12GoC Game 7: Memory Game

Designed by Ellie Dix

2-5 players | 10 minutes | Age 6+

Components:

- 48 playing cards (6 sets of 1-8 cards)
- 1 discard actions card
- 1 left-right card
- 1 cover card

Aim:

Get as few points as possible by having a four-digit number that's as low as possible.

Set up:

- Shuffle the playing cards and deal 4 face down to each person.
- Without looking at their cards, players now arrange the cards in a line of four.
- Players may now look at the middle two cards in their line. NB: This is a one-time ability. Players must now remember what their middle two cards are.
- Place the left-right card near the draw deck. Use the cover card to cover up the half of the card that says 'right', so only 'left' is visible.
- Randomly select a starting player.

How to play:

On your turn:

- Take the top card of the deck and look at it (without showing it to other players).
- You may now either:
    - Replace one of your face down cards with this new card and discard the replaced card OR…
    - Discard this card.
- Discarded cards go face up on a discard pile. When discarded, some card suits trigger special actions:
    - **Reindeer**: Change the direction of the left-right card. Left becomes right and vice versa.
    - **Present**: When direction is LEFT, all players pass their left most card to the player on their left. The card you receive from the player on your right is added to the right-hand end of your line. This is all reversed when the direction shown is RIGHT.
    - **Stocking**: Swap your first and last cards without looking at them.
    - **Gingerbread**: Peek at your own first or last card.
    - **Snowman**: Peek at one of your neighbours' first or last cards.
    - **Tree**: Discarded trees are placed to the side of the play area. When the third tree is discarded, the game ends immediately.

End game:

The game ends when the third **tree** is discarded or when the deck runs out, whichever happens first.

Now all players reveal their cards, making sure to preserve the order. Each player now has a four digit number - reading left to right across the cards. The player with the lowest number wins the game.