

OBJECT OF THE GAME

Get rid of all your cards by matching colors, patterns, numbers, and shapes.



GET TO KNOW THE CARDS

Each card has a **color**, **pattern**, **number**, and **shape**.

In this example, the color is **green**, the pattern is **stripes**, the number is **three**, and the shape is a **lily pad**.



GET READY

1. Shuffle the deck and deal **seven cards** to each player.
2. Turn over the top card and place it face up. This is the **play card**. Set aside the rest of the cards.
3. The person whose birthday is coming up next rolls the die first.

HOW TO PLAY

1. In each round, try to match the color, pattern, number, or shape on the play card. The die shows which of these to match.



2. Roll the die. Any player with a card that correctly matches the play card can throw it down! If you roll a wild, you can match the color, pattern, number, or shape of the play card. If there are no matches, roll the die again.

3. The first person to play a matching card wins the round and leaves the card face up. This is the next play card.



4. The person who won the round rolls the die for the next round.
5. Keep repeating rounds until someone runs out of cards. Shuffle the cards and play again.

HOW TO WIN

The first player to get rid of all their cards **twice** wins Matching Madness!



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WARNING: CHOKING HAZARD
Small parts. Not for children under 3 years.

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