



Fruits & Veggies Makin' Faces™

Game Benefits

The "Makin' Faces" card game reinforces positive experiences with fruits and vegetables, using delicious characters made out of a rainbow of healthy produce.

"Makin' Faces" combines matching and puzzle-making skills to help children develop spatial perception and logical reasoning. Players examine shapes, sizes, colors, characteristics, and positions to make a match. Mature players can strategize to acquire the faces with the most value. This card game has several levels of play, to accommodate all ages. As the skill and knowledge of the game increases, so does the speed of the game.

Games can help children increase thinking and problem-solving abilities. They also teach important social skills, such as group participation, following rules, taking turns, communication, maintaining a positive attitude while playing, and winning or losing with grace.

Matching and puzzle games improve the following skills:

- Observation: the act of noticing and perceiving what is going on around you.
- Attention: the ability or power to concentrate mentally.
- Memory: the retention of, and ability to recall, information, personal experiences, and procedures.
- Visual Discrimination: the ability to accurately compare and contrast visual images.
- Cognitive: thinking, reasoning, problem solving, and other intellectual abilities.

"Makin' Faces" Contents:

Instructions

- (100) Game Cards:
 (54) FACE cards
 (8) PASS cards
 (8) TAKE 1 cards
 (6) TAKE 2 cards
 (24) TRADE cards

2-4 Players
 Ages 5+

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About the Levels of Play

There are (3) levels of play to challenge and accommodate all ages. Games should be a positive experience for everyone. Gradually increasing the level of play over time will allow young children to grow into "Level 2," where they will become accustomed to losing a turn. As they mature into "Level 3," they will eventually accept having cards taken from them. Given the opportunity to observe the different levels of play, young children may endeavor to imitate the behavior of more mature players.

How to Play

Level 1: Young players

Set-up

- (54) FACE cards
 (24) TRADE cards



Object

The object of the game is to match one half of each face to the other half, and acquire the most matched fruit and veggie faces before the deck is depleted.

- Remove all TAKE 1, TAKE 2, and PASS cards from the deck. They will not be used at this level of play.
- Deal (6) TRADE cards face-up to each player. Any remaining TRADE cards will not be used to play.
- Shuffle the deck of FACE cards well and turn the deck

face down in the center of the playing area.

- To begin the game, players take turns drawing (1) card from the top of the deck. Play moves to the left.
- FACE cards are placed face-up in front of each player as they are drawn.
- A player can match (2) halves to make (1) whole face by:
 - a) randomly drawing a match from the top of the deck
 - b) trading cards with an opponent
- Stay alert! Players often miss a match that is right in front of them.
- When a player matches (2) FACE cards, the matched face is set aside in a safe pile, and these cards are out of play.
- A player can either pull (1) FACE card from the deck or use (1) TRADE card on a turn.
- To use a TRADE card, a player gives (1) FACE card of choice to an opponent, takes (1) FACE card of choice from that same opponent, then sets the used TRADE card in a discard pile.
- It is best to use TRADE cards to make a match, because once all (6) TRADE cards have been used, a player can no longer trade.
- Once a TRADE card is used, it cannot be used again.
- Once a card is traded, and the next player has drawn, the trade decision cannot be changed.
- When the deck is gone, and the next player cannot make a play, the game is over. There may be unmatched FACE cards remaining.
- Players count their matched sets, and the player with the most matched sets wins.

How to Play

Level 2: Young players

Set-up

- (54) FACE cards
- (24) TRADE cards
- (8) PASS cards

- Shuffle all (8) PASS cards into the deck of FACE cards to add another dimension to the game.
- Play the game using “Level 1” instructions.
- If a player draws a PASS card, it becomes the next player’s turn.
- After a PASS card is drawn, it is set aside in the discard pile.



How to Play

Level 3: Mature players

Set-up

- (54) FACE cards
- (8) PASS cards
- (8) TAKE 1 cards
- (6) TAKE 2 cards
- (9) TRADE cards

Object

The FACE cards have different values assigned to them: 1, 2, 3, or 4 points. The object of the game is to match as many fruit and veggie FACE cards as you can, and finish with the most points.



- Remove (15) of the (24) TRADE cards from the deck. Only (9) TRADE cards are used at this level of play.
- Shuffle all of the cards well, and turn the entire deck face down in the center of the playing area. No cards are dealt at this level.
- To begin the game, players take turns drawing (1) card from the top of the deck. Play moves to the left.
- If a player draws a FACE card, it is placed face-up in front of the player, and it becomes the next player’s turn.
- When a player matches (2) FACE cards to make a whole face, the matched face is set aside and turned face down in a safe pile. These cards cannot be traded or taken by an opponent.
- A player can match (2) halves to make (1) whole face by:
 - a) randomly drawing a match from the top of the deck
 - b) trading cards with an opponent
 - c) taking cards from one or two opponents
- Stay alert! Players often miss a match that is right in front of them.
- If a player draws a PASS card, it becomes the next player’s turn. The PASS card is then set in a discard pile.
- A player can voluntarily pass.

TRADE Cards

- If a player draws a TRADE card, the player can:
 - a) give (1) FACE card of choice to an opponent in exchange for (1) FACE card of choice.
 - b) give (1) TRADE card to an opponent in exchange for (1) FACE card of choice.
 - c) save the TRADE card to use on another turn. On another turn, a player can either make a trade with an opponent or pull from the deck.

TAKE Cards

- If a player draws a TAKE 1 card, the player can:
 - a) take (1) FACE card of choice from an opponent
 - b) take (1) TRADE card from an opponent
- If there are no cards to take, it is the next player’s turn.
- If the player draws a TAKE 2 card, the player can:
 - a) take (2) cards of choice from an opponent
 - b) take (1) FACE or TRADE card from one opponent, and take (1) FACE or TRADE card from any other opponent.
- No more than (2) cards total can be taken on a turn, but a player can take just (1) card from any opponent, if that is all there is to take.
- Opponents have no say in what is traded or taken.
- TAKE cards cannot be saved for use on another turn. Any TAKE cards that cannot be used when drawn are discarded, and it becomes the next player’s turn.
- Used TAKE and TRADE cards are discarded and cannot be used again until the “Lightening Round.”
- Once the next player has drawn, a take or trade decision cannot be changed.

Tip: Try to acquire FACE cards with the highest value, and get rid of FACE cards with the lowest value.

Lightening Round:

- The “Lightening Round” begins once all of the FACE cards have been drawn, and players still hold unmatched FACE cards (and unused TRADE cards).
- Gather the discarded TAKE, TRADE, and PASS cards. Shuffle them into a deck. Turn this deck face down in the center of the playing area. The game resumes with players taking turns drawing from the top of the deck until all of

the FACE cards have been matched. Multiple “Lightening Rounds” may be required.

Determine the winner:

- When all of the FACE cards have been matched, the game is over.
- Players add the value of their matched FACE cards. The complete red apple is worth 1 point, the complete eggplant is worth 3 points, and so on. The person with the largest total value wins the game. In the case of a tie, a rematch is in order :)

How to Play

Alternative Match Game

Set-up

(54) FACE cards

- Remove all TAKE, TRADE and PASS cards from the deck.
- Shuffle the deck well.
- Place the (54) FACE cards face down in neat columns and rows.
- Using memory skills, players turn over (2) cards on each turn, in an attempt to match (2) halves and make a face.
- Unmatched cards are turned back over in their same spot.
- Players put matched faces to one side until all of the cards are matched.
- Players count their matched faces at the end of the game.
- The player with the most matched faces wins.

