



## Official "Print-n-Play" Version

Print out these pages according to the instructions on the last page and enjoy the excitement of Tic-Tac-Match with your family and friends with this free "Print-n-Play" version.

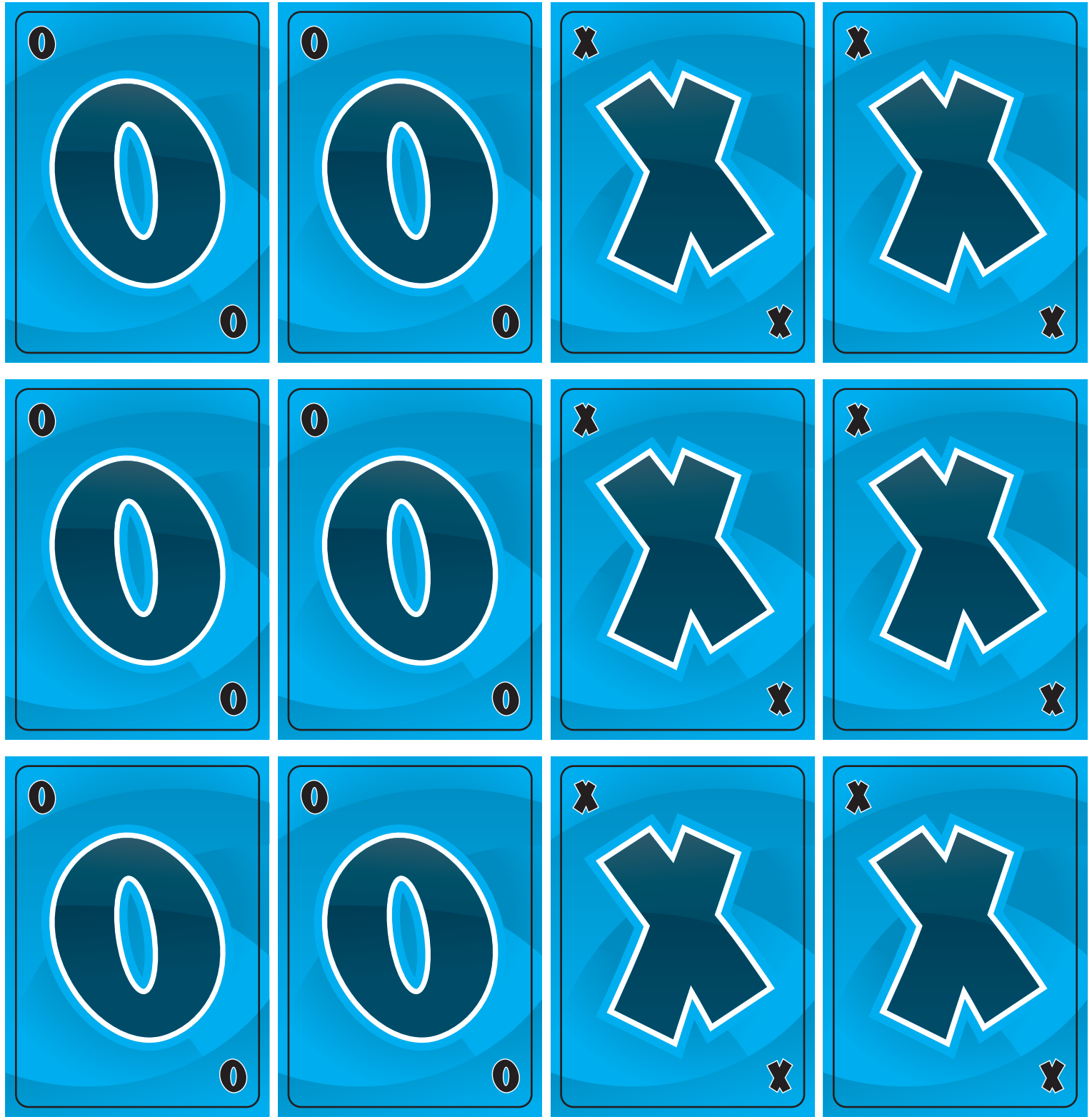
