

MEMORY MATCH
 MEMO CARDGAME



ABOUT THE GAME

When Masha returned home, she found pictures from her photoalbum scattered all over the place, she needs your help. Help Masha find her photographs, they hold so many good memories. Team up with a friend, complete challenges and prove that you are the most diligent of Masha's helpers.

COMPONENTS



16 double-sided Photo cards



8 Challenge cards

Game rules



SETUP

1 Separate into two even teams.

If there are three players, the most experienced player should team up with the youngest player — this way the teams will be even.

2 Shuffle all Photo cards and place them on the table randomly in a 4x4 grid any side up.

3 Shuffle all Challenge cards, form a deck and place it next to the Photo card grid facing down.

4 Whichever team's player was the last to take a photo goes first.



CHALLENGE CARDS

During each round you will be searching the photo album for 7 photos either with a particular character or a particular symbol (each symbol matches the color of the background behind the character).



GAME FLOW

CHALLENGE

Flip the top Challenge card and place it next to the deck. Now you have to find 7 photos on the table that contain the character or symbol on the Challenge card. To do this you have to flip Photo cards on the table.



At the beginning of the game it is possible that all cards you have to search for to complete the challenge are facing the right side up. In this case return the Challenge card to the bottom of the deck and reveal the next one — this card will be your first challenge.



TURN OF A TEAM

Choose a Photo card on the table and flip it.



✿ If the card depicts the correct character or symbol — keep flipping cards.

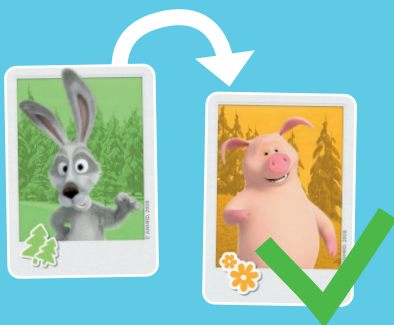
✿ If the picture on the card does not fit the challenge, then pass the turn to the other team.

There are 4 cards in the game, both sides of which are the same. If you flip such a card, pass the turn to the other team.



TEAM TURN EXAMPLE

Jimmy wants to complete the challenge by finding all 7 cards with Rosie. There are already 5 cards that fit the challenge, so he has to find 2 more. He flips the Hare Photo card and — yay! — reveals the sixth Rosie card.



Jimmy continues his turn and flips another card. Unfortunately, this time he's made a mistake and revealed a Photo card of Masha instead of Rosie. The other team gets a turn.



COMPLETING CHALLENGES

As soon as you find the last correct Photo card, the challenge is completed. Take the Challenge card as a reward and reveal the next Challenge card.

Then pass the turn to the other team.



END OF GAME

As soon as the players complete the eighth challenge the game ends. Each team counts the Challenge cards they have collected. The team that has collected more Challenge cards wins the game. In case of a tie, the team that completed the last challenge wins.

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