

# MATCH ATTACH

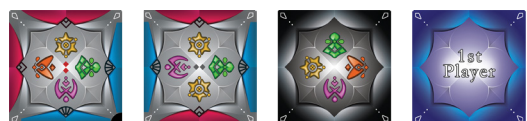
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Board Game Geek: Match Attach  
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**PAW-WARRIOR**  
GAMES

## COMPONENTS



Starting Tiles (4)   Standard Tiles (32)   Advent Tiles (2)   First Player Tile (1)

## OVERVIEW

In Match Attach, 2-4 players will place tiles on the Board, and use their Maneuvers to manipulate the tiles until there are no Active ones left. You'll need to think outside the box to create the most Matches with the tile symbols in this fun puzzle game.

Skip the rulebook! Find video tutorials of all of our games at this link: [tinyurl.com/Paw-WarriorGamesVideos](http://tinyurl.com/Paw-WarriorGamesVideos)

## OBJECTIVE

Each turn, you will be placing a tile onto the Board and maneuvering tiles with the goal of creating Matches of your Target Symbol for the turn. The more Matches you make, the more points you'll get. Be careful that you don't run out of Maneuvers, because any tiles that are Active at the end of your turn will be removed from the Board, causing you to lose points!

## STANDARD TILES



**Card Front**

The front side of the card has four symbols, and four edges. This is the face-up side of the card.



**Card Back**

The back side of the card has a blue-ish background and one or two symbols in the middle. This is the face-down side of the card.



## SETUP

1. Arrange the 4 Starting Tiles on the Board as shown in the image to the right, so that they form a black circle in the center.
2. Shuffle the 32 Standard Tiles. Deal 13 tiles face-down into pile one. Deal 5 tiles in pile two. Place the remaining tiles in pile 3.
3. Put one of the Advent Tiles on top of pile 3. Put Pile 2 on top of that. Next, put the other Advent tile on, and then finally, put pile 1 on the top, creating the Deck. Put the Deck off to the side.
4. Place the top 2 tiles from the Deck face-up in the Selection Row.
5. Randomly decide which player goes first. Give that player the 1st Player Tile to hold onto.

Starting Tiles



Deck



Selection Row



## TURN ORDER

Each turn you will go through the following Phases in this order:

1. Symbol Phase: Determine your Target Symbol.
2. Placement Phase: Add a Tile to the board.
3. Maneuver Phase: Perform your Maneuvers.
4. Removal phase: Remove any Active Tiles from the board.
5. Scoring phase: Count the number of points you earned this turn.

Once you have finished all of the phases below, play continues

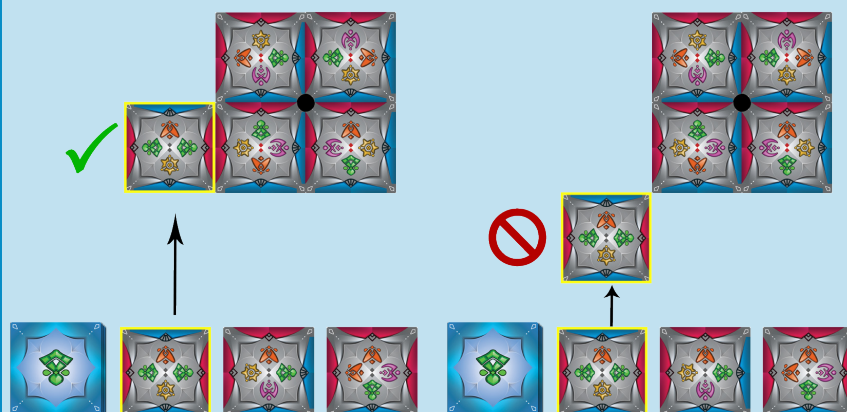
### 1 SYMBOL PHASE

Place a third Tile face-up in the selection row.

There are 4 different scoring symbols found on the tiles that go onto the Board. Each turn, you will only be scoring points for Matches of one of those symbols. The symbol that is on the back of the tile on top of the Deck at the start of your turn is the Target Symbol for your turn, which is the symbol you're trying to get Matches of on the Board. If it has two symbols on it, you must declare which one is the Target Symbol before you take the rest of your turn.

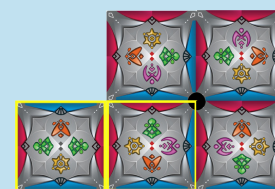
### 2 PLACEMENT PHASE

Take one of the 3 face-up tiles from the Selection Row and place it onto the Board so that at least one of the 4 sides of it is touching the side of another tile already on the Board. A full side must be in contact with another tile on the Board, not just a corner.