### CARD BACKS





SYMBOL CARDS - BLUE

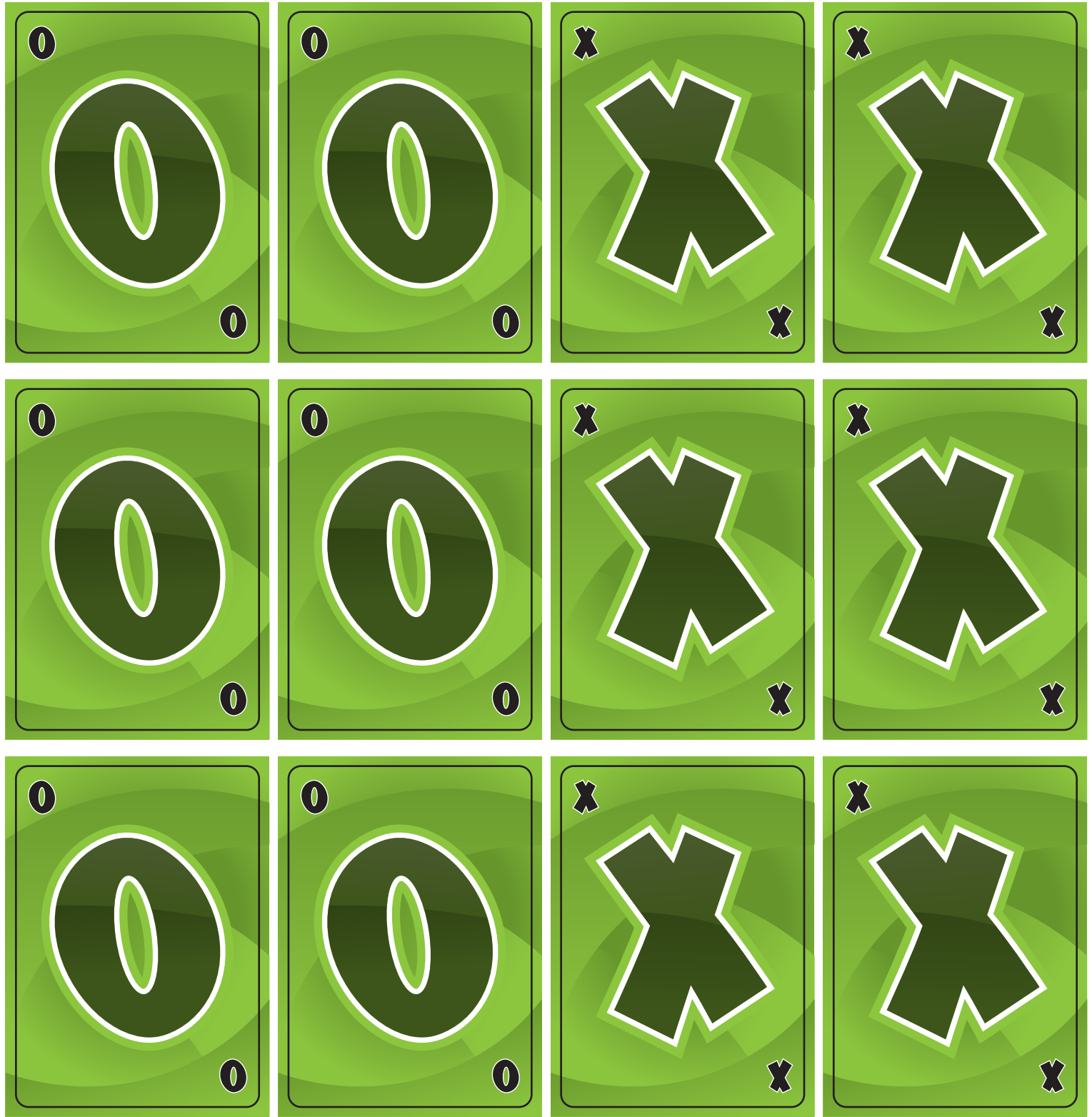
CUT LINE \_\_\_\_\_





SYMBOL CARDS - GREEN

