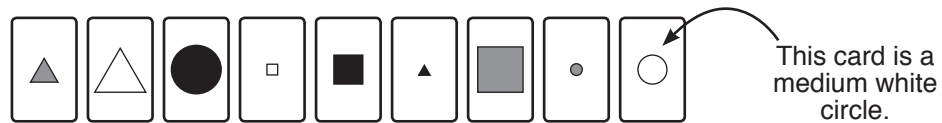




The game of **Match** is played with a special set of 27 cards. You can print a set of cards to cut out on the following pages.

Deck

Each card has three **features**: a shape (●, ▲, or ■), a size (small, medium, or large), and a color (white, gray, or black). Below are some sample cards.



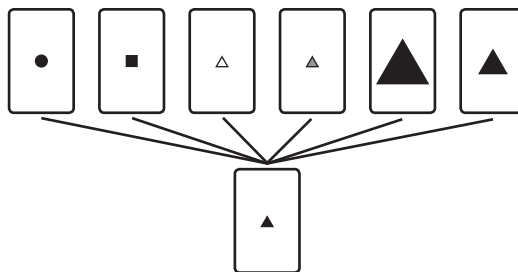
Play

Players are dealt 5 cards. The rest are placed face-down in a **draw pile**.

The top card from the draw pile is turned face-up to begin a new **stack**.

Players then take turns placing one card on the stack. You can only place a card on the stack if it matches **two** features of the card on the top of the stack.

For example, six different cards can be played on a small black triangle:



If you cannot play a card on your turn, draw one card from the draw pile and end your turn.

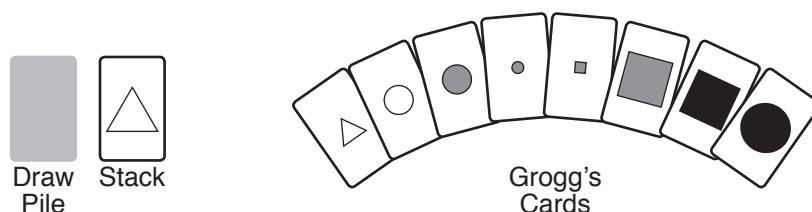
Winning

The first person to play all of the cards in their hand is the winner.

If the draw pile runs out, the player with the fewest cards in their hand wins.