### 3 MANEUVER PHASE

Once you've placed your tile, you will check to see if any of the tiles on the Board have become Active. A tile is considered Active if it has one of its sides touching the side of another tile with the same color. If there are any tiles on the Board that are Active, you will be able to perform Maneuvers.



Active Tiles

(Two red sides touching)

Helpful tip: It might seem like you should try and place your tile so that it is inactive from the start, but if you do that, you'll only make 1 Match, at most. If you make some tiles Active and use Maneuvers, you can go for multiple Matches in a single turn! That's how you can really rack up some points.

Each turn, you can take up to 5 Maneuvers to attempt to create Matches and deactivate tiles that are Active. You are only allowed to use Maneuvers on Active Tiles. Inactive Tiles cannot be Maneuvered. There are three types of Maneuvers you can do: Swap, Rotate, and Slide.

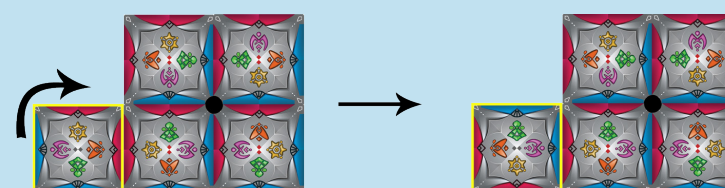
#### MANEUVER: SWAP

You can trade the places of two adjacent Active Tiles, preserving their orientation. Both tiles must be Active in order to swap them.



#### MANEUVER: ROTATE

You can rotate an Active Tile by 180° or 90° in either direction. Whether the rotation is 90° or 180°, it is considered a single Maneuver.

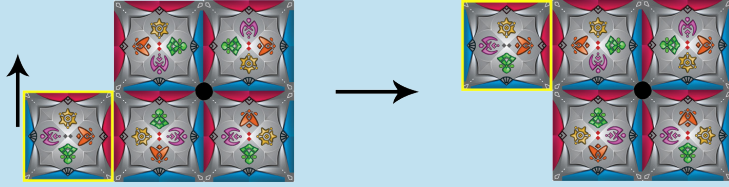


Maneuvers continued on back.

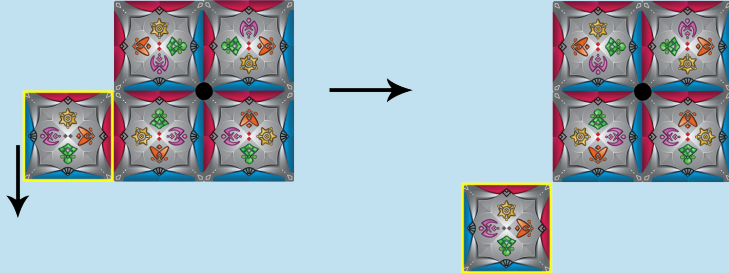
## MANEUVER SLIDE

You can slide an Active Tile by one Board space (the length of a single tile) in any orthogonal direction to a space that is not already occupied by another tile. Preserve the orientation of the tile when you slide it. You are allowed to slide tiles so that only a corner is connected to the Board, or even so that it is disconnected from any other tiles completely.

Slide example 1:



Slide example 2:



As you perform each Maneuver, count out loud the number of Maneuvers you have completed up until the fifth one, in order to keep track of how many Maneuvers you have used so far. Your Maneuver Phase ends when one of the following happens:

- You run out of Maneuvers
- All tiles on the Board are Inactive
- You choose to end your Maneuver Phase even if you have Maneuvers left

## 4 REMOVAL PHASE

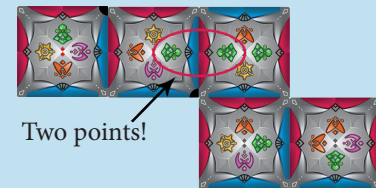
There are two kinds of tiles that may need to be removed from the Board during the Removal Phase:

- **Active Tiles:** A tile is considered Active if it has at least one of its four sides touching the side of another tile with the same color.
- **Island Tiles:** It is possible to end up with one or more tiles detached from the rest of the tiles on the Board. (Note: Island Tiles are not considered to be Active)

By the end of your Removal Phase, there can be no Active Tiles left on the Board, and all remaining tiles must be connected (no Island Tiles). At the start of your Removal Phase, remove Active or Island tiles from the Board, one at a time. Each tile you remove should be placed in front of you. This will be referred to as your Reserve. Each removed tile that you add to your Reserve will be worth negative 1 point, plus an additional negative 1 point for every other tile in your Reserve already. Deduct these points from your score when this happens.

