

Example: player sheet at the start of a game

You must draw new puzzle pieces adjacent to one of these hexagons or a previously drawn piece.

Many thanks to everyone who playtested **5 MINUTE PUZZLE** !

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