

# ARTHUR<sup>TM</sup> MEMORY GAME

FOR 1 OR MORE PLAYERS  
Ages 3 to 6

## CONTENTS

72 picture cards, 1 plastic storage tray

## OBJECT

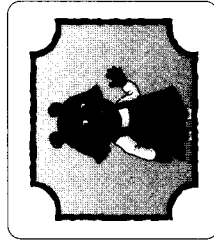
Find the most pairs of matching picture cards.

## GAME SETUP

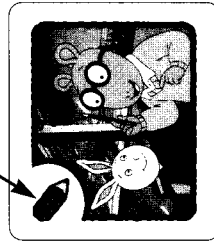
1. Carefully punch the 72 cards out of the cardboard sheets.

**Notice there are two types of cards:** There are 16 pairs of Character Cards. These cards have an Arthur character on them. There are also 20 pairs of Scene Cards. These cards show scenes with Arthur, his friends or family. They also have a picture hint in one corner. You can use these picture hints to help you remember card pairs.

Character Card



Picture Hint



Scene Card

2. Mix and spread all the cards facedown on a flat surface. **NOTE:** Keep the plastic tray for storing the cards. This will prevent them from becoming nicked or marked.

3. Form 9 rows of cards across and 8 rows down, using all 72 cards (36 pairs).

**Or, for beginners,** use only the Character

Cards (16 pairs) and form 8 rows across and 4 rows down.

## GAMEPLAY

1. Youngest player goes first. Players take turns, to the left, turning any two cards picture-side-up. The cards must be turned over completely, so that all players can see them.

**A MATCH:** A player makes a match if the two cards turned picture-side-up are identical. When a match is made, the player takes both cards and places them in front of him or her. That player then takes another turn, and continues taking turns until he or she misses.

**A MISS:** A player misses if the two cards turned over are not identical. When a player misses, he or she turns the two cards

picture-side-down again, in the same place. That player's turn ends—and all players try to remember which cards were turned over, for future matches.

2. The game continues until all cards have been matched and removed from the playing area. All players then count up their matching pairs.

## WHO WINS

The player who has the most pairs of matching cards wins.

## SOLO PLAY

This is excellent practice for developing concentration and memory skills. Just set up the game as described above, using any number of pairs, and count the number of turns it takes you to match them all. Try to improve with each game you play.

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