

MATCH ME IF YOU CAN

HOW WELL DO YOU AND YOUR FRIENDS REALLY MATCH?

We asked experts, animals, and objects the most absurd questions. How do you think they answered?

In Match Me if You Can, you don't try to give the right answer because there usually isn't one! Your goal is to answer in the same way as at least one other person playing. If you match, you continue to the next round. But don't worry – even if you don't match, you'll bet on your friends' answers to earn points. Are you ready to see how well you and your friends match up?

CONTENTS

A. 150 DOUBLE-SIDED QUESTION CARDS (70 X LEVEL 1, 50 X LEVEL 2, 30 X LEVEL 3)



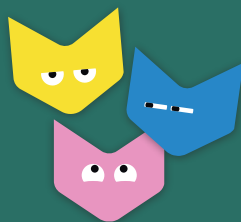
E. 1 ANSWER NOTEPAD



B. 1 SCOREBOARD



C. 8 SCORE TRACKERS



D. 8 BETTING TOKENS



1. Sort the cards (A) by levels and shuffle them separately. Decide if you will be playing with the light or dark side of the cards for this game. Then place that side facing down for each pile.
2. Place the scoreboard (B) in the center of the table so that it is easily accessible to all players.
3. Everyone selects a score tracker (C) and places it by the 0 on the score track.
4. Everyone takes one betting token labeled ✓/✗ (D).
5. Tear off sheets of the answer notepad (E) and separate them until you have a column for each player. (Each sheet of the notepad has 3 columns.)
6. Grab a pen or pencil for each person to write with, and you're ready to begin!

OBJECTIVE

Separately and secretly write answers to absurd questions on the cards and earn points by giving the same answer as at least one other person or by betting correctly on whether there will be a match.

The first player to earn 13 or more points wins!

GETTING STARTED

The player who most recently finished someone's sentence goes first. Turn over the top card from the Level 1 pile and read the question aloud. Then all the players secretly write down an answer. Remember, you're trying to get a match!

IMPORTANT: Do not discuss the question until all guessers have written down an answer!

WHAT IS A MATCH?

You have a match if you have the same answer as at least one other person.

There can be one or more matches per question. For example, a question reads, "We asked 100 pairs of headphones: How many songs do you play every day?". Two people wrote "10" and three people wrote "20" as their answers, then all 5 will get points for having a match.

Before starting the game, decide how specific matches will need to be. For example, would "mushroom" and "mushrooms" count as a match? What about "bottle" and "water bottle"? The more exact the requirement, the more difficult the game will be. Ultimately, you will need to agree as a group what will and will not count as a match.

Once everyone has finished writing, reveal your answers. Any players with matches score a number of points equal to the card's level. Those players will continue to write answers in the next round.



LEVEL 1: 1 POINT



LEVEL 2: 2 POINTS



LEVEL 3: 3 POINTS

Assuming there was a match in Level 1, the player who read the first question then draws a card from the Level 2 draw pile. Only players who matched answers the previous level are allowed to write answers in the next level. Anyone who did not have a match will get to bet in this level to earn points.

Similarly, in Level 3 only those who had a match in Level 2 write answers, and everyone else will bet.

END OF THE ROUND

A round ends when:

- There are no matches, or
- Players successfully match answers to a Level 3 question.

Check to see if anyone has reached 13 points or more. If so, they win! If not, start a new Level 1 round, and everyone will write answers again.

The player to the left of the person who was reading now reads the next Level 1 question.

BETTING

If play advances to Levels 2 or 3, everyone without matching answers will now get to bet **before** the matchers reveal their answers, the bettors each place a / token with the side they are betting face up.



If your bet is correct, you earn one point regardless of the question's level. Also, put a tally mark on your answer sheet for a correct bet. This will be used in case of a tiebreaker.



EXAMPLE “LEVEL 2” (7 PLAYERS):

Ella, the starting player, reads a Level 2 question: “We asked 100 pizzas: Which topping would you most like to burn in the oven?”

Everyone who had a match in Level 1 now secretly writes down their answer. Nadine did not have a match in Level 1 and decides to put her betting token on the “✓” side. When everyone is done writing, they reveal their answers. Jenny and Steve both wrote “pineapple”, Brian and Jessica both wrote “onion”, Rachel wrote “anchovy” and Ella wrote “mushrooms”.

All of the players with matches get two points each. Nadine correctly bet there would be a match and gets one point. Everyone except Rachel and Ella advance their score trackers accordingly on the scoreboard.

In Level 3, Rachel, Ella, and Nadine will now bet, and all other players will write down answers to the next question.

END OF THE GAME

The first player to reach 13 or more points wins the game! If several people reach 13 at the same time, the winner is the person with the most tally marks for correctly placed bets. In the event of another tie, all the tied players win!

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MATCH ME IF YOU CAN

✓ Jenny

Exhaust

Penne

Apple Juice

10

Pineapple

MATCH ME IF YOU CAN

✓ Steve |

Bonnet

Spaghetti

10

Pineapple

SCAN ME IF YOU CAN!

Scan the QR code inside the box to print more answer sheets and keep the fun going.

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