Variations

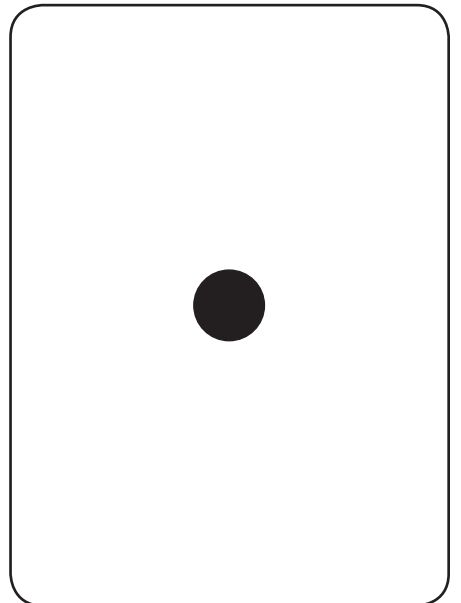
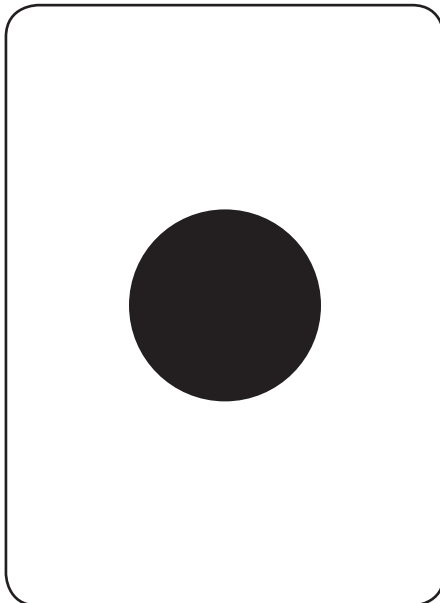
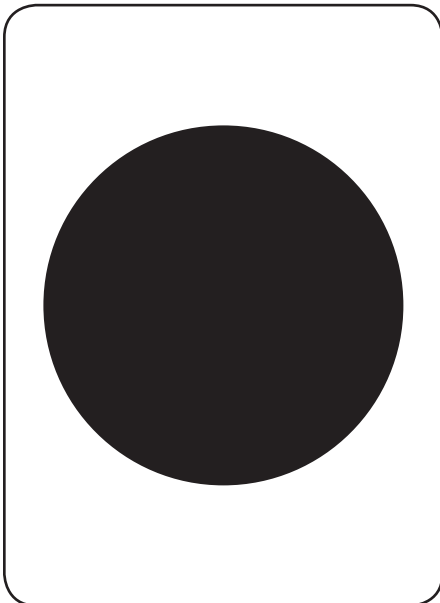
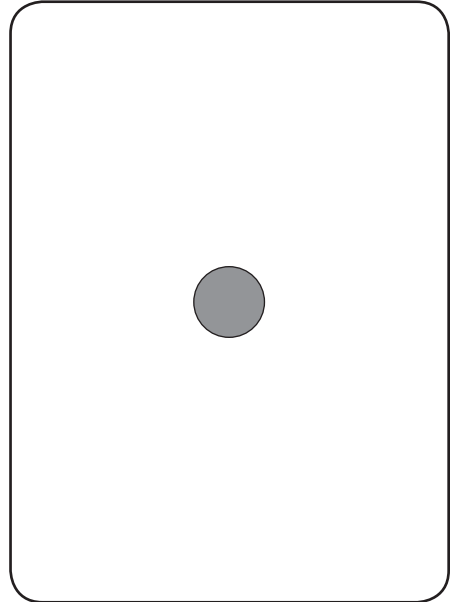
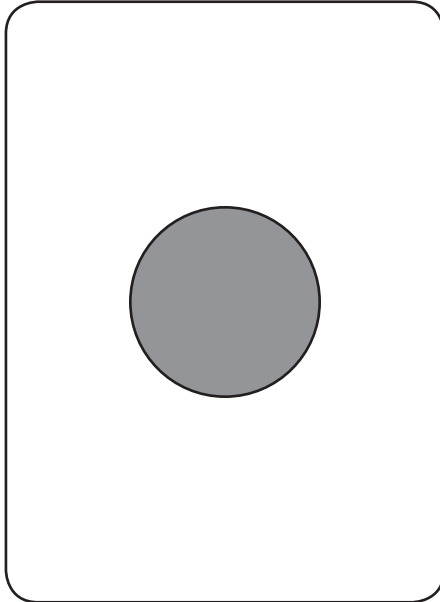
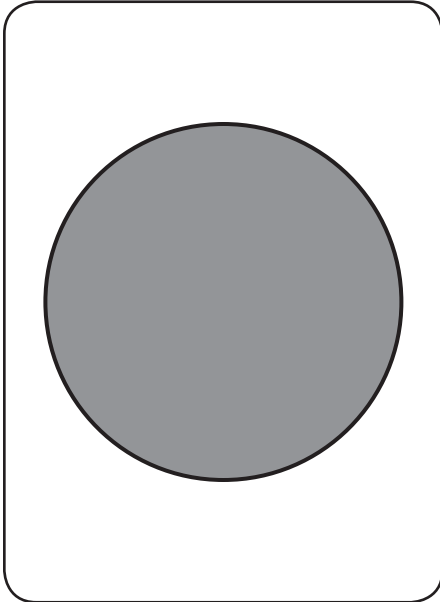