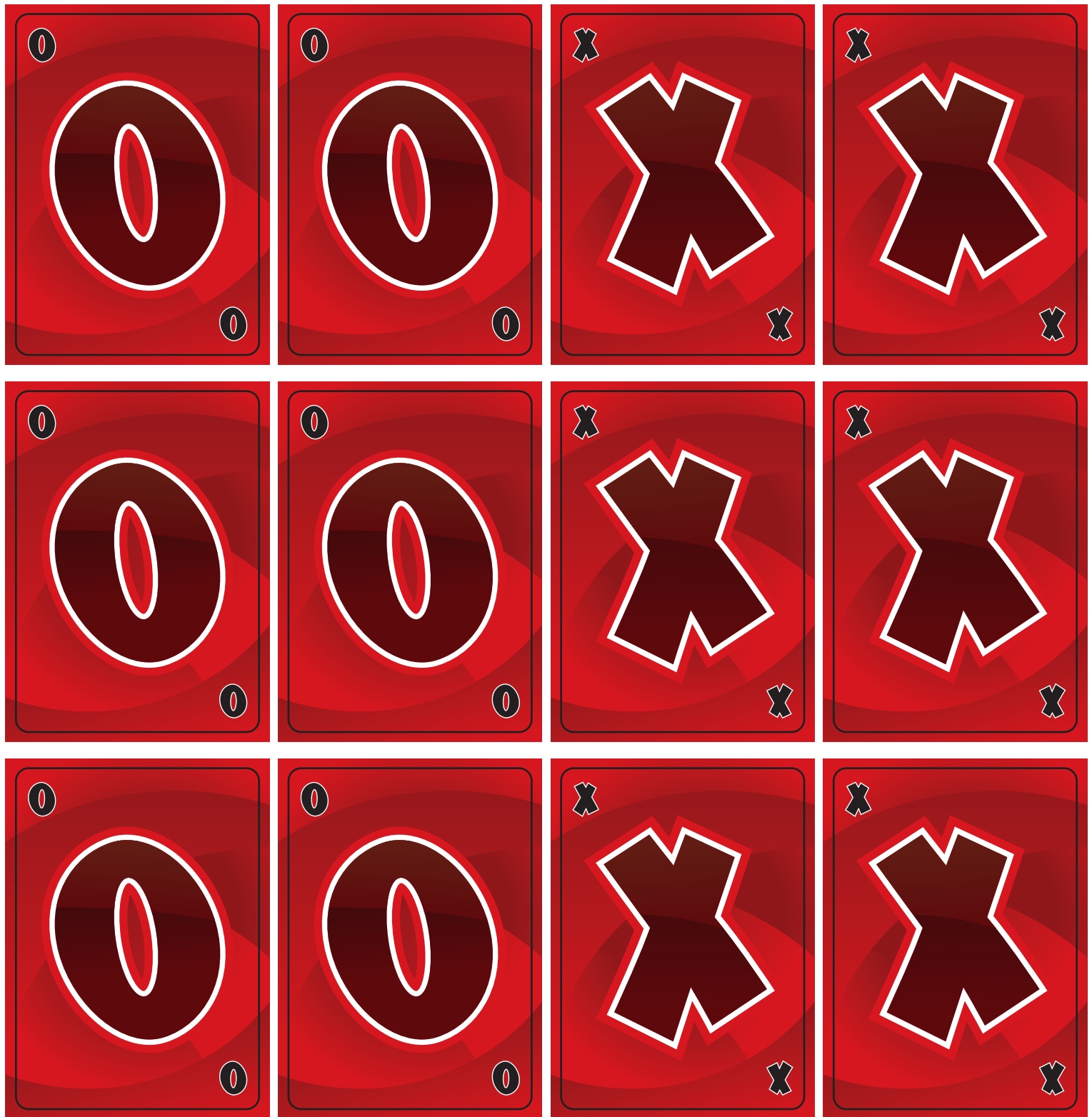
CUT LINE \_\_\_\_\_





SYMBOL CARDS - RED

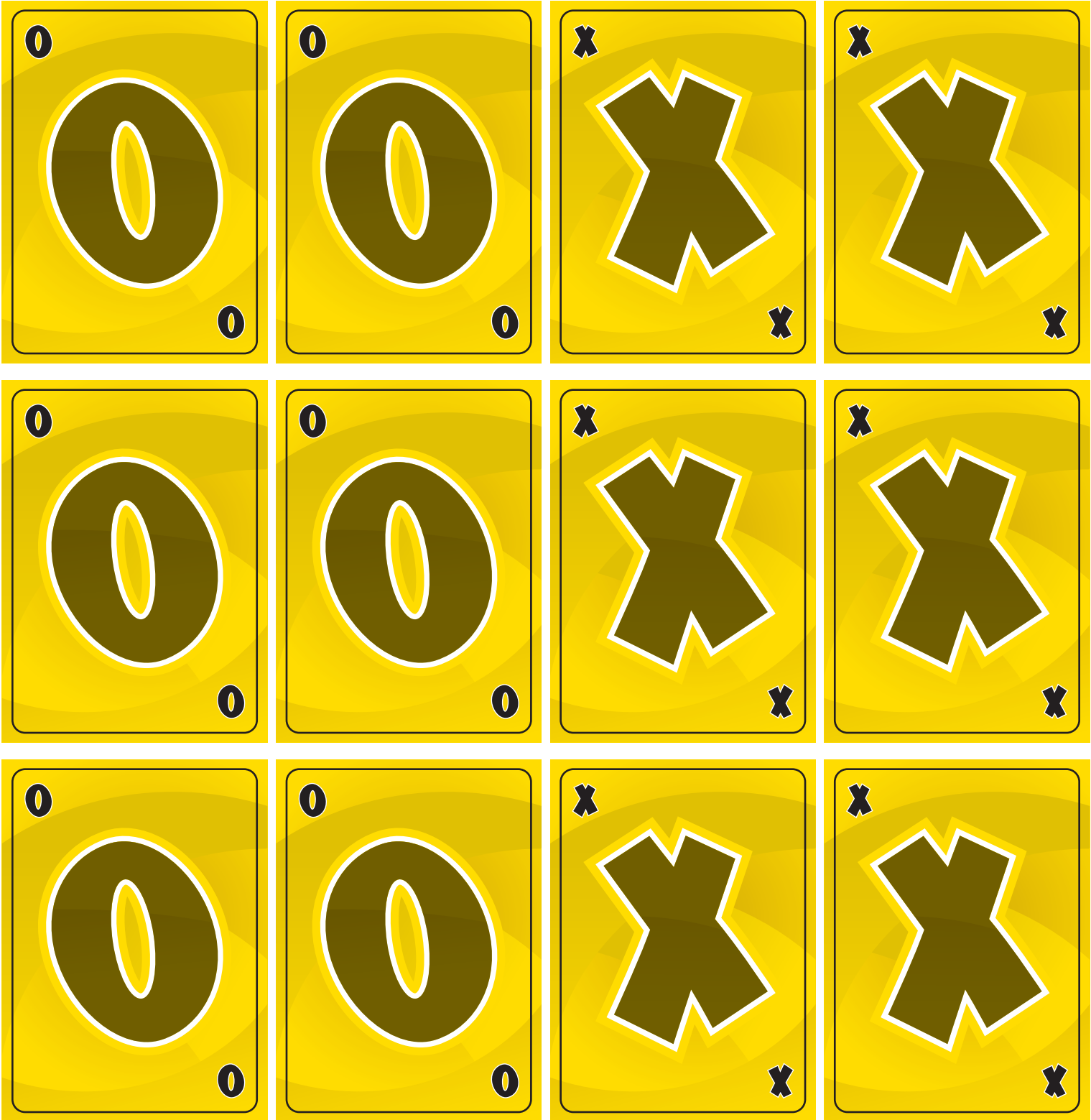
CUT LINE \_\_\_\_\_





