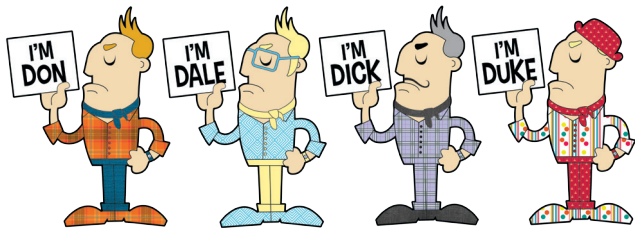


# THE “OFFICIAL” FUN & CHALLENGING BET-YOU-CAN’T-SOLVE-IT 9-PIECE PUZZLE

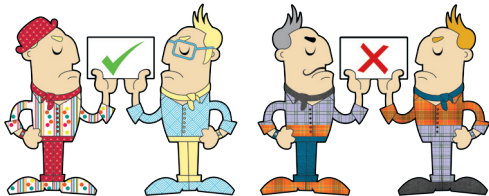


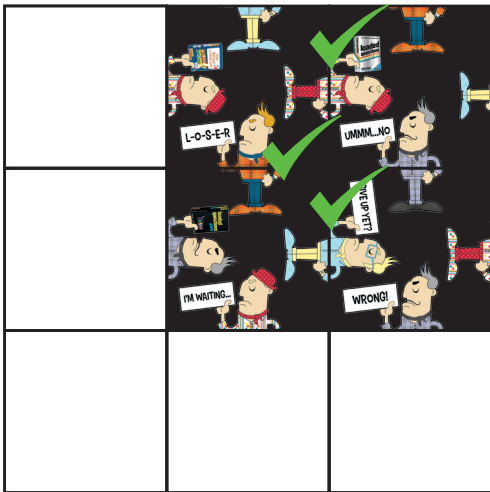
**Meet the Difficult brothers.  
They can be very difficult.  
It's up to you to put them in their place.**

# HOW DO YOU DO IT?

So...these Difficult brothers are simply mean. On the front and back of each piece, they will taunt you and even suggest other games you might enjoy more. Well, please prove them wrong by arranging the nine puzzle pieces in a 3 x 3 square with all the brothers' heads and bodies matching.

Seems easy, right?





**You may be off to a good start, but things get more difficult with every piece you add.**

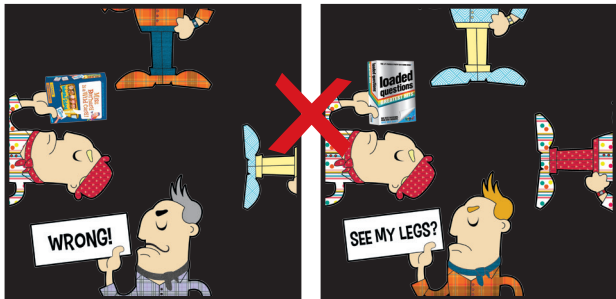
# THIS IS A MATCH.

This is what you're trying to do with all nine pieces...so the brothers' heads and bodies all match and the completed puzzle forms a square.



# THIS ISN'T.

You better check all nine pieces (every head/body) to make sure this isn't happening. You can't put Duke's head on Dale's body!



Some friendly advice and game night suggestions follow. Good luck!

# FRIENDLY ADVICE

- **Relax and have fun. You're using your brain...which is more than most people can say (according to the Difficult brothers).**
- **Lay out all nine pieces (with the black side showing), so you're aware of all your options and can keep switching pieces around until you, hopefully, complete the puzzle. Pay no attention to Don and his brothers' obnoxious comments. But, you may want to check out their game suggestions!**

- **Some days you might get super lucky and solve the puzzle quickly. Other days you will succumb to the brothers' taunting and give up in disgust.**
- **Add some fun pressure solving the puzzle by setting a 3-5 minute timer on your phone - especially if someone else wants to try the puzzle or challenge you to a timed competition.**
- **If you cannot solve this puzzle after multiple, respectable attempts, scan the QR code on the back of one of the pieces or visit [AllThingsEqual.Games](#) for hints and one of the two solutions.**