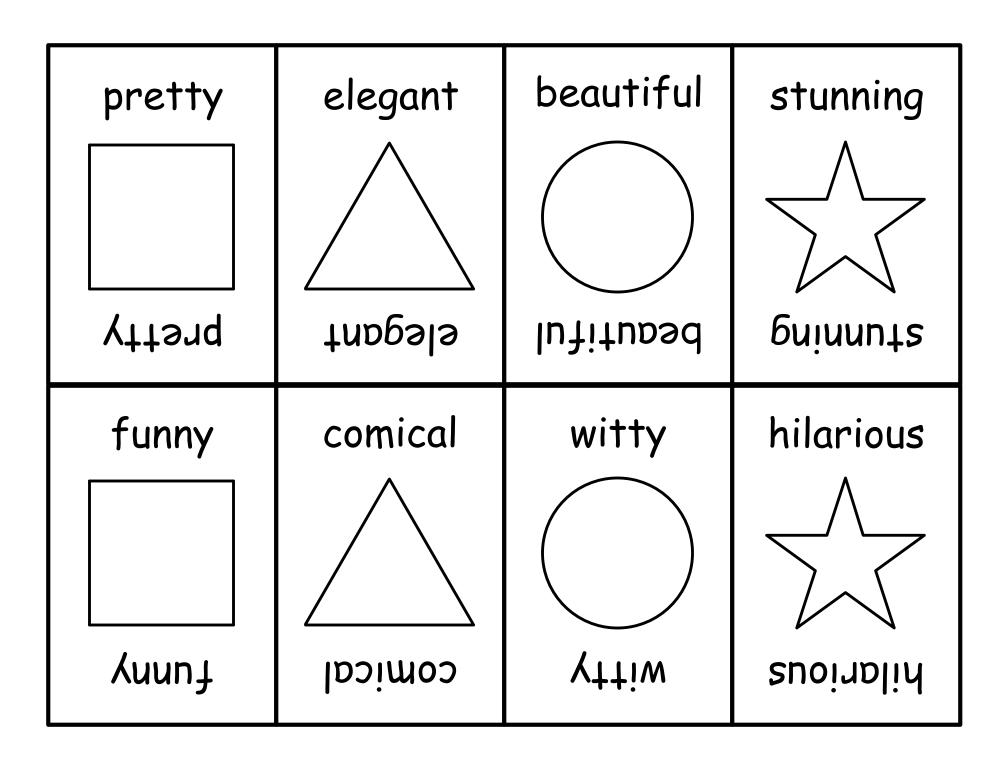
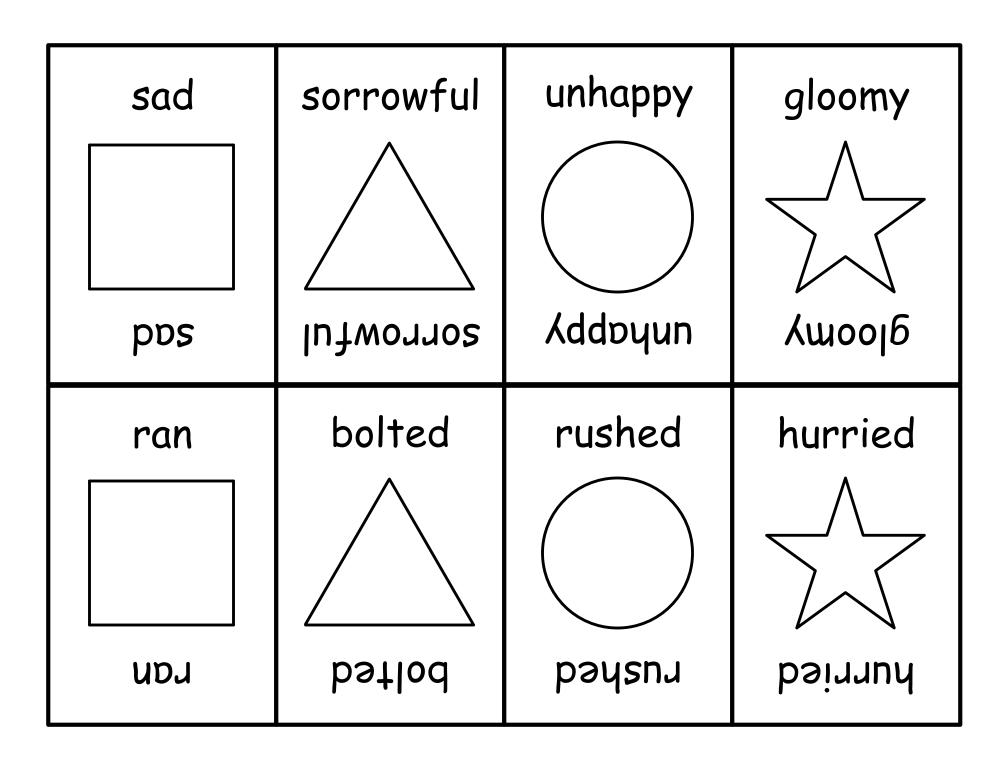
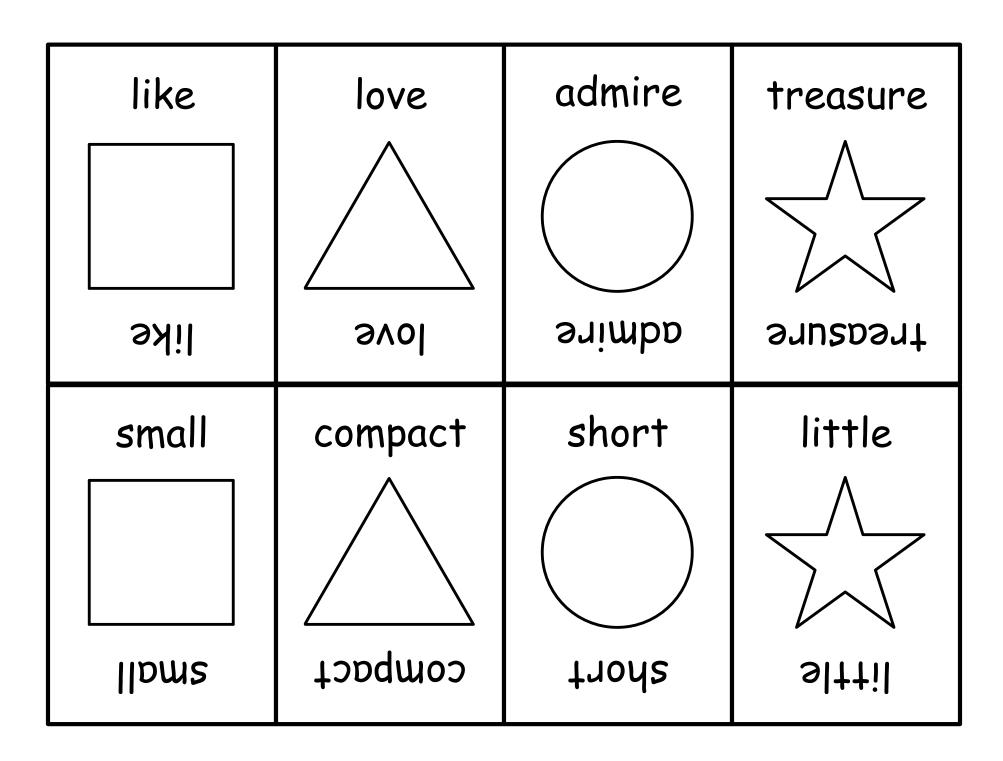
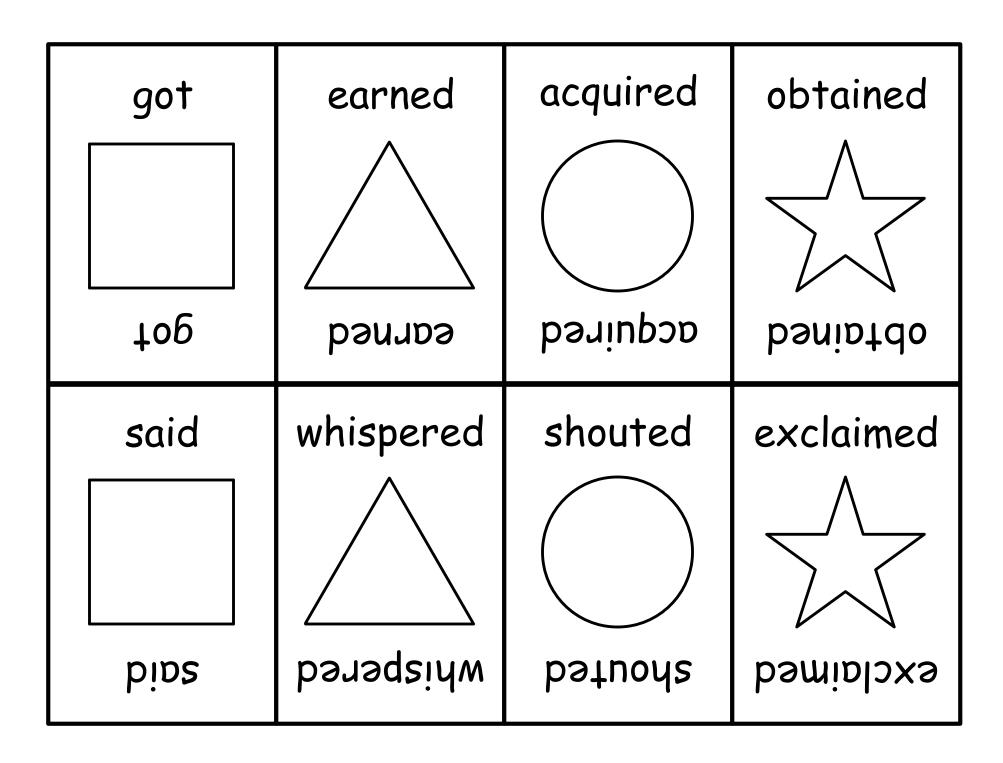
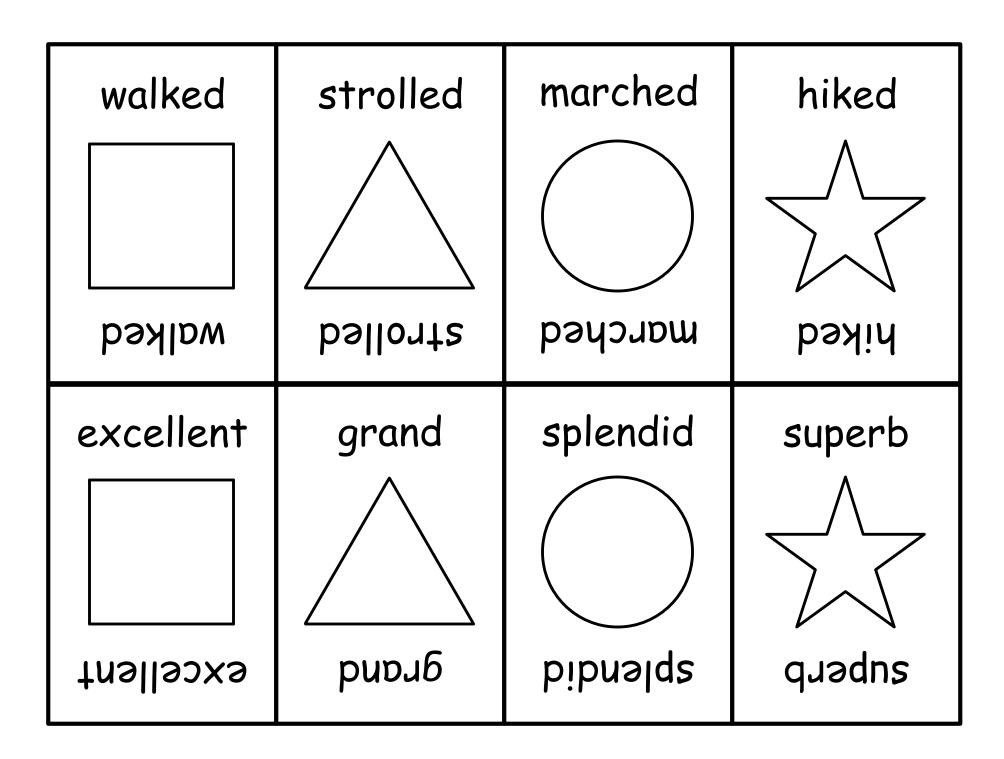
Matchin' Action Synonyms	Grades 3-5, Groups of 2-8 How to Play Shuffle the cards after removing the title and direction cards. Dealer deals 7 cards to each player. The remaining cards are placed face down to make a DRAW pile. Turn the top card over to make the DISCARD pile. The person to the left of the dealer begins. Match the card in the DISCARD pile either by synonym or picture. For example, if the first card says "good" with a square on it, a	card with a synonym or with a square on it can be played. If the player cannot match the DISCARD card, a card must be taken from the DRAW pile. If the card picked up can be played, it may be played immediately. Otherwise, it is the next player's turn. A DRAW TWO, SKIP, or REVERSE card can be played on a matching picture or matching action. DRAW TWO requires the next player to draw two cards and to miss the turn. SKIP skips the next player's turn. REVERSE reverses the direction of play.	WILD cards can be played on any card. The player playing the card chooses the picture on the card that must be played next. WILD DRAW FOUR cards are the same as WILD cards, but the next player must draw four and lose the turn. The player after that must play a card with the picture designated. The first player to get rid of all the cards in his or her hand wins the game.