SYMBOL CARDS - YELLOW

CUT LINE

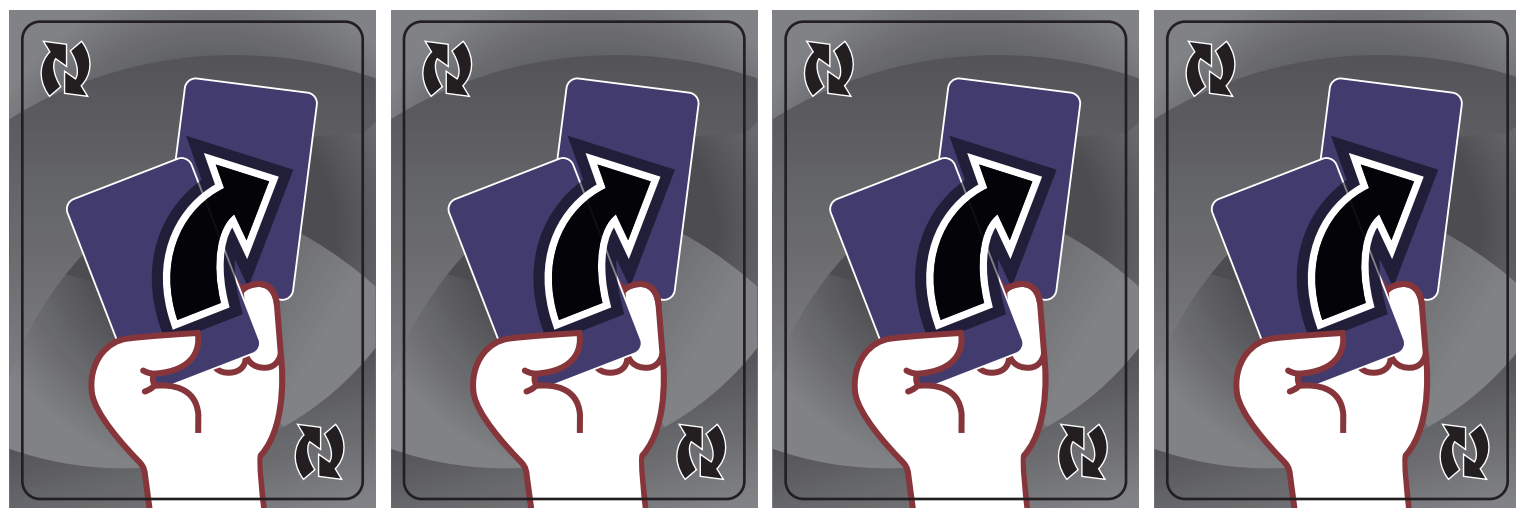






## ACTION CARDS

CUT LINE

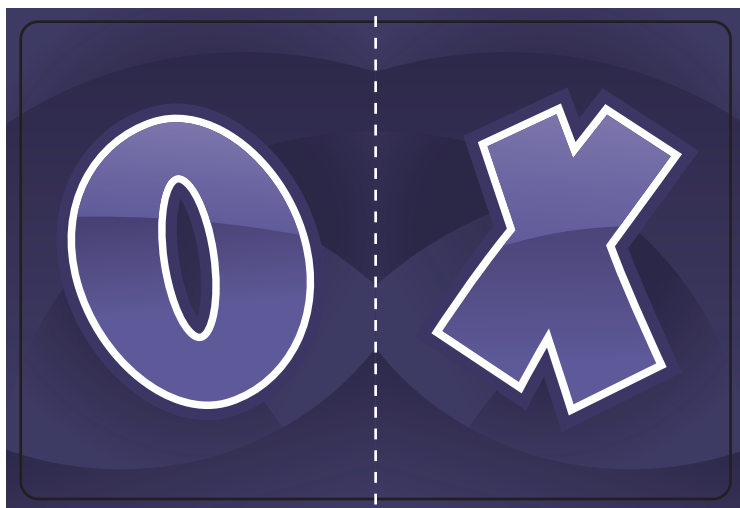
