

RULES CARD FRONT

Memory Game Rules
For 2 or more players, ages 3+

OBJECTIVE: Each player tries to collect as many matching pairs as possible.

PLAY: Shuffle all the cards and place them individually face down on a big table or floor so that no card is touching another. The youngest player goes first by turning over 2 cards at random allowing the other players to see them. If the cards match identically, ie 2 satchels, he takes them and may then turn over 2 more cards. He continues in this way until he turns over 2 cards that do not match. If the cards do not match, the player must put them face down in their original position. His turn ends and play passes to the next player on his left. The next player now turns over any 2 cards. If the first card they turn over matches 1 that has already been turned over he must try and remember where that card is. If he is successful he takes the pair and continues his

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turn until he fails to turn over a matching pair.

ODLAW: If any player turns over an ODLAW card that player must shout ODLAW!, take the ODLAW card, then shuffle all the remaining cards in play so that no one can remember the position of any cards. This ends their turn.

WINNING: Play continues in a clockwise direction until all the cards have been collected and all the ODLAW cards have been taken. The player with the most cards at the end of the game is the winner.

QUICKER GAME: to make the game quicker, remove the ODLAW cards before starting the game, this will stop the cards from being reshuffled and will allow younger children to remember the position of the cards.

ALTERNATIVE GAME: Play as normal collecting pairs, however, the first player to find the matching WALLY pair ends the game. Count up how many pairs each player has. The player with the most pairs wins.

MAIN CARDS REVERSE



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