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Matching Game



For 2 to 4 Players / Ages 3 to 6

CONTENTS

- 4 Dragon "Movers" (Cassie, Ord, Quetzal, and Zak & Wheezie)
- 4 Plastic bases
- 4 "Items" (Emmy, Max, treasure chest, treasure map)
- 12 Octagonal tiles
- 24 Oval path tiles

ASSEMBLY

- Punch out the dragon movers and tiles. Discard cardboard waste.
- Insert each of the four dragons into a plastic base.

SETUP

- See the photo on the back of the package; it shows a game in progress.
- Place one item (Emmy, Max, treasure chest or treasure map) on the back of each dragon.
- Turn the 12 octagonal tiles facedown, mix them up and place them in the middle of the table (either free-form, or in rows to make it easier).

- Place the 24 oval tiles faceup around the octagonal tiles, forming a circular path.
- Arrange all of the dragons on the oval tiles so that they face in a clockwise direction and are spaced apart evenly — five tiles between each dragon.
- Each player chooses a dragon mover. (If there are fewer than 4 players, one or two of the dragons will not move for the duration of the game. But they'll have items on their backs for you to collect!)

OBJECT

Collect all four items on your dragon's back.

GAMEPLAY

The youngest player goes first. Play passes to the left.

Moving:

- The dragons move along the oval tiles in a clockwise direction around the circular path. (The tiles are like the "spaces" on a gameboard.)
- On your turn, first look at the next oval tile in front of your dragon. Then, choose one of the octagonal tiles from the center, flip it over and show everyone. If the picture on the tile you choose is the same as the picture on the tile in front of your dragon, move forward onto that oval tile.
- Replace the octagonal tile facedown in its original position. Continue to move your dragon as long as you keep choosing the right tile to match the next tile in the path.
- If you make a mistake, your dragon stays on the tile it's on, and it is the next player's turn.

Flying:

- Two dragons can never be on the same tile at the same time. So if your dragon catches up with another dragon, you must try to fly over it. This time, you must try to find the matching tile for the tile in front of the dragon that you want to fly over.
- If you succeed, fly over and land on the tile in front of the other dragon. Collect any items that the other dragon was carrying, and put them on your own dragon's back.
- You may fly over more than one dragon during a turn. You may also fly over two (or even three!) dragons if they are on tiles right next to one

another. If this happens, collect all items from each of the dragons that you fly over.

- Your turn does not end. You may try to move further by finding the matching tile for the next tile. If you're successful, move on.
- If you make a mistake, your dragon stays on the tile that it has reached, and it is the next player's turn.

WINNING

Be the first player to collect all four items on your dragon's back to win!

GAME VARIATIONS

For an easier game for younger players:

- Use only 6 octagonal tiles in the center, and the 12 matching oval tiles for the path. This is a good, quick two-player game.

For a more challenging and longer game:

- Players can choose to collect only one item at a time when they fly over another dragon who is carrying more than one item. This way they will have to fly over their opponent again to collect another item.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

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