



Rules for 2 - 6 Players

Object of the Game: To have the most points in your score pile when the card deck runs out. Take turns adjusting the layout of the Matchstix so that the layout matches a card in your hand, enabling you to score it.

Set-Up: Line up five Matchstix in the center of the play area. This is the layout.



Place the sixth stick to the side.



Shuffle the deck and deal four cards to each player face down. Place the remaining cards face down in the center of the play area. This is the draw pile. Players hold their cards without showing the puzzle side to their opponents.

On Your Turn: You **must** make exactly two actions on your turn. These actions are:



Add a stick to the layout from the side.



Move a stick in the layout.



Pivot a stick in the layout.



Remove a stick from the layout to the side.

You can perform the same action twice in one turn if you like.

After an action, play a card from your hand to your score pile if it matches.



Pay attention, even when it's not your turn. If, after someone else makes an action, you have a match, then play your card to your score pile on their turn and draw a new card.

Other Rules:



An action can't break apart the layout.



All sticks must be at right angles.



You can't undo the action that was just done.

End of Turn: At the end of your turn, draw back up to a hand of four cards.

It is now the next player's turn going clockwise. The next player will continue with the Matchstix layout as the previous player left it.

End of Game: The game is in its final round when the last card is drawn from the draw pile. At that point, every other player gets one more turn.

Winning the Game: After all players have had their final turn, they will add up the point values of the cards in their score pile. Highest score wins!

Contents: 48 Puzzle Cards and 6 Matchstix



Rules for 1 Player

Object of the Game: To have the most points in your score pile when the card deck runs out. You will adjust the layout of the Matchstix so that the layout matches a card in your hand, enabling you to score it.

Set-Up: Line up four Matchstix in the center of the play area. This is the layout.



Place two Matchstix to the side.



Shuffle the deck and deal four cards to yourself face up. Place the remaining cards face down in the center of the play area. This is the draw pile.

On Your Turn: You **must** make one action on your turn. These actions are:



Add a stick to the layout from the side.



Move a stick in the layout.



Pivot a stick in the layout.



Remove a stick from the layout to the side.

All other rules from the multiplayer game apply.

Costs: As noted to the left, two actions are listed as FREE and two actions cost one card.

Free actions are exactly that. You can do these as many times as you like in order to get the layout to match one of your cards.

The other two actions require you to pay a card every time you do one. To pay a card, take the top card of the draw pile and set it to the side, face down. This payment pile is separate from your score pile.



Draw Pile



Payment Pile



Score Pile

After your action, play a card from your hand to your score pile if it matches. Immediately draw a new card from the draw pile and add it to your hand.



You might have to pay more than one card to the payment pile before you can play a card to the score pile. Look for opportunities to use free actions as often as possible.

End of Game: The game ends immediately when the last card is drawn from the draw pile. Count the cards in your score pile. **SUBTRACT** the cards in your payment pile. The difference is your score.

Score:

0 or Less

1-3

4-6

7-8

9 or More

Ranking:

Not so good

Not bad

Solid work

Great

Excellent