12GoC Game 12: Matching Game

Designed by Ellie Dix

2-5 players | 15 minutes | Age 7+

Components:

- 64 playing cards: 1-8 in eight suits (colour/icon)
- 3 marker cards (number, suit and terrain)

Set up:

- Shuffle the **playing cards** and deal some cards to each player (according to the table below).

Number of Players	Number of Cards
2	6
3	5
4	4
5	5

- Place the remaining playing cards face down in a draw deck.
- Place the three marker cards in a column - each marking the start of a row.

Aim:

Get the most points by matching as many card attributes as you can with those on the table.

How to play:

On your turn:

- Take two cards from the draw deck or discard pile.
- Place one card in one of the lines next to a marker card.
- Discard one card to a face-up discard pile next to the draw deck.

The round ends when each row is full. Rows are full when they have the same number of cards as players end with in their hand each turn.

Scoring

You get a point for every card you match with the required attribute on each line.

End game:

Play as many rounds as there are players in the game. The player with the most points wins.