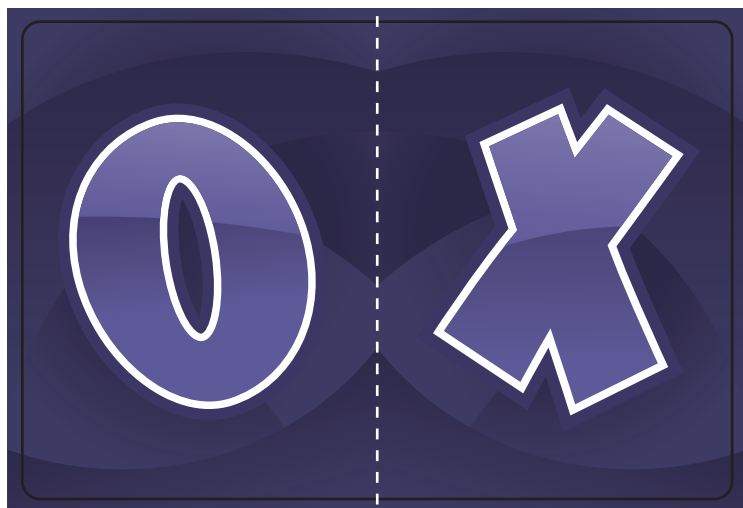
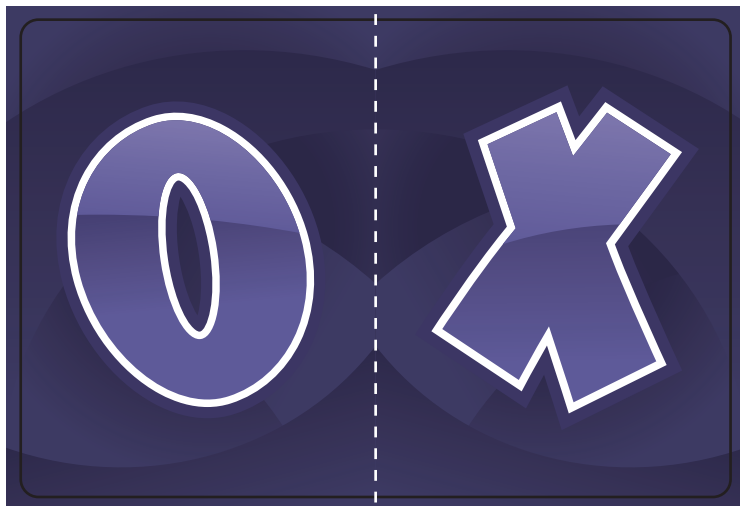
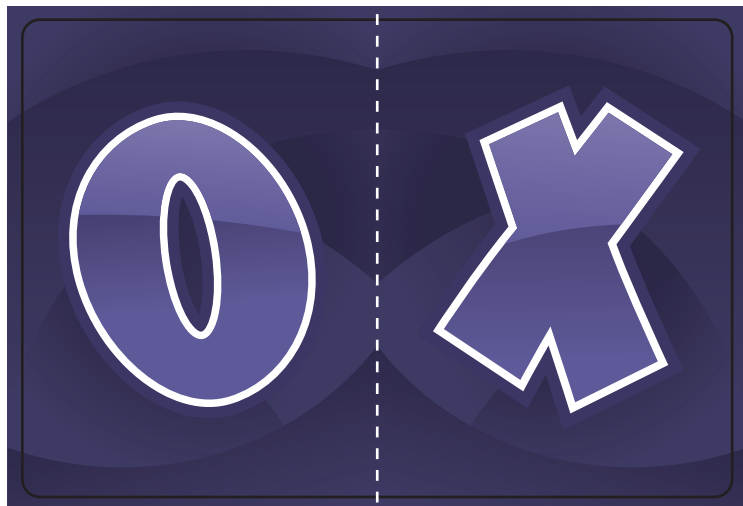




