

Match Patch

A game played with
CHROMA CARDS



Game by: Brian Bollinger

Number of Players: 2+

Supplies: Two of sets of Base Cards. (or any even number of sets. You may want to use 4 sets if a large number of people are playing.)

Game Summary: Players compete to collect pairs. This game will really test your memory.

The Set Up: Shuffle the 2 sets Base Cards together and deal each player 3 cards. Turn the rest of the cards face down. This will be the draw pile.

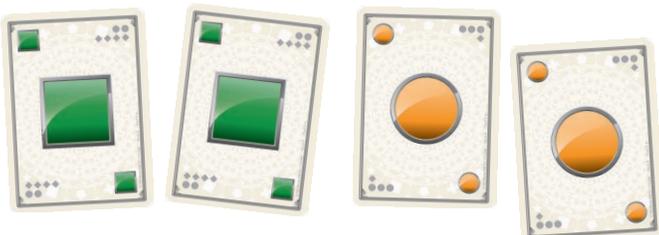
Who Goes First: The player whose mini-pips, from all 3 cards, add up to the highest number. In the event of a tie, the girl goes first. If they are both girls then the guy with the highest mini-pip count goes first. If it's still a tie, the owner of the deck goes first.

A Turn:

(1) The player whose turn it is draws a card from the draw pile or the "Match Patch". (see below) The player should now have 4 cards in their hand.

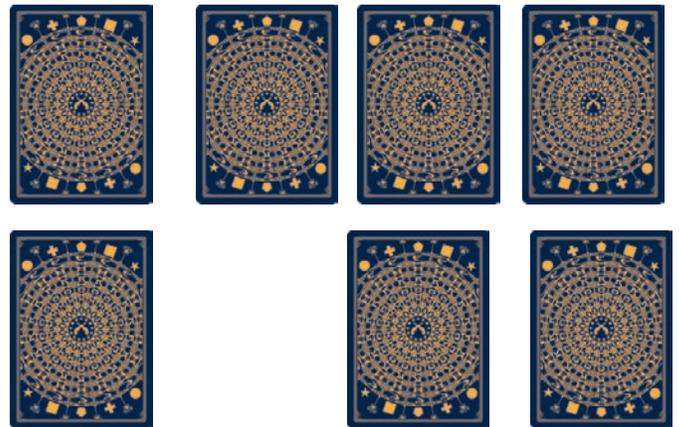
(2) If they have a match (two cards of the same color and same shape) they place the pair of cards on the table next to them. In a two deck version of the game the pair of cards can be placed face up. The player then draws 2 more cards. Again, they may draw from the draw pile or the Match Patch. Continue to repeat step (2) until they do not have a match in their hand.

An examples of a matches:



(3) The player then must place one of the 4 cards from their hand into the "Match Patch" in the center of the table. They must announce the card AND show the card to all players. The card is then placed face down into the Match Patch. The cards placed in the Match Patch should start to form a grid of cards in the center of the table. Do not place cards on top of other cards and leave a little room between cards so that players can easily pick up each card from the Match Patch. Try to remember where cards are being placed in the Match Patch - there is a good chance you will need to know this for later in the game in order to get your matches!

An example of what the Match Patch might look like after a few turns:



Ending the Game: Once there are no more cards in the draw pile players continue on with the game using cards from the Match Patch. The game is over when there are no more cards in the Match Patch. (Although there will usually still be cards in players hands)

Winning the Game: The player with the most matched pairs wins the game.

General Notes:

A player may draw a card from the Match Patch and place it in their hand and place a different card back in to the Match Patch. They still have to announce what card they are placing in to the Match Patch.

A player may not "slide cards around" in the Match Patch. All the cards should remain in their position in the "grid" until someone draws them into their hand. If a player draws a card into their hand, as their turn, they may then place the same card back in to the Match Patch in a different location. (but again, they still have to announce what card they are playing down)

