



# Matches

a simple game of memory and chance  
(v1.01) for piecepack

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2, 3, 4, or 6 players  
15 minutes

## Summary:

Matches is an easy game that will exercise your memory and deduction, as well as press your luck. It is enjoyable for children and adults, and also plays well with mixed groups of both.

## Setup:

Place all 24 tiles face down on the table and mix them. Then, deal an equal number of tiles to each player. Players then turn their tiles face up and arrange them as desired in front of them on the table, keeping them separate from other players' tiles.

Take all 24 coins in two hands and shake them up, then drop them in the middle of the table. Giving the handful of coins a little pitch as they are dropped helps to keep them from stacking atop each other while landing. If any coins overlap, carefully unstack them so that all coins lay flat on the table, making sure none of the players sees the underside of any coins while doing so.

Roll to see who goes first. Take turns, starting with the first player, and proceeding clockwise around the table.

## Play:

On your turn, choose one of the coins in the middle of the table and point to it, allowing all players to see what is marked on the coin. Then, turn the coin over without changing its location on the table. If the coin matches one of your tiles by both suit and value, mark the tile by placing the coin on the tile. If the coin does not match, just leave the coin on the table (do **not** turn it back to the side that was showing at the beginning of your turn).

## Game End and Winning:

The game ends immediately when a player marks his or her last tile with the matching coin. That player is declared the winner.

## Flaming Matches Variant:

If you are ready for a slightly more taxing version of matches, try this variant (if all players agree to do so before the game starts): When you turn the coin over on your turn, you may place it anywhere in the group of coins remaining in the middle of the table.