

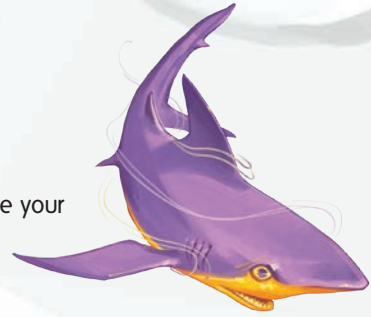
MATCH 5

Find links, create connections!



RULEBOOK

MATCH 5



In MATCH 5, you need to find a common link between 2 concepts. You have 3 minutes to use your imagination and write down a link for each of the 10 dice combinations.

CONTENTS



1 Rulebook



10 Unique Dice
(2 of each colour)



10 Word Tiles
(2 of each colour)



1 Notepad



1 Sand Timer
(3 Minute)

GOAL OF THE GAME

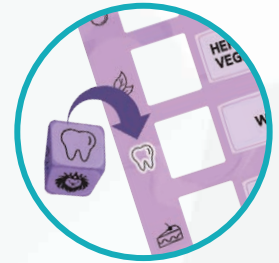
Have the most points after 2 rounds.

SETUP

- 1 Each of you takes a sheet from the **Notepad** and a pen (not included).
- 2 Choose **1 Die** of each colour.
- 3 Place the **5 Word Tiles** that correspond to the chosen **dice** and place them in the middle of the table.

*Note: A **Die** and its corresponding **Word Tile** are always the same colour.*

- 4 Place the **Sand Timer** near the **Word Tiles**.
- 5 Return all unused **Die** and **Word Tiles** to the box.



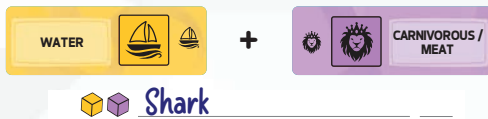
GAMEPLAY

- 1- Roll the 5 dice and place each one in the space that matches its colour and symbol.



- 2- Flip the Sand Timer. You now have 3 minutes to write a Link for each of the 10 Dice combinations on the corresponding spaces of their Notepad sheet.

For example: What **carnivore** lives in the **water**?
Maybe a 'Shark'?



- > A Link can even contain more than one word:



- > Clever Links are also acceptable:



Note: A Link may only be used once per player per game.
A game lasts 2 rounds.

END OF THE ROUND

Once time is up, put your pens down. Take turns reading your Links aloud, and voting on each other's Links, one dice combination at a time.

ACCEPTED LINK

- > If the majority of players approve of a link, it is **accepted**.
- > If a player reads a link that matches yours, say 'Match!': everyone who wrote the same link has a **matching** link.

CONTESTED LINK

- > If the majority of players contest a link, it is **refused**.
- > In case of a tie, ignore the vote of the player who wrote the contested link.

SCORING

- > An accepted link is scores 1 point, unless...
- > ... it is a matching link, in which case it scores 2 points. Great minds think alike!

For example: Several players wrote 'Actor' for the red-white Dice combination, which means it is a **matching** link that scores you 2 points. You were the only one who wrote 'Shark' for the yellow-purple combination, which means you only score 1 point.



- > A refused Link scores 0 points.

Once all links have been read aloud, each player totals their score and notes it in that round's score box (#1 for round 1).

#1 #2
11 + =

STARTING A NEW ROUND

If you have just finished the 1st round, then you still have one more round to play. Flip the Word Tiles, re-roll the Dice, and turn the sand timer to begin the 2nd round.

END OF THE GAME

After 2 rounds, add up the points you scored in each round. Whoever has the most points is the winner. In the case of a tie, the tied player with the most Matching links wins. If there is still a tie, all tied players share the victory!

$$\begin{array}{c} \#1 \\ \boxed{11} \end{array} + \begin{array}{c} \#2 \\ \boxed{12} \end{array} = \boxed{23}$$

CREDITS

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