

Make A Match Rules

Warning:

Not for children under 3 years.

Object:

To be the player with the most points at the end of the game.

Contents:

48 game cards, 1 Tweety figure

Gameplay:

1. Mix all the cards and place them, face down, in 6 rows of 8 cards each.

2. The youngest player starts by turning over any two cards so all players can see them. If the two cards match, that player places them next to him/her. That player also gets to take one extra turn (even if they get a match on their second turn). The player to the left now selects a pair and so on. If the two cards do not match, put them back where they were, face down, and the player to the left now takes their turn

Special Cards:

There are 3 types of special cards in the deck, as follows:

Take Tweety

• 10 "Take Tweety" Cards: When you get a pair of these, you get to take the Tweety figure from the table or from the player who has it.

Wild Card

• 2 "Wild" Cards: ANY other card you pick with this (including a Lose a Pair card or a Take Tweety card) becomes an instant pair!





Lose a Pair

• 4 "Lose A Pair" Cards: When you get a pair of these, you lose ONE of the pairs you have (return both pairs to the box).

Ending and Winning the Game:

After there are no more matches to be made, players count up all the cards they have. The player who has the Tweety figure at this time adds an extra 4 points to their score. The player with the most points wins.



We appreciate your comments on Looney Tunes Make A Match. Please send your correspondence to: Pressman Toy Corporation Dept. Looney Tunes 121 New England Ave. Piscataway, NJ 08854-4126



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