## ID CARDS

CUT LINE

FOLD LINE



### PRINTING INSTRUCTIONS: Tic-Tac-Match Official “Print-n-Play” Version

- Print one sheet each of the “SYMBOL CARDS,” “ACTION CARDS,” and “ID CARDS.”
- If desired, use the “CARD BACK” page to print the back side of the “SYMBOL CARDS” and “ACTION CARDS” but not the “ID CARDS.”
- Cut out each card according to the cut lines. Pay close attention to the “ID CARDS” as they are folded to produce a double sided card (one side “O” the other side “X”)
- Rules of play can be found on the following page.
- An Official Rules Booklet be downloaded and printed at [TicTacMatch.com](http://TicTacMatch.com)



When printed double-sided and folded, the three edges (top/right/bottom) can be trimmed to create a booklet.

**CARD LIST:**

**Symbol Card:** Play a Symbol Card on an empty space or on top of another Symbol Card already in play by matching the color or symbol. You can always play any Symbol Card on any empty space but all spaces do not need to be filled before covering a previously played Symbol Card.

**EXAMPLE:** A green 'X' can replace a green 'O' or a red 'X' can replace a yellow 'X'. However, identical Symbol Cards cannot be played on top of each other. For example, a red 'O' cannot be played on another red 'O'.

**Flip Card:** The Flip Card is used to change which symbol each player or team represents during play. To use, place the Flip Card on the Discard Pile. All players now must 'flip' their ID Card to indicate a change in sides. Opponents will always represent opposite sides.

**EXAMPLE:** If your ID Card is showing 'X' side up, you must now flip your ID Card to 'O' side up and begin playing for the new symbol shown on your ID Card.

**ID Cards**

**OPTIONAL SCORING:**

To extend play, the winning player or team receives a point. Game Play ends with the first player or team to reach 5 points.

**TEAM PLAY:**

For Team Play, choose two teams of two players each. Teams alternate turns beginning to the dealer's left and continue clockwise throughout the game (see illustration). Players A & C form one team and Players B & D form the other team. All other rules and card functions are the same.

# TIC-TAC MATCH#™

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 1624 Main St., #1443 | Alton, IL 62002 | info@tictacmatch.com  
 Made in the USA | A game by Larry Ashlock, OFS | Patent Pending  
 Original artwork by Everett Rein (Rein Designs | Edwardsville, Illinois)  
 Additional designs by Ocie Steiner (The Graphic Farmer | Moro, Illinois)



# TIC-TAC MATCH#™

## OFFICIAL RULES

**Contents:** One deck of 64 cards as follows:

- 24 X Symbol Cards**  
(6 each of Red, Blue, Yellow, & Green)
- 24 O Symbol Cards**  
(6 each of Red, Blue, Yellow, & Green)
- 4 Flip Cards**
- 4 Wipe Out Cards**
- 4 Double Play Cards**
- 4 Purple ID Cards**
- 1 Official Rules Booklet**



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**Symbol Card** in the center of the table and the opposing player or team sets their **ID Card** to the opposite symbol. If any other card type (i.e. **Flip Card**, **Wipe Out Card**, **Double Play Card**) is revealed before a **Symbol Card** is shown, place them face-up, off to one side, forming the **Discard Pile**.

