

CHECKING PAIRS

If you think you have a correct pair of cards (they don't have to be next to each other in your hand), **place it** in front of yourself facing up. To spice things up you can tell other players what happens in the comic strip and why it's funny. **The round is paused.** Check the pair:

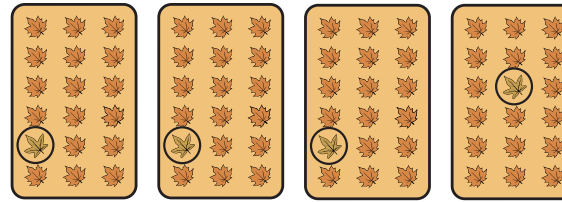
- ✓ If the patterns on the backs of the cards match, then the pair is correct, you can flip it to the comic side.
- ✗ If the patterns on the backs do not match, then shuffle both cards back into the deck.

Tempted to check the patterns beforehand so your pair is definitely correct? Resist it, you're strong.

The round continues after the check.



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The patterns match

The patterns don't match

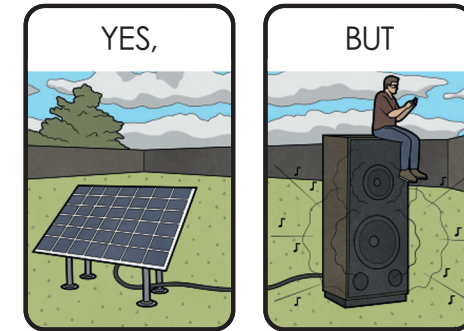
If you have only one card left in your hand, you cannot match cards before you get another card from the deck. No cards left in the deck either? Then the game is over for you. But not for the other players.

TURN EXAMPLE

Dan, Jane, July, and Curt are playing. Each player draws one card from the top of the deck. Each player has 3 cards in their hand now. Jane immediately placed two cards onto the table. This is her pair. Jane shares the plot of her comic strip: "Yes, you care about the environment but not about the people around you." Then Jane flips her cards and checks the backs. They match! Jane leaves her pair of cards on the table next to her.

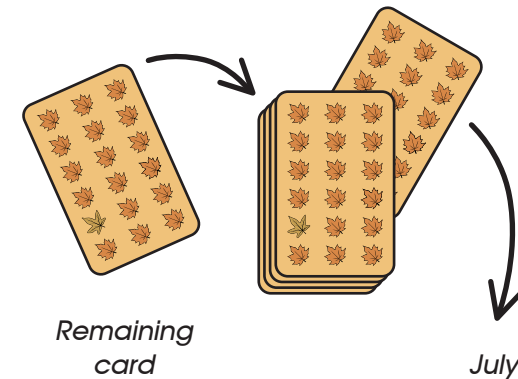


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Yes, these cards are in the example but they are not in the box

The round continues. The players already drew their cards from the deck, so now they have to exchange cards from their hands. The players flip the cards they placed and grab the other people's cards. Nobody grabbed July's card. She shuffles it into the deck and draws a new one. Dan and Curt claim they have matched cards. Curt was first. He talks about the plot of his comic strip and checks the backs.



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connect two parts here

There is a mistake in the example. When nobody grabs July's card, she should not shuffle it into the deck. Instead she places it back into her hand on the right side.

Curt is mistaken, his cards do not match. He shuffles them back into the deck and is left with just one card in hand. He cannot match cards before he gets another card from the deck. Now Dan gets to check his pair. Dan's cards match, good for him, let's not waste any more space in the example. A new round begins after Dan's check.

END OF GAME AND VICTORY

You win if you match three pairs of cards and place them next to you. If several players match their third pair at the same time, the first player to place it on the table wins.

TIP

Use a new deck for each game — that way the game will be unpredictable and fun!



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Special thanks to Ilya Karpinsky.

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Rules version 1.0

