

MEMO ANIMALS

GAME RULES

The rules are meant for reading by adults to children

👤 2-6 players 🕒 6 and up 🕒 10-20 min

Animals have fled and hidden in the bushes, try to find them! In this game you will be training your memory – you are going to look for a pair of identical animals or a group of different animals. The player who gets most victory points for completed tasks (both simple and difficult) becomes the winner.

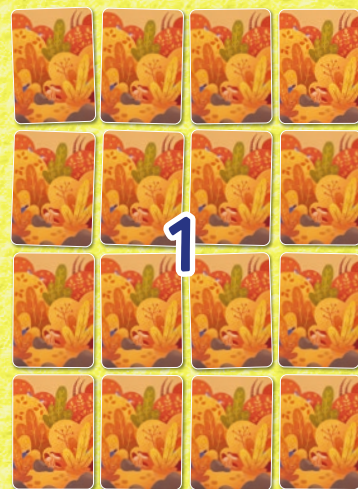
COMPONENTS:

- 16 Animal cards
- 16 Task cards: 8 simple and 8 difficult
- 16 Help cards
- These game rules

SET UP

1. Shuffle all Animal cards and place them into a 4x4 grid face up in a random order.
2. Place 8 difficult Task cards (2 points each) in a row face up in a random order.
3. Place 8 simple Task cards (1 point each) over the difficult Task cards the same way.
4. Shuffle 16 Help cards and place them on the table face down. If you play with children under 7 years old, put the Help cards back into the box and play without them.

You can start the game. The first player is the one who has recently petted an animal.



PLAYING THE GAME

Players take turns clockwise starting with the first player.

On their turn, the player firstly opens one Animal card and then another. If both the animal and the background of the two cards match with the images on a simple Task card, the player takes this Task and closes the Animal cards without changing their placement. The player's turn is now finished.

As soon as one of the players takes a simple Task card, a difficult Task card becomes open. From now on players can open up to 4 cards on their turn to complete an opened difficult Task. Keep in mind the following:

- A player cannot complete a simple Task if they have already opened a third or a fourth card on their turn.
- If four cards matching a difficult Task are opened, the player takes the Task card. Their turn is now finished, they have to close all the opened Animal cards.
- A player can finish their turn earlier, even if only 2 or 3 cards are opened.



For example, Peter has opened two cards – both of them have a desman on a winter background. Peter takes the simple Task card and flips the opened Animal cards back face down.

If a player hasn't completed a Task on their turn (doesn't matter, simple or difficult), they close the Animal cards and draw the top Help card to their hand, finishing their turn. To know more how to use Help cards, see «Help cards» section. If you play without them, simply close the Animal cards and finish your turn.



For example, Nick wants to complete the Task by opening 4 different animals on a winter background. He opens the first card – it has a manul in winter. Nick opens the second card – it has a manul in summer. With this pair of cards he can complete neither a simple Task (there are no such Task cards), nor an opened difficult Task (and other difficult Tasks are closed yet). Nick closes both cards, draws a Help card and finishes his turn.



HELP CARDS

Help cards increase your chances to complete Tasks. Players get Help cards at the end of their turn when they fail to complete a Task.

At any moment of your turn you can use one or several Help cards. The cards that you've used are discarded. During one turn you can use as many Help cards as you wish. The amount of Help cards at hand is unlimited, but remember that they won't score you any victory points at the end of the game. Players keep their Help cards either at their hand or in front of them, without showing them to the other players.



OPEN ONE MORE CARD

You can open a third Animal card while completing a simple Task or a fifth Animal card while completing a difficult Task. You can complete a Task this way.



TURN ONE ANIMAL INTO THE OTHER CHANGE THE BACKGROUND

You can play as if an animal on an opened card was another animal.

You can play as if the summer background on an opened card was the winter background, or vice versa.



GAME END AND VICTORY

The game ends in one of the cases:

- when a player takes the last Task card;
- when a player takes the last Help card.

Each player counts victory points on their Task cards. The one who has the most victory points wins. If players score the same amount of points, they win together.



ABOUT THE ANIMALS

The animals that you've met in the game are listed in the Red Book of Russia. Meet them a bit closer.



This is a desman, a small animal that looks like a mole with a proboscis. Except for the proboscis it has two special features. The first is that it eats a lot. During one day an adult desman can eat the amount of food equal to its own weight. The second feature is its semi-aquatic lifestyle. A desman digs holes underwater, swims and sometimes even eats small fish.



This is a saiga, it looks like a big antelope, but with a humpy muzzle. Its funny saggy nose helps it survive during various seasons: in winter it heats inhaled air, in summer it filters steppe dust. Besides, saigas are ancient animals, they appeared together with mammoths and have survived until present days.



This is a manul, a big fluffy cat. But do not even think to tame it: manuls do not do well in captivity, their home is wild environment. Even in zoos they are rarely kept. Manuls are secretive and live in small families in mountain crevices and holes: they sleep long during the day and hunt at night.



This bright colorful bird is a mandarin duck. Its folded orange wings indeed resemble mandarin slices, but it is named after Chinese noblemen (they were called Mandarins), who used to dress brightly. This duck is a traveler: it nests in Russia in Khabarovsk and Primorsky Krai and then it flies away to China or Japan to overwinter there.

CREDITS

Game Designer: Philipp Ivanov, Sergey Lavrinenko
Artwork: Lyubov Nazarova
Game Development: Pavel Ilyin
Producer: Vladimir Grachov
Art Director: Olga Drebas
Design and Layout: Ksenia Targulyan
Executive Editor: Anna Davydova
English Translation: Maria Nikolskaya
Editorial Director: Alexander Kiselyev
Playtesters: Elena Vornoskova, Matvey Chistyakov, Luiza Kretova, Dana Kuznetsova, Alexander Ilyin

PUBLISHER: HOBBY WORLD

General Manager: Mikhail Akulov
Production Manager: Ivan Popov
Head of International Production: Vladimir Sergeev
Editor-in-Chief: Valentin Matyusha
Press: Ivan Sukhovey
Creative Director: Nikolay Pegasov
International Distribution: Maria Nikolskaya
Special thanks to Ilya Karpinsky.
Reprinting and publication of the game's rules, contents, and illustrations without the copyright holder's permission is strictly prohibited.
© 2023 Hobby World. All rights reserved.
international@hobbyworldint.com
hobbyworldint.com
Rules version 1.0