

TRAVEL

Memory®

INSTRUCTIONS

1 or 2 Players

CONTENTS

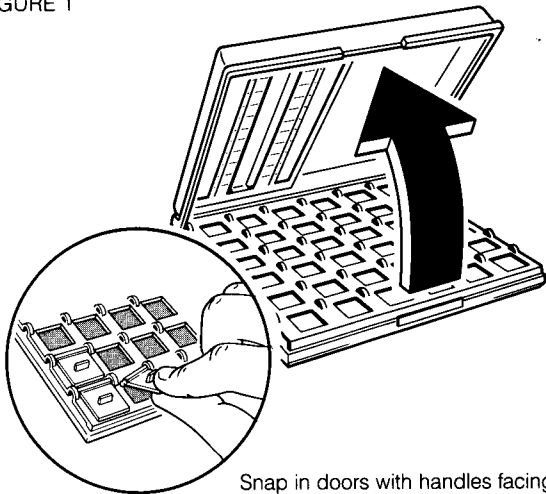
- 4 double-sided Memory cards
- 1 plastic game case
- 36 plastic doors
- 2 scoring tabs

OBJECT

Be the first to find ten pairs of matching objects behind the Memory doors.

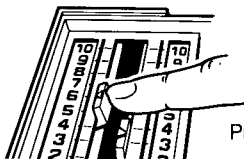
1. Carefully twist the 36 plastic doors from the runner.
2. Open the Travel Memory game case and snap doors into windows as shown in Figure 1. Make sure all the doors are closed.

FIGURE 1



3. Insert the two plastic scoring tabs onto the ribs of the numbered scorekeeper as shown in Figure 2.

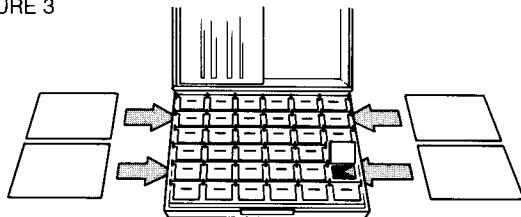
FIGURE 2



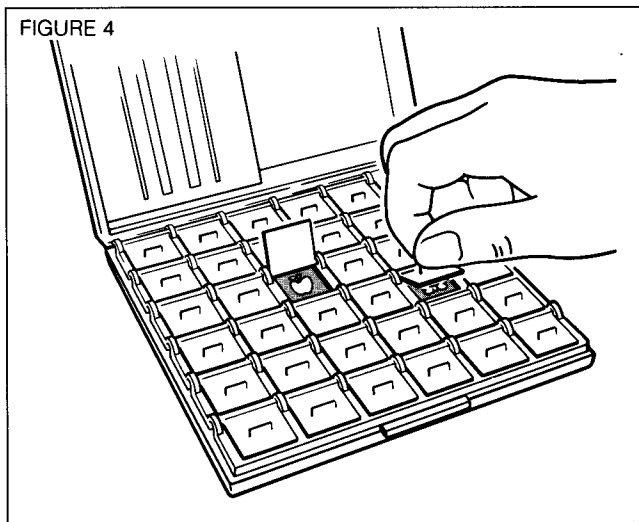
Press scoring tabs into place.

4. Carefully separate the 4 double-sided Memory cards from the cardboard sheet. Shuffle the cards and slide them (with either side up) into the side openings of the game unit as shown in Figure 3. Do not look at the pictures when sliding in the cards.

FIGURE 3



Each player selects a colored scoring tab. Younger player goes first. Players take turns opening any two doors and looking for matching pictures. See Figure 4. Both players must be able to see the pictures when the two doors are opened.



A MATCH: If the two pictures underneath the doors you selected are of the same object—you've made a match! Each time you make a match, you get one point plus another turn! Keep track of your score by moving your scoring tab one space ahead for each match. Doors that reveal matching objects *remain open* for the rest of the game. *Your turn continues until you miss.* (See below.) Your turn is then over.

A MISS: If the two pictures underneath the doors you selected are not of the same object, then your turn is over. Close the two doors just opened. Both you and your opponent should try to remember which pictures are under those doors for future matches.

WHO WINS

The first player to get ten matches wins the game.

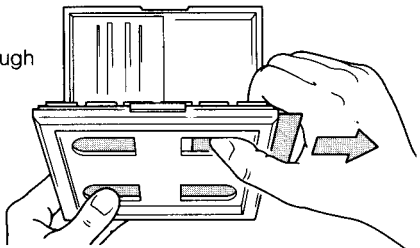
TO PLAY AGAIN

6

To begin a new game, remove the cards as shown in Figure 5.

FIGURE 5

Push up on card through thumb hole in base. Then slide card out as shown.



Reshuffle the cards and insert them into the game unit without looking at the pictures.

SOLO PLAY

This is excellent practice for developing concentration and memory skills. Set up the game as described earlier and count the number of turns it takes you to match all the pictures. Try to improve with each game you play!