

MEMRY FLIPOTHON

PLAYERS: 2-4

AGE: 7 and above

OBJECTIVE: To score the highest points by using Number Cards to solve as many Action Cards as possible, one Action Card at a time. This game is all about accuracy and memory!

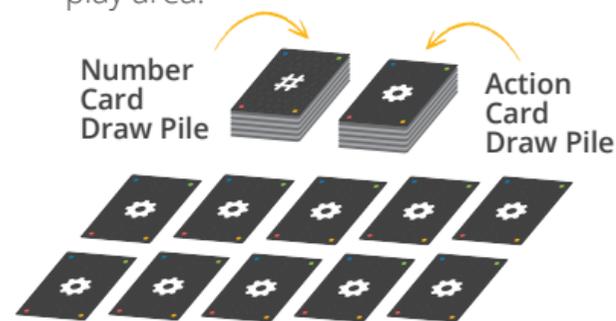
SETUP

- 1 To start, each player picks a Number Card and the one with the highest value card deals the cards. An Asterisk Card beats any Number Card between 0-7.
- 2 Then, deal 6 Number Cards singly face down to each player.



- 3 Now, place 10 Action Cards in two rows of five each face down in the centre of the play area.

- 4 Place the remaining cards face down as the **Number Card Draw Pile** and the **Action Card Draw Pile** in the play area.

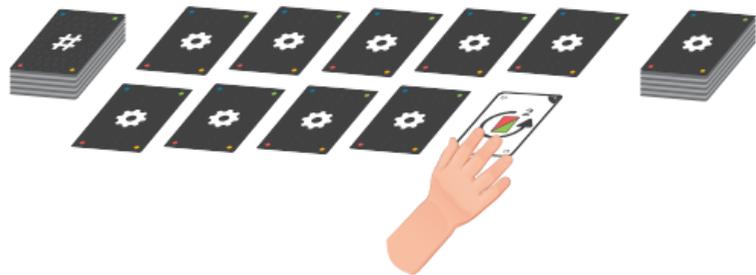


- 5 The game is played clockwise with the player to the left of the dealer starting play.

Now that we're all set up, let the MEMRY FLIPOTHON begin!

YOUR TURN

- 1 First, turn over one of the Action Cards in the center of the play area.



- 2 Then, use the Number Cards in hand to solve the Action Card.
- 3 If you cannot solve the Action Card, turn the Action Card back face down and skip your turn. The game continues clockwise to the next player.

If other players could solve this Action Card, they should remember its location and when it's their turn, aim to solve it and collect the points.

YOUR TURN

- 4 Once an Action Card is solved, retain the Action Card and Number Card(s) played to collect the points associated with the play.
- 5 Then, replace the Action Card that was removed from the play area with an Action Card from the Action Card Draw Pile and place it face down.
- 6 Finally, don't forget to replenish your cards to ensure you have 6 Number Cards in hand.

WRAP IT UP

- 1 Keep playing until there are no more cards left or all possible plays have been made. You may also stop the game at any time.
- 2 At the end of the game, add the points of all Action Cards and Number Cards collected during the game to form each player's score. The player with the highest score wins.

Point to Note: Each play may be challenged by any player. If the play is deemed incorrect, the player has to take back the Number Card(s) played, turn the Action Card back face down and skip that turn.