

the card over in front of them. Play continues to the left with each player choosing any 2 dice to roll. The first player to turn over all of his/her cards wins.

Note: If there is a tie, shuffle all of the Picture Cards and play one more round to break the tie between the players.

Cooperative Matching Game:

Place the Picture Cards in a pile face-down on the playing surface next to all of the Picture Dice. The youngest player goes first by turning over the top Picture Card. Players work together to match 5 objects on the Picture Card to 5 objects on any side of the 9 Picture Dice. As players find and name matches, they place the Picture Dice next to the Picture Card until 5 objects are found. Play continues to the left, reusing all Picture Dice each turn until 5 matches are found on each Picture Card.

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BRIARPATCH®

Ages 6 and Up
1 to 4 Players

SCHOLASTIC



Instructions



Contents:

- 40 Picture Cards
- 9 Picture Dice
- Storage Tray

Set-Up:

- Shuffle the Picture Cards and place them face-down on the selected playing surface. This is the draw pile.
- Place all 9 Picture Dice on the table to begin play.



Getting Ready to Play:

Players review the pictures on the dice together and agree on what to name them. Suggestions: 5, acorn, airplane/plane, apple, badge/star, basketball/ball, bat, crab, die, flower, J, leaf, pig, pumpkin/jack o'lantern, rabbit/bunny, seahorse, shell and teeth.

Object of the Game:

Players race to find a picture on the card that matches one of the top pictures on the dice. The first player to call out the name of a matching picture wins that round and collects the Picture Card.

How to Play:

1. The youngest player goes first by turning over the Picture Card from the top of the draw pile and placing it on the playing surface. The player then shakes all 9 dice in his/her hands and rolls them on the playing surface near the Picture Card.
2. All players review the Picture Dice and the Picture Card to find a match. The first player to call out a Picture Card and Dice match (for example, "airplane") wins the round and collects the card.
3. Play passes to the left and continues in the same sequence.

4. If there are no images on the Picture Card that match the images on the Picture Dice, and the players agree there is "no match," play the next card and the winner of that round collects both cards.

Winning the Game:

The game is over when all of the Picture Cards have been turned over and collected. The player with the most cards wins the game!

**Beginner Game for
Younger Players:**

Deal 5 Picture Cards to each player. Players can either hold the cards in their hands or lay them picture-side-up in front of them. The youngest player goes first by selecting any 2 Picture Dice and rolling them. All players look for Picture Cards in their hand that match either of the pictures shown on the tops of the 2 rolled dice. When any player finds a Picture Card and Dice match, he/she turns