**EXAMPLE:** If the revealed **Symbol Card** is a red 'X', the dealer's **ID Card** is turned 'X' side up and the dealer will represent 'X' to start the game. The opposing player or team then places their **ID Card** 'O' side-up and will represent 'O' to start the game.

**GAME PLAY:**

Play begins with the player to the dealer's left and always continues clockwise.

Each turn consists of playing one card from your hand and completing any required actions (See **Card List**). Players should begin and end each turn with only four cards. At the end of your turn, replace any used cards from the **Draw Pile**. If the **Draw Pile** is empty, combine the **Discard Pile** with **Symbol Cards** that have already been covered on the playing field, then shuffle them together to create a new **Draw Pile**. The top layer of visible **Symbol Cards** will remain in place and play continues as usual.

The game ends when three **Symbol Cards** of the same color and the same symbol are aligned in a row. The player or team whose **ID Card** matches the symbols found on those three **Symbol Cards** is the winner.

## OBJECT:

Two or four players compete to align three **Symbol Cards** of the same color and same symbol (either 'X' or 'O') in any horizontal, vertical, or diagonal row.



## SETUP:

A randomly selected dealer begins by placing one Purple **ID Card** in front of each player to track sides during play (see illustration under **Team Play**). The **ID Card** should always remain on the table and never be placed in your hand. For a two-player game, unused **ID Cards** are removed from play. The dealer then shuffles the deck and deals four cards to each player, one at a time. The remaining cards are placed face-down, off to one side, forming the **Draw Pile**.

To determine sides, the dealer turns over the top card of the **Draw Pile** and places the first revealed **Symbol Card** face-up in the center of the table. This card becomes the center of the 3x3 playing grid. The dealer now sets their **ID Card** to match the

**Double Play Card:** The **Double Play Card** allows two cards to be played during a single turn. Any combination of a **Symbol Card** or **Flip Card** that equals two cards is acceptable. However, a **Double Play Card** or **Wipe Out Card** CANNOT be played as one of those two cards.

To use, place the **Double Play Card** face up on the **Discard Pile**. Proceed by playing two cards from your hand and completing any required actions. You may only play cards already in your hand and will need to replace the three used cards from the **Draw Pile** AFTER your turn is complete.



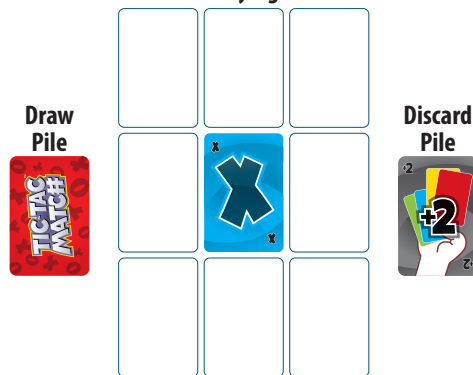
**Wipe Out Card:** The **Wipe Out Card** forces a chosen player to lose all their cards but allows that player to keep their turn. Using the **Wipe Out Card** during **Team Play** may cause one or more players to lose their turn (see note). The **Wipe Out Card** CANNOT be applied to your own hand.

To use, place the **Wipe Out Card** face up on the **Discard Pile**, immediately draw a replacement card and choose any other player to be wiped out. The player selected to be wiped out places their entire hand of cards face up on the **Discard Pile** and draws four new cards from the **Draw Pile**. The wiped out player then plays one card from their new hand, completing any required actions. Game play continues after the wiped out player's turn is complete.

**NOTE:** In **Team Play**, after the chosen player's turn is complete, play continues clockwise, meaning one or more players may be skipped during that turn.



## 3x3 Playing Grid



## Sample Game Layout

**Tic Tac Match** is the perfect card game variation of the classic tic-tac-toe. This game has plenty of strategy for deep thinkers, yet simple enough for young children too. Play it safe or use Action Cards to improve your chances of winning. Pick your strategy wisely. The endless combination of moves ensures a winner every time, often with unpredictable consequences.



**Tic-Tac-Match not just funner... WAY Funner!**

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