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.

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!