

Matchi

7 - 12 Tile

Dice Pad



1 - 6 Tiles



Print and Play edition

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Matchi is a 2-player game where you must use strategy and luck to win. Good strategy will still require some luck to win, however, it is very difficult to win with just luck alone.

What you will need:

- 6 X Dice
- 4 x player 1 markers
- 4 x player 2 markers

You can use standard meeples from one of your other games as long as they are 2 different colours.

Goal of the Game

The goal of Matchi is to be the first player to get all four of their Player Pieces into the center tile.

Set up the Game

Place the “7-12” Matchi Tile on the table.
Next, place the 6 “1-6” Matchi Tiles around the centre tile.
For variety, mix up the orientation of these tiles each game.

Each player takes their 4 Player Pieces and places them close by.

Place the 6 dice on the dice pad.

A new game session is started by each player rolling 1 die and whoever has the higher number goes first.

Each game after that, the loser of the previous game should go first.

Taking a Turn

Each turn consists of rolling 3 dice and then spending those dice on actions. Extra dice are added as the game progresses. See “Extra Dice” for more details.

There are 3 available actions a player can perform, and a player can perform as many actions as their dice will allow in a turn. Dice can always be combined as long as they add up to the exact target number.

The 3 actions are: Place a Player Piece on the board, Move a Player Piece, or Attack an Opponent.

Place a Player Piece

A player can place a Player Piece that is not yet on the board on to a number on the board that matches one of their dice.

Player Pieces can only be placed around the outside of the board.

Move a Player Piece

A player can move TO an adjacent number that matches the die.

A player can move FROM a number that matches the die to either adjacent number

Player Pieces can move from tile to tile if numbers are adjacent, however, a special rule exists for entering the centre tile. You can only use the move TO movement rule.

A Player Piece can move normally within the centre tile or when moving from the centre tile outwards.

No more than one Player Piece may occupy a numbered space at a time.

Attack an Opponent

A player can only attack an opponent when their player piece is on an adjacent numbered space. A successful attack is achieved by performing a movement action twice to that numbered space.

Attacking uses the same rules as movement, however the action must be doubled. TO and FROM rules can be mixed to make a successful attack.

Upon a successful attack, the attacking Player Piece is moved to the targeted space on the board and the attacked Player Piece is removed from the board and given back to its owner to be used again.

Note that movement rules apply to attacking into the centre.
Note that dice cannot be shared across the two movement actions.

Extra Dice

For each opponent Player Piece in the centre tile at the start of a turn, an extra die may be used to roll. This provides an advantage to a player as their opponent gets closer to winning.

Winning the Game

As soon as a player moves their fourth Player Piece into the centre tile, the game ends immediately and that player is declared the winner.

More Gameplay

Given the versatility of Matchi tiles, it is encouraged that you try making up your own games. For instance, you may try a Matchi race, where the board has the following arrangement, player pieces can only start from the 3 farthest away spaces and all other rules remain the same.

