

## “That Match Game” - The Rules

### 1. Getting Ready

- a. Separate the point cards (red backing) from the playing cards (green backing) and shuffle the two decks well.
- b. Place them about 3ft apart and face down in the middle of the playing area.

### 2. Who Goes First?

- a. Each player draws a card from the point card deck and places it in front of them.
- b. The winner is the player with the highest value point card (most stars). If there is a tie for first the tied players draw again.
- c. Repeat until there is a winner, put all the point cards back on the deck and re-shuffle it.

### 3. The Dealer

- a. The player who goes first deals five cards to each player in a clock-wise circle, one card at a time.

### 4. Set Up the Play Area

- a. Place the correct number of point cards face up in the center of the play area between the two decks. Keep a good amount of space between the point cards.

# of Players	# of Point Cards	# of Point Cards (Simple Version)	Points Needed to Win
2	4	5	10
3	4	5	10
4	5	6	15
5	5	6	15

### 5. A Player's Turn

- a. At the beginning of your turn you may draw up to 2 cards. You may never have more than 7 cards in your hand. Do not draw if it causes you to go above 7 cards. If there are not enough playing cards in the playing card deck to draw shuffle the discard pile and reset the playing card deck, then continue your draw.
- b. If at any point you have more than 7 cards in your hand immediately discard down to 7 cards.
- c. You can now choose to play 0, 1, or 2 cards during your turn. Lightning bolt cards can be played on other players turns so you may want to use them carefully.
- d. You can place the number playing cards on the matching colored number, found on the point cards, such that the sum of the number cards is less than or equal to the point card's colored number. The sum of cards played on a colored number can never be greater than that number. When the sum of playing cards on a point card's number are equal that color is “closed” for that point card. No more cards may be played on that color for that point card.
- e. The player who closes the last open color on any given point card gets to pick up that point card and place it in their points pile in front of them, all cards played on the point card are placed in the discard pile.
- f. You can play lightning bolt cards on your own turn if they are number cards only and they behave just like regular number cards when used this way.
- g. Multi-color number cards can be used to match any of the three colors.
- h. Exclamation cards are a special number card that closes the color they are placed on.

### 6. Using Lightning Bolt Cards

- a. You can play number lightning bolt cards on another player's turn only in response to that player playing a number card, or another player's number lightning bolt response. The last valid number lightning bolt card played is the one the sticks, the rest go to the discard pile.
- b. Lightning bolt number cards must match in sum to the card they are being played in response to.

Example:

- I. Player A plays a 3 red card on their turn to close the last color of a point card and get the points.
- II. Player B plays 1, 2 red lightning bolt cards in response. No cards are played in response so Player B wins the points instead of Player A.

- c. Non-number lightning bolt cards, such as blocking cards, can be played in response to the cards listed in their text.

Example:

- I. Player A plays a 3 red card on their turn to close the last color of a point card and get the points.
- II. Player B plays 1, 2 red lightning bolt cards in response.

III. Player C plays a red block card which cancels either the 1 or the 2 red lightning bolt card played by Player B. This makes Player B's invalid and cancels it since the cards don't sum to 3.

IV. Player B responds to Player C by playing an orange block card which cancels the red block card.

V. Player B's cards stick and all blocking, blocked, and overridden number cards are placed in the discard pile. Player B wins the points in this scenario.

**7. Simplified Rules for Younger Kids (3 - 5)**

a. Remove all point cards with a 6 on them.

b. Remove all red block cards, orange block cards, and orange special cards.

c. There are no lightning bolt plays allowed on other turns, lightning bolts don't count in this version.

d. You don't sum up cards to close out a color on a point card, you simply match the cards by color and number.

e. Use the "simple version" column when setting up the play area.

f. Players play and draw only 1 card.