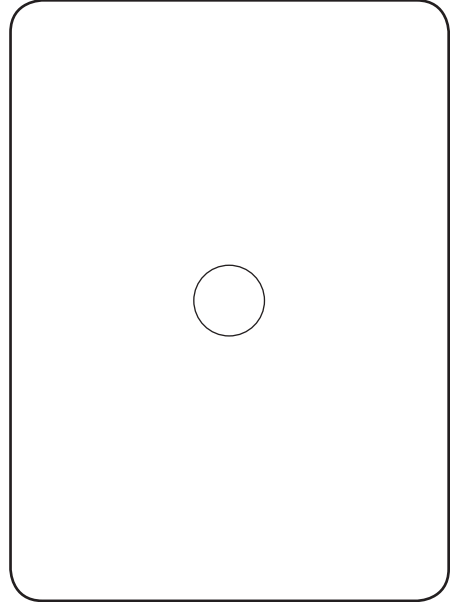
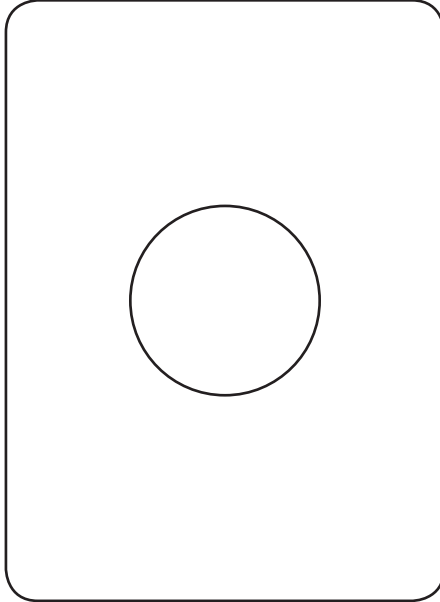
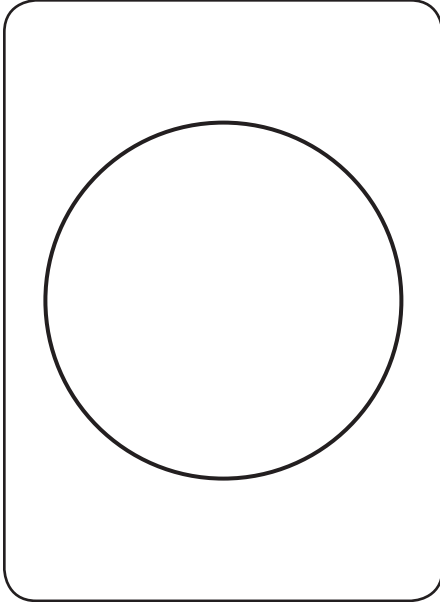
Players can place more than one card on a turn. For example, if Grogg has the cards shown below, he can place them all on the stack shown to win the game.



