

MATCH & MOVE Memory®

AN ADVANCED MEMORY GAME

OBJECT

Be first to finish by matching cards to gameboard pictures.

CONTENTS

1 gameboard • 4 playing pieces • 25 picture cards

HOW TO SET UP THE GAME

1. Unfold the gameboard and place it flat, within reach of all players.
2. Carefully break the 25 picture cards out of the card sheet, and discard the extra cardboard.
3. Place the cards facedown on the colored squares in the center section of the gameboard. Match the color of the card back to the color of the square (red on red, blue on blue, etc.).
4. Each player chooses a playing piece and places it on the colored circle that matches the color of the playing piece. This is each player's starting circle.

HOW TO PLAY THE GAME

In Match & Move Memory, you move clockwise along the gamepath. Before you can move, you must match a card to the picture on the gamespace just ahead of your playing piece (the next space, moving clockwise). There are two kinds of gamespaces: picture spaces, showing familiar objects such as a bicycle, a pencil or a dog; and colored circle spaces (in the corners). There's one card to match each picture and each colored circle. There's also one Wild Card, which gives you a free turn if you're first to find it!

1. Choose a player to go first. Play then continues to the left.
2. On your turn, look at the picture or colored circle on the gamespace just ahead of your playing piece. Then flip over one of the cards in the center section. Place it faceup on the square so that all players can see it. The card will be either a Match, a Miss, or the Wild Card, as explained below.



A MATCH: If the card you turn over matches the picture or colored circle on the gamespace just ahead of your playing piece, move your playing piece onto that gamespace. Replace the card facedown on the same square in the center section. Then take another turn as described above. Keep taking turns and moving ahead until you miss.

A MISS: If the card you turn over does NOT match the picture or colored circle on the gamespace just ahead of your playing piece, replace the card facedown on the same square in the center section. Your playing piece stays where it is and your turn ends.



THE WILD CARD: The card picturing a question mark is the Wild Card. If you flip over the Wild Card, you get a free turn. Move your playing piece ahead and take another turn, the same as you'd do if you made a match.



The Wild Card can only be used once in each game. Once you flip it faceup and take your free turn, it's out of the game—so leave it faceup.

HOW TO WIN THE GAME

If you're first to move all the way around the gameboard and land on your starting circle, you win the game!

SHORTER GAME WIN OPTION: If you prefer a shorter game, just move from the colored circle on your starting corner to the colored circle on the next corner, instead of all the way around the gameboard. The first player to land on the colored circle at the next corner wins!

INTRODUCTORY RULES

As an introduction to the game, leave cards that don't match faceup instead of flipping them facedown again. To win, be the first player to move from the colored circle on your starting corner to the colored circle on the next corner.

SOLO PLAY

This is excellent practice for developing concentration and memory skills. Just set up and play the game according to the instructions, and see how many turns it takes to move your playing piece either from one corner to the next, or all the way around the gameboard. Try to improve with each game you play!