CATCHB

During this period of social distancing and quarantine, the Synapses Games team is thinking of you! We are offering you all a FREE print \& play version of our upcoming game MATCH 5 , so that you can all have a bit of fun while you stay at home and fight the spread of Covid-19. We hope that this version will allow you to spend some fun moments together either at home with family, or 'virtually' with friends!

## INSTRUCTIONS:

1-Stay at home.
2- Wash your hands.
3 - Print the 2 last pages.
4- Cut the cards out without cutting yourself... now's not the time to be rushing to the hospital!
5- Read page 1 and page 2.
6 - Have fun, everything will be all right!


MATCH 5 is a game that is currently in development. The version we are offering you here is a simplified and NON-FINAL version. The rules, the material, and the game's visuals, which will be available in stores in 2021, will be different than the ones you see here.

In MATCH 5, all you need to do is find a common link between 2 Word Cards. Use your imagination to find an answer to each of the 10 combinations... in 3 minutes!

## CONTENTS:

- 1 Rule Sheet (you're reading it)
- 20 Word Cards (4 cards in each of the 5 colours)
- 1 Note Sheet (for the 3 Rounds and scoring)
- 3-Minute Timer (not included. Use your phone!)
- Pencil (not included. You must have one lying around somewhere...)


## GOAL:

To have the most points at the end of 3 Rounds.

## PREPARATION AND SETUP:

- The person in charge (the Game Master) should print the Word Sheet (p. 3) and cut the cards along the dotted lines, then sort them by their colour and shuffle them into facedown piles.
- Each player takes a Note Sheet (p. 4) and a pencil.
- The Game Master prepares the 3 -minute timer and gives it to a player, who will be the Timer for that Round.
- The Game Master then takes a Word Card of each colour and places them, face-down, in the middle of the table.


## PLAYING OVER THE INTERNET:

We've developed a special "virtual get-together" version to allow you to have long-distance fun with your family and friends.
PREPARATION AND SETUP:

- Get together virtually with between 2 and 8 people.
- The Game Master explains the rules to everyone.
- The Game Master takes a Word Card from each pile and places them, facedown, on the table. They then place their camera (computer, cellphone, tablet) so that the other players can easily see the 5 Word Cards.


## GAMEPLAY:

1- The Game Master turns over the 5 Word Cards so that they are visible to all players.


2-The Timer starts the countdown, and all players must simultaneously write an answer for each of the $\mathbf{1 0}$ colour combinations and write them in the appropriate place on their Note Sheet. When the 3 minutes are up, all players must stop writing.

Example:


Melon
ACCEPTABLE ANSWERS:

- Answers can contain more than one word.

- 'Outside of the box' answers are acceptable.
- The same answer cannot be used twice in one game.


## END OF THE ROUND:

- When the 3 minutes are up, all players must stop writing, and then read their answers aloud one by one.


## SCORING:

- Each accepted answer gives 1 point.
- If at least two players have one answer in common, they each recieve 1 additional point.


## CONTESTED RESPONSES

- Players may contest any answer. All players must vote to determine whether the answer is accepted, including the person who gave the answer.
- If the majority vote in favour, the answer is accepted.
- If there is a tie, the vote of the player in question is ignored.

Once all the answers are validated, each player counts their points and writes the total in the appropriate box at the bottom of the Note Sheet.

## BEGINNING A NEW ROUND:

The Game Master shuffles all the individual Word Card decks and takes another 5 cards (one of each colour) and places them facedown in the middle of the table. The game then follows the same steps described in the Gameplay section.
\#1

\#2 $\square$ \#3 $\square$ TOTAL $\square$

## END OF THE GAME:

Once the 3rd Round is finished, players add up their points from each Round. The player with the highest points wins the game. In the case of a tie, the player with the most extra points for answers in common wins. If there is still a tie, all tied players win!
\#1

\#2

\#3


TOTAL





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