

# MATCH!

 Thomas Weber



## COMPONENTES



60 cards with numbers  
(with values from 0 to 5,  
2 in each of the 5 colors)



4 wildcards



8 reminder cards

## DESCRIPTION

Players begin the game with 5 cards in their hands. Each turn, they place 1 card on the discard pile in the center of the table. The game ends when one of the players no longer has any cards in their hand.

Sound familiar? Of course it does!

In *MATCH!*, players are not aiming to place their cards in the discard pile, but rather into the collection of cards on the table in front of them. At the end of the game, these are the cards that will score them points.

However, you can only place a card in their collection if it does not match with what is needed for the discard pile. Furthermore, when placing a card in your collection, you must then draw a new card from the deck. This means that even though you get points, the action delays end of the game.

So, you have to find the balance between getting points for yourself and finishing before the other players get points, while at the same time trying to ensure that the other players must discard the most valuable cards in their collection.

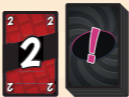
## SET UP

Each player gets 1 reminder card and places it in their gaming area on the table, so that the **draw** symbol is showing. If you like, you can leave an unused reminder card in your hand to remind you of how the turn should go, or you can put them all back in the box.

Shuffle the cards with numbers and deal 5 cards to each player without allowing the other player to see the hands. Place the deck in the center of the table. Then, turn over the first card and put it face-up next to the deck. This is the first card of the discard pile. If a wildcard is the first card, put it back in the deck, re-shuffle, and then turn over another card.



Hand of cards



Discard pile

Deck



Hand of cards

Personal collection



Reminder card

*This card is to remind you that you **must** always draw a card when you place a card in your collection.*

Personal collection



Reminder card

## HOW TO PLAY

The starting player is the person who is wearing the brightest colors. In their turn, each player must play one card. There are two possibilities to do this:

**Play 1 card that matches** the top card on the discard deck. The card must come from their hand or their collection.

A card **matches** when it is the same color and/or number as the top card on the discard pile. The player must say **"It matches!"** out loud. Then after placing it, the player **does not draw** any card.



## O BIEN

**Play 1 card that does not match** with the top card on the discard pile. This card is played from the player's hand and put in their collection.

If the selected card has a different color and number than the ones shown on the top of the discard pile, the player **must** place the card in their collection and say **"It doesn't match!"** out loud.

*Example: The green 5 does not match the blue 2 on the top of the discard pile. You place this card in your collection and state, "It doesn't match!", then draw one card.*



Whenever there are cards of the same color in your collection, you must place them one atop another so only the top card of each color is visible. So, at most, you can have 5 stacks of cards in one player's collection.



**After playing a card in their collection, the player must draw one card from the deck and place it in their hand.** If you run out of cards in the deck, take the top card on the discard pile and set it face-up on the table alone as the new discard pile. Then shuffle the other cards from the discard pile and place them face-down to form the new deck.



There is never a case in which a player cannot place any card. Either one of their cards **matches** and is played in the discard pile, or it **does not match** and is placed in that player's collection.

Once the player has placed a card (and has drawn a card when applicable) their turn is over, and it becomes the turn of the next player moving clockwise around the table.

**The other players do not know what cards are in your hand.**

So, you can place a card that does not match in your collection, even if you have a card that does match in your hand.

**The other players can see which cards you have in your collection.**

If you already have cards in your collection, you must follow an important rule:

**If you have at least one card in your collection that matches the top card on the discard pile, you cannot play a card from your hand to add it to your collection.**

This only applies to the top cards in each stack of your collection. The cards underneath them are safe. When the described situation occurs, you then have 2 options:

Place a card that matches from your **collection** in the discard pile.



**Example:** The red 3 is on the top of the discard pile. In your collection you have a blue 3. So you must play a card that matches.

You have two options. You can either play the blue 3 from your collection on the discard pile ...

**OR** ...play the red 1 from your hand on the discard pile.

In either case, since you placed a card on the discard pile, you do not draw any card.

Place a card that matches from your **hand** in the discard pile.

Naturally, it may happen that you do not notice a card from your collection matches, but you can be sure that your rivals will be attentive and will point it out to you.

## WILDCARDS

A wildcard matches any other card. So you can **always** play a wildcard on top of whatever card is shown in the discard pile. However, you may **never** place it in your collection.



When you play a wildcard, you must state any number or color you choose it to be. The number and colors you state are “dedicated” to the next player, and that player must play as if the card you have stated is there.

If the next player has **a card of that color or number in their collection**, the player **must** place a card with that color or that number **from their hand or their collection** on top of the discard pile to cover the wildcard. If this player happens to also have a wildcard in their hand, instead of playing a card with the “dedicated” color or number, they can choose to play the wildcard, and state a new color and number to “dedicate” to the player that plays after them.

If you have “dedicated” a wildcard to the next player and that player **does not have any card in their collection with that color or that number**, then that player can choose to either:

Place a card from their hand with the “dedicated” color or number on top of the discard pile.

**OR**

Place a card that does not have the “dedicated” color or number in their own collection, and then draw a card as usual.

So long as the wildcard is still the top card on the discard pile, the color and number stated by the player remains applicable and are therefore “dedicated” to the next player to take their turn.

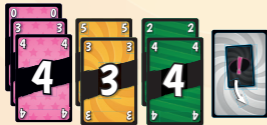
## END OF ROUND, SCORING, AND THE END OF THE GAME

A round comes to an end when someone runs out of cards in their hand at the end of their turn.

**Important:** You can only end a round by placing your last card on the discard pile. When you place your last card in your collection, you must immediately draw a card which is then still part of your hand.

At the end of the round, all the players add up the value of **all of the cards** in their respective collections (including the lower values underneath in the stacks).

The value of the cards in the player's hand are then subtracted from that sum. A wildcard in your hand counts as 10 negative points. Write down the total score of each score (after applying the penalty for cards in their hand) and add it to the sum of the score from the previous rounds.



*You have these cards in your collection.  
You get  $4 + 3 + 0 + 3 + 5 + 4 + 2 = 21$  points.*



*In your hand you have  $0 + 3 + 10$  (wildcard) = 13 negative points.*

*In total, you have earned 8 points in this round.*

The **game ends** as soon as any player is able to reach 50 total points at the end of a round. The player who finishes the game with the most points wins the game.

If no player has reached 50 points, then another round is played. Whoever has finished the last round plays the first card.



## THE AUTHOR

Thomas Weber graduated with a degree in business administration but he has been focused on developing games since 2017. He loves being creative and seeing people come together to have fun playing in company. He also applies creativity and interaction in his work as an educator, coach, and independent consultant. He helps businesses and teams find creative solutions for their challenges and to improve their collaboration. Thomas lives in Munich.

## CREDITS

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