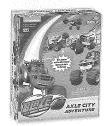
WINNING THE GAME

The player who finds the most matches by the end of the game wins! If a single player is playing, the game is over when all matches are found.





Look for the Blaze games at your favorite store!







Look For These Games As Well As Our Entire Line Of Games And Puzzles At:



© 2015 Viacom International Inc. All Rights Reserved. Nickelodeon, Blaze and the Monster Machines and all related titles, logos and characters are trademarks of Viacom International Inc.

© 2015 University Games Corporation, San Francisco, CA 94110. All Rights Reserved. University Games Europe B.V., Weth. Sangersstraat 23, 6191 NA BEEK (L.), The Netherlands. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 3 Bakery Court, London End, Beaconsfield, Bucks, HP9 2FN, UK. Retain this information for future reference. MADE IN CHINA. B010402 06/15



Ages 3 and Up 1 to 4 players

nickelodeon



Matching Game

INSTRUCTIONS

CONTENTS

- 16 Monster Machine Matching Cards (cards with characters and colored backgrounds)
- 36 STEM Matching Cards (cards with white backgrounds and colorful borders)

OBJECT OF THE GAME

Turn a card and find a match. Find Blaze and all of his friends, as well as match STEM (Science, Technology, Engineering and Math) concepts. The player who finds the most matches by the end of the game wins!

PLAYING THE GAME

Shuffle all cards and place them face down in even rows and columns.

- 1. The youngest player goes first.
- 2. Each player gets to turn over two cards at a time to try to find a match. If a player finds a match, he or she sets these cards aside. If there is no match, the player returns the cards to their face down position.
- 3. Play continues to the left until all matches are found.

This game can be played 3 ways:

Beginner's game: Use the Monster Machine Matching Cards to learn a basic matching game.



Both cards contain the character's name in big letters at the bottom of the card and a common background color to help facilitate the match.

STEM Matching game: Use STEM Matching Cards to learn simple STEM concepts.



It's the same matching game, but now we're matching concepts that go together. Matches include two elements of a concept, such as a sailboat and windmill, both of which represent wind power. Both cards contain the concept word in big letters at the bottom of the card and a common border to help facilitate the match.

Advanced Game:

Play all 52 cards at once!