

WALDO'S MAD MATCH! GAME 2

AGES 6+ | PLAYERS 2 | 15

OBJECT:

Put your memory to the test. Flip over cards to find matching Waldo characters and earn points. Collect the most points to win!

GETTING STARTED:

- Shuffle the Mixed-Up Match-Up! game cards.
- Place all 68 cards face down on the playing surface so that they are easy for each player to reach. Placing them in a grid formation will make them easier to find later. We recommend placing cards into an 8 X 8 grid; line up the remaining 4 cards into a 9th row.
- Keep the cards face down until you are ready to start - no peeking!

Are you ready to play?! The youngest player starts!

PLAYING:

Player 1 flips over any two cards. If the cards do not match, they are flipped back over and the next player takes his or her turn. If the cards match, the player takes the cards and places them by his or her side, then takes another turn. The player continues to flip two cards at a time until a match cannot be found. Play continues until all cards are flipped and matched.



Helpful Tip! Pay attention to the cards being turned over, even when it's not your turn - if you can remember where the cards are, you can find more matches!

WINNING:

Once all cards have been matched, players add up the number of points they have earned. You get 1 point for each match, 2 points for finding Woof, Wizard or Wenda matches, and 3 points for finding a Waldo match.

The player with the highest number of points wins the game!



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WHERESWALDO.COM

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www.ToyIslandUS.com

WHERE'S WALDO?

MIXED-UP MATCH-UP! CARD GAME



MIXED-UP MATCH-UP! GAME 1

GAME CONTENTS:

68 Mixed-Up Match-Up! Cards

Includes 2 totally twisted match games!

OBJECT:

Race to find matches as you flip over cards. The player with the most match points at the end of the game wins!

GETTING STARTED:

- Shuffle the Mixed-Up Match-Up! game cards.
- Deal out the deck evenly to all players.
- Players should keep their cards face down in a pile.

Are you ready to play?! Anyone can start!

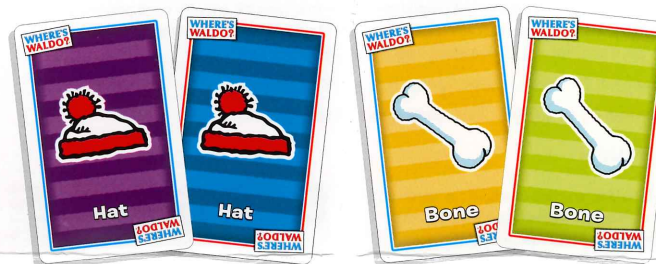
PLAYING:

- Player 1 flips their top card over and places it face up in the middle of the playing area.
- The player to the right goes next and does the same thing. The cards should not overlap.
- Players take turns flipping cards, one-by-one, and placing them in the playing area, until a match is spotted.



MIXED-UP MATCH-UP! GAME 1

- If you spot a match, shout out the name written on the matching cards and grab them.
Younger players can call out "MATCH-UP!"
- Place the matched cards by your side, keep them there until the end of the game.
- Play continues until all cards have been flipped over and called out as matches.



Watch Out! the background colors of matching cards are never the same.

SCORING:

Once all of the cards have been played and matched up, players count their points. You get 1 point for each match you find, 2 points for finding Woof, Wizard or Wenda matches, and 3 points for finding a Waldo match!



The player with the highest number of points wins the game!