



## Contents:

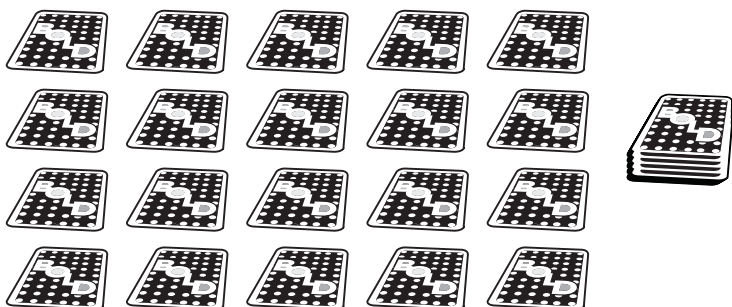
81 playing cards

4 scoring cards

## OBJECT:

Earn the most points by matching the most cards.

## SET UP:



Remove the 4 Scoring cards from the deck. Next, shuffle the remaining cards and then place them face down in a 5 x 4 grid as shown: five cards across and four rows down. Set the remaining cards face down and off to the side to form a Draw Pile.

## LET'S PLAY!

BOLD™ is essentially a matching game, and there are FOUR potential elements you can match on each card.

## Containers:



GLASS



BOTTLE



JUG

## Size:

BIG



MEDIUM



SMALL



**Color:**



**RED**



**BLUE**



**GREEN**

**Pattern:**



**STRIPES**



**CIRCLES**



**STARS**

The youngest player goes first, and then play continues clockwise.

On your turn, begin by selecting 2 cards from the grid and turn them over. If they have ANY matching elements (Type of Container, Size of Container, Color or Pattern) they are a match and you may leave them face-up. You may end your turn and take the points (more on that later), or continue playing.

If there are NO matching elements, your turn is over. Turn all up-facing cards back over, collect no points and then it's the next player's turn.

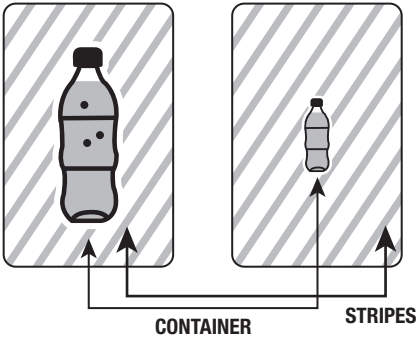
If you continue, turn over one new card. This card must have at least ONE matching element with the other TWO cards. NOTE: it's okay if there is more than one matching element, but you MUST have at least one.

Again, if there are NO matching elements, your turn is over. Turn all up-facing cards back over, collect no points and then it's the next player's turn.

If there is a match, you may choose to end your turn and take the points, or continue playing. If you continue, the next card must match **ONE** element on the other **THREE** cards.

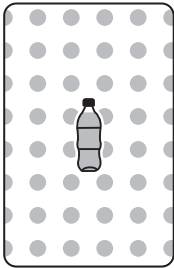
This continues until a player either turns over a card with **NO** matching elements, or decides to end their turn and take the points earned.

For example, let's say the first card you turn over is **RED** with a **LARGE BOTTLE** and a **STRIPE PATTERN**. The second card is **BLUE** with a **SMALL BOTTLE** and a **STRIPE PATTERN**.



These cards then have **TWO** matching elements: Container (Bottle) and Pattern (Stripes).

Now, the next card you turn over must match either a **BOTTLE** or **STRIPE PATTERN** so the odds have gone down a little bit. But you are bold so you choose to turn over another card. It is **BLUE** with a **SMALL BOTTLE** and a **CIRCLE PATTERN**.



Success! The 3 face-up cards all have **ONE** matching element: **BOTTLE**. Your turn is still alive. Remember, the same element **MUST MATCH ON ALL FACE-UP CARDS**. The new card is blue, but only **ONE** of the other cards is blue, so that's not a match. Likewise the new card has a **SMALL BOTTLE**, but only **ONE** of the other cards has a **SMALL BOTTLE** so it's not a match.

Now, if you are really bold and wish to continue, you may turn up a fourth card. The odds are much slimmer now, as you only have **ONE** element to work with for the rest of this turn: **BOTTLE**. If the card you turn over does not have a **BOTTLE** (any size) on it, your turn is over and you get no points. If the card you turn over has a **BOTTLE** on it, you have made a forth match.

The truly bold player may turn over another card and try for a **FIFTH** match, but if there is no Bottle on the card their turn is over and they get **NO** points. Zip. Zilch. Nada. How far will you go...?

If you choose to stop and take the points at any time, remove the face-up cards from the grid and place them in a pile beside you. Then, replace the cards with cards from the Draw Pile, being careful to place them **FACE-DOWN** in the empty spaces on the grid so no player's see what they are.






If a player's turn ends when they fail to make a match, turn all **FACE-UP** cards back over to **FACE-DOWN**.

**NOTE: PAY ATTENTION AND REMEMBER WHERE CARDS ARE LOCATED ON THE GRID. IF THEY GET TURNED BACK TO FACE DOWN AT THEN END OF ANOTHER PLAYER'S TURN, YOU MAY USE THEM ON YOUR TURN!**

## SCORING

The score for your turn is the number of face-up cards multiplied by itself. So, if you have 2 face-up cards,  $2 \times 2 = 4$  points,  $3 \times 3 = 9$  points,  $4 \times 4 = 16$  points, and so on.

CONSULT A SCORING CARD FOR HELP IN ADDING UP YOUR SCORE.

	$\sim 4$
	$\sim 9$
	$\sim 16$
	$\sim 25$
	$\sim 36$

## WINNING

The game is over when the grid can no longer be refilled to 20 cards from the Draw Pile. Player's then count up their points and the one with the most is the winner.

## TIP

Each time you collect cards, put them on top of your previous cards, but at right angles so each group is kept separate. This will make counting up points at the end of the game easier.

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