good	great	terrific	pleasant
рооб	great	terrific	tubspald

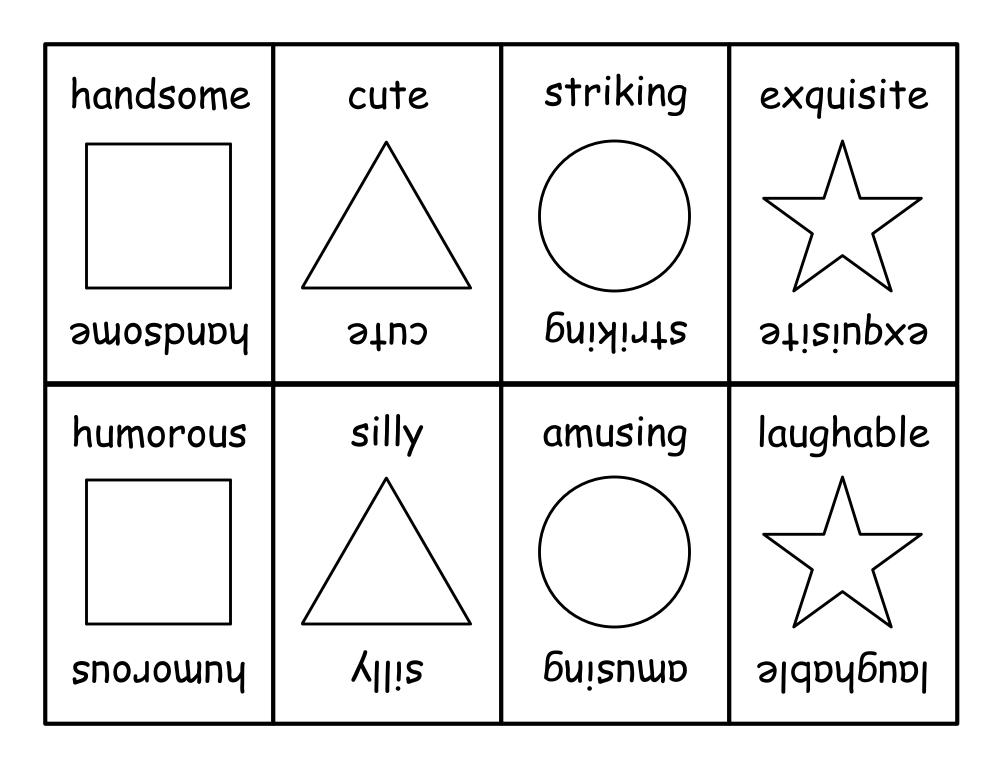


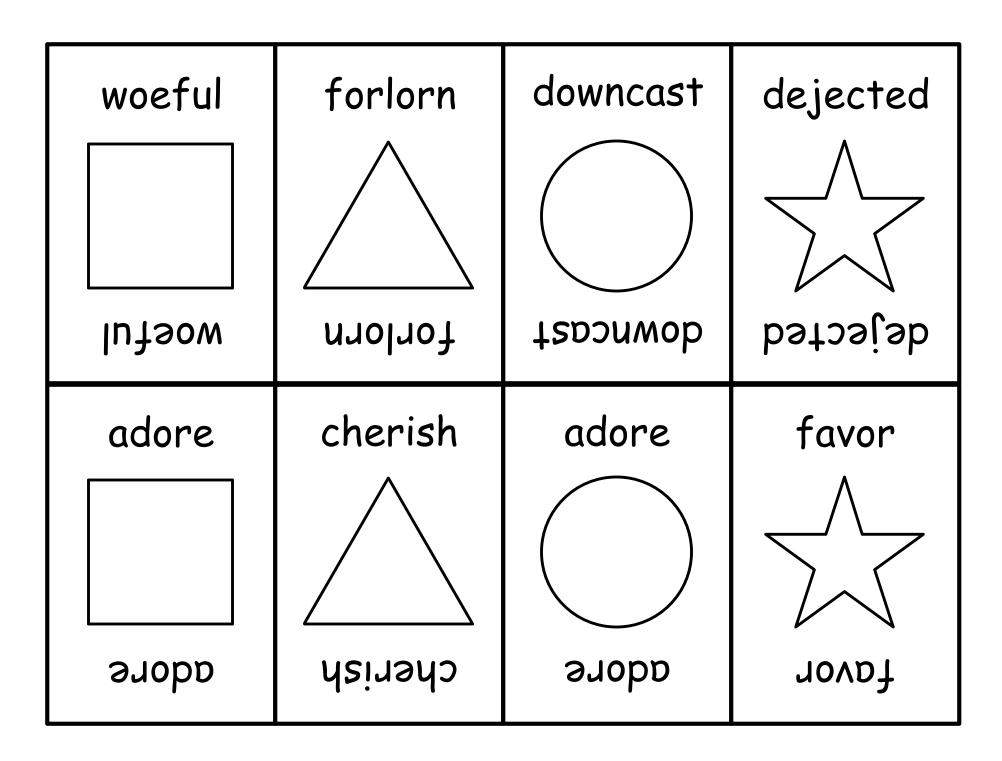












sprinted	dashed	darted Detabb	raced
gathered	gained	paviasan	retrieved

announced	gossiped	called	hollered
strutted	ambled	traveled pajandut	staggered

