

Match Master

Fairy Tale Edition

Contents

75 double sided cards

Game 1: Open Table

2-6 players, ages 5+.

Object of The Game

Collect as many cards as possible.

Setup

Shuffle the cards and place the deck in the center of the table with the category side (back of the card) facing up.

How to Play

- 1 The youngest player starts by flipping the top card and placing it near the deck.
- 2 Players continue to take turns in a clockwise direction, flipping cards one at a time and placing them around the deck.
- 3 With each new card, everyone looks for at least two cards that share the category displayed on the back of the top card of the deck (e.g., color, number, character).
- 4 The first player to identify matching cards calls out the category and points to the matching cards, collecting them for their personal pile. Each new flip reveals additional cards, continuously changing the category shown on the deck's top card.

Examples



Color

The first player to call out "Blue" collects the cards with blue characters (e.g., three blue knights, four blue dragons).

Character

Calling "Princess" first wins all cards with princesses of any color. Calling "Dragon" wins all cards with any dragon on it. However, the first player to call out "Dragon", wins the 3 yellow dragons and 4 pink dragons cards.



Number

The first player to call out "Three" wins cards showing three characters of any color or type.



Winning The Game

The game ends when only one card remains in the deck. The player who has collected the most cards is the winner.



Game 2: Keep 3 Cards

2-3 players, ages 5+.

Object of The Game

To be the first to get rid of all your cards.

Setup

1. Place one card face-up in the center of the table as the starting card.
2. Deal the remaining cards face down, distributing them evenly to form each player's personal draw pile.

How to Play

- 1 Each player draws three cards from their pile and either holds them or places them face up in front of them. Choose the most convenient way to play.
- 2 Players compete simultaneously, looking for a match (character, color, or number) between one of their cards and the center card.
- 3 The first player to spot a match calls out the matching category, places their card on top of the center card, and this card becomes the new center card.
- 4 All players now search for a match with the new center card. Each player may have a maximum of three open cards. If you can't find a match, you can either wait for the center card to change or replace one of your open cards with a new one from your personal pile. Continue playing until 1 player runs out of cards.

Examples



Winning The Game

The first player to run out of cards wins.

If no more matches are possible, the player with the fewest cards left is the winner.

In this version of the game, there is no significance to the back of the cards.



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