Match Cards

Practice 2B: Chapter 6, pages 100-101

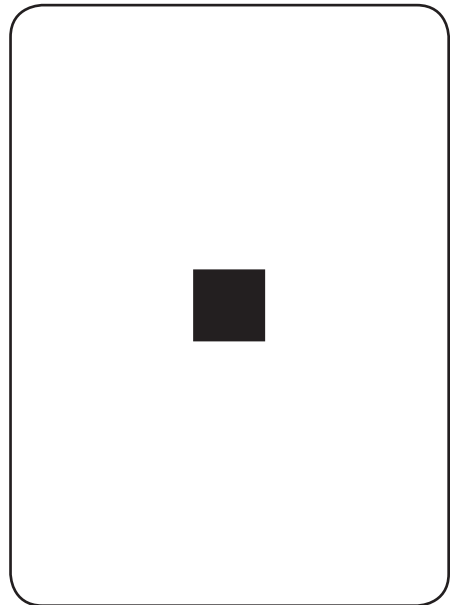
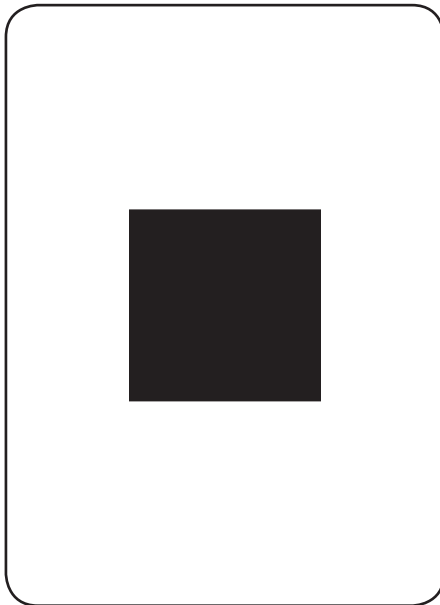
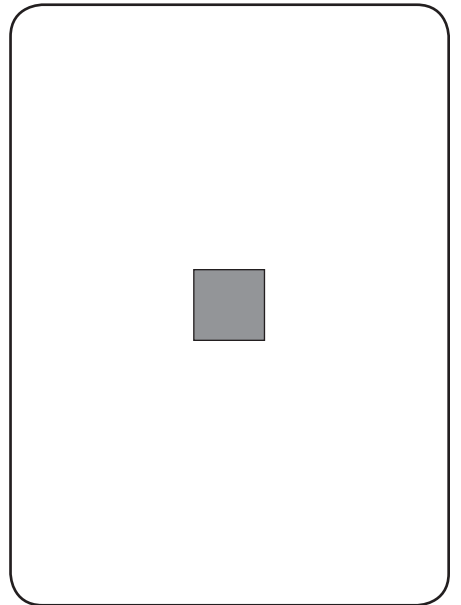
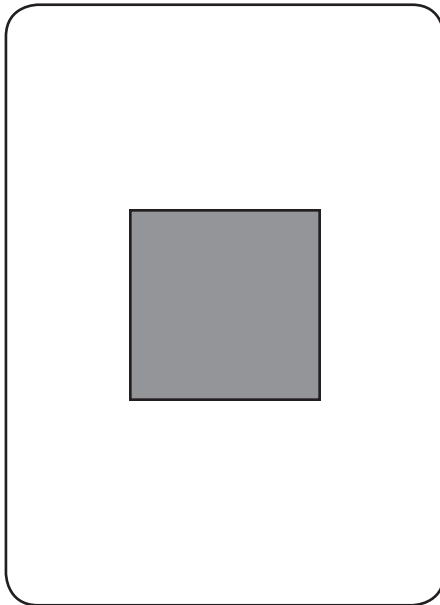
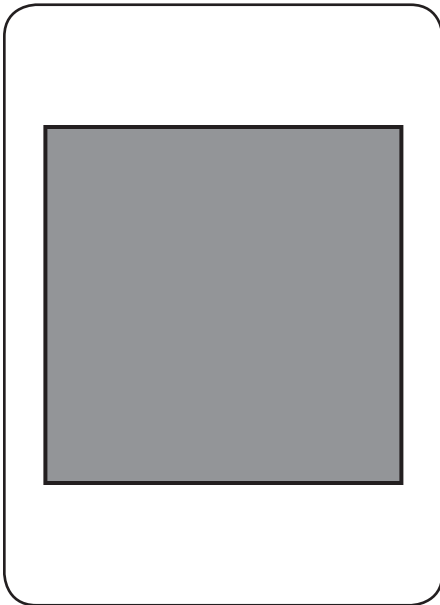
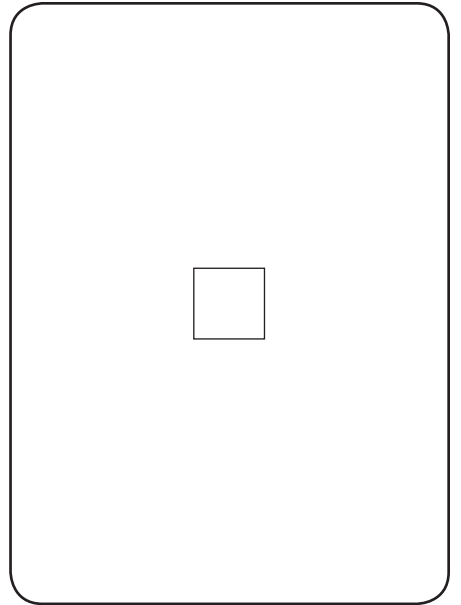
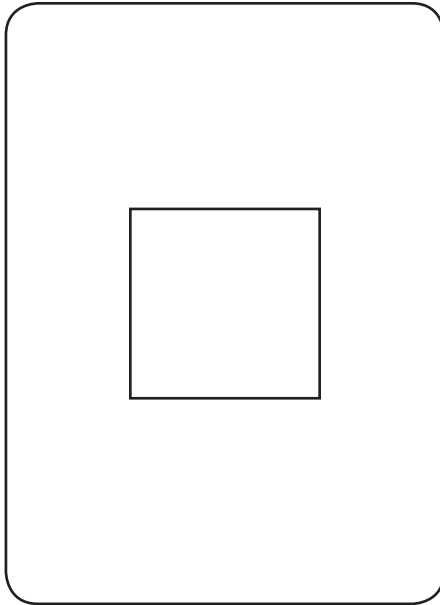
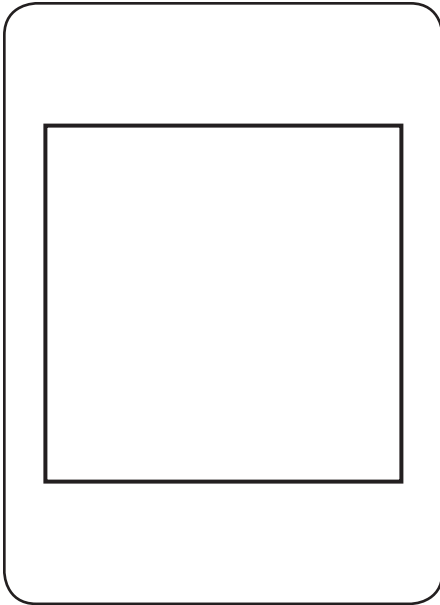
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Match Cards

Practice 2B: Chapter 6, pages 100-101

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Practice 2B: Chapter 6, pages 100-101

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