

PUZZLE LEGEND™
ROBINSON



Contents:

- 22 Robinson cards (Puzzle side, and Object side)
- 1 Laws card



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Rediscover through a journal the story of a legendary character.

Progress in the story by solving a series of puzzles, which become progressively more difficult.

Try to survive and escape Espérance Island.



But beware, the path is full of dangers.



How to play?

Without shuffling them, take the 22 Robinson cards and make a pile, Puzzle side up.



Place the Laws card on the table.



Draw and read the 2 first cards and set them down in front of you, Object sides up.



Scan the card on top of the pile. It features 4 pieces of information:

- 1** The card number.
- 2** The workshop: it indicates on what space you should solve the puzzle.

In this example, you should use the space of two cards put next to each other to solve it.

3 *The objects list:* it indicates the objects you need to use to solve the puzzle.

4 *The puzzle:* it indicates the laws you need to follow to solve your puzzle. You must use the Laws card to help you understand them.

5 *The story.*

Front



Once you think you have the solution, flip the card over. You will discover 2 to 3 pieces of information depending on the cards:

1 *The solution* allows you to check if your puzzle is correctly done. You can only move on to the next **3** card if you get the same result as the solution.

Back

2 The new object will be useful for you to complete the following puzzle(s).

3 The object(s) to remove: on some cards, you will be asked to remove the indicated object(s). Removed objects will no longer be used for subsequent puzzles.



How to escape the island and end the game?

When you have solved the puzzle of the 22nd Robinson card, put together the 4 last cards (18 to 22) face down, to form the missing image signaling the end of your adventure, and of the game.

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