## 5 SCORING PHASE

Keep score for each player on a sheet of paper as the game is played. For every Match of the Target Symbol that you created this turn, add 2 points to your score. Matches of that symbol that were already there at the start of your turn do not contribute to your score. However, if there is a Match at the start of your turn, and you Maneuver at least one of the tiles involved in the Match and the same symbols are still a Match at the end of your turn, you score it as a New Match, even if they end up in the same positions they started in.



## EXTRA MANEUVERS

If you have used all five of your Maneuvers during the Maneuver Phase of your turn, you may use one extra Maneuver for each tile in your Reserve. When you use an Extra Maneuver, discard a Tile from your Reserve.

## ADVENT TILES

When the first Advent Tile reaches the top of the Deck, take it off of the Deck and put it off to the side of the Board. This will add an additional Phase to the end of each player's turn, starting with the next player to take their turn after the Advent Tile gets revealed.

**6. Reversal Phase:** During the Reversal Phase, Discard one tile from the board. Do not add it to yours or any other player's Reserve. You cannot discard a tile from the Board if it would leave one or more Island Tiles as a result.

If you take the last tile from the Board during the Reversal Phase, leaving zero tiles left on the Board, flip the top tile from the Deck face-up into the Board at the end of the Reversal Phase.

When the second Advent Tile is revealed, place that off to the side of the Board with the first Advent Tile. Each player will Discard two tiles from the Board, one at a time, during their Reversal Phase.

## ENDING THE GAME

After the second Advent Tile has been revealed, the board will start shrinking by at least one tile each turn. If at the start of the First Player's turn, the board contains 6 or fewer tiles, each player will take one final turn and then the game is over. The player who scored the most points wins!

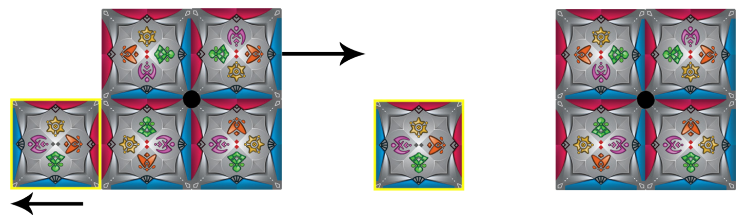
## OPTIONAL RULES

Once you've become more familiar with the game, you might want to include a combination of these optional rules into your games as well.

- **I See Everything:** Players may not touch tiles in the Selection Row before beginning their turn. Once a player touches a tile in the Selection row, they are locked into that tile.
- **No Take Backs!:** Once a player has performed a Maneuver, they cannot for any reason, take that Maneuver back.
- **What's the Rush?:** Players have a 60 second time limit to their turn. If a player goes over time, their Maneuver Phase ends immediately, and they proceed to their Removal Phase! Try shorter times for more of a challenge.
- **The Long Game:** Move the advent tiles deeper in the deck to make the game take longer, or remove them altogether and play until the deck runs out.

## CLARIFICATIONS

- You only get points for creating new Matches of your Target Symbol that weren't on the Board when you started your turn. If you find it difficult to keep track of matches that are already on the Board at the start of your turn, you can place a token on each existing Match at the start your turn, and then remove the tokens as you Maneuver those tiles.
- Two adjacent tiles may be swapped if they are both active. "Adjacent" means that a full side of one of the tiles is in contact with a full side from the other, not just by a corner.
- Two active tiles can be swapped even if they don't share a like-colored edge
- When using your Maneuvers, you're allowed to Slide a tile over into a position that would detach it from the rest of the tiles on the board, as shown in the example below.



## GLOSSARY

**Active:** If two adjacent Tiles have neighboring edges that are the same color, both Tiles are considered Active.

**Board:** The area that contains the Starting Tiles and Tiles added by the players during their Placement Phases.

**Island:** One or more Tiles that are not connected to the rest of the Tiles on the Board.

**Maneuvers:** Actions that players take to manipulate Active Tiles on the Board. These include Rotate, Slide, and Swap.

**Match:** A Match is created when two adjacent Inactive Tiles both have the Target Symbol on their neighboring edge. Only Matches created during a player's turn are considered for points during the Scoring Phase.

**Reserve:** The row of Tiles that a player has removed during their Removal Phase. Each player has their own Reserve.

**Selection Row:** The 3 Tiles that you choose from to add to the Board during your Placement Phase.

**Target Symbol:** The symbol showing on the deck during your turn. It designates which of the 4 symbols you will try to create Matches with. If the Tile has two symbols on it, you pick one of them as the Target Symbol.