

1. This action has been filed by Plaintiff to combat online counterfeiters who trade upon Plaintiff's reputation and goodwill by selling and/or offering for sale products in connection with the MATCH MADNESS trademark, which is covered by U.S. Trademark Registration No. 5212863 (the "MATCH MADNESS Trademark"), and copyrights, specifically U.S. Copyright Office Registration Nos. VA 2-136-024 and VA 2-291-501 (the "MATCH MADNESS Copyrights"). Plaintiff is the exclusive licensee of the MATCH MADNESS Trademark and the MATCH MADNESS Copyrights by way of a license agreement entered into between FoxMind Group Ltd. and Plaintiff, and is the official source of MATCH MADNESS products in the USA.



MATCH MADNESS RULES



CONTENTS

20 Playing blocks (4 sets of 5 different blocks (fig. A)) / 60 Pattern cards (12 cards in 5 difficulty levels; difficulty levels are indicated by the cards' border colors and by the number of lines on the borders of each card) / Game rules.

QUICK-PLAY GAME

OBJECT OF THE GAME

Be the fastest to recreate with your blocks the pattern shown on a card (fig. B). The player with the most cards at the end of the game is the winner.

SET UP

Each player receives a set of 5 blocks numbered 1 to 5 (fig. A). After shuffling the deck of pattern cards, players determine how many rounds they wish to play and take the same number of pattern cards from the top of the deck. These cards are then used to form a new playing deck and are placed face down in the center of the table.

GAME PLAY

The top card from the playing deck is flipped revealing a pattern. All players scramble to match, with their blocks, the pattern shown on the card. The first player to successfully match the pattern grabs the card and shows to the other players that the configuration of their blocks matches the pattern on the card. If the player is correct, they keep the card. A new card is flipped over and another round begins. (fig. C)

MAKING AN ERROR

If a player is caught making an error (their blocks configuration does not correctly match the pattern shown on the card (fig. D)), the card is put back in play in the center of the table and the player who made the mistake can no longer win this card and has to let the other players finish the turn.

END OF GAME

The game ends when all the cards have been collected by the players. The player with the most cards wins (fig. E). In the case of a tie, the player with the most level 5 cards wins (if players have the same number of level 5 cards, then level 4 cards are counted and so forth).



