



Memo Dice – Game Rules

Playing with

2-4 players, Age 6 and up

The Box Contains

- 9 picture Dice
- 10 Cups; 3 red, 3 blue, 3 black, 1 gold
- 4 pawns
- 1 scoring board

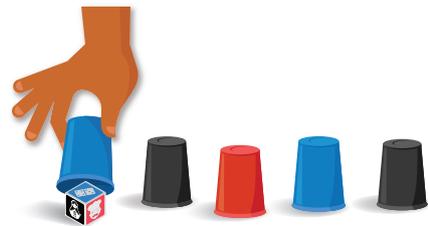
The Objective of the Game

The Objective of the Game: To recall as many hidden items as possible in the correct order of their hiding.
Preparation: Take out the red, blue and black cups from the box and place them on the table but not at the center. Leave the dice and the gold cup inside the box.
Each player takes a pawn of his choice.
Choose the player to go first.

How to Play

The first player picks a die, (any die of his choice), rolls it and places it in the center. After everyone sees the item that was rolled, the player will cover it with a cup in a color matching the color of the item's background.
The next player (clockwise) picks another die and does the same, placing the second cup next to the first, and the turn then goes to the next player.
The list of hidden items gets longer and longer as each player in his turn adds and hides another item. The list ends when one of the following occurs:

- A player rolls a die with a color that has no matching cup. When this happens, that player will use the gold cup to hide the die.
- The 9th die has been rolled and covered with its matching cup.



The last player to play will become the first guesser. The guesser will now try to win as many points as possible by guessing correctly as many hidden items as possible, in the order in which they were hidden.

To make a guess, the guesser must first name the hidden item and then lift the cup to check. If he guesses correctly, he will keep the cup and move on to the next item. If he fails or gives up, he will lose his turn, and that cup will go to the next player (clockwise). The next player will now become the new guesser and will try to collect additional points from the remaining cups on the table. When the second guesser fails, the turn will go to the next player, and so on.

After all the cups are won, the players will mark their scores by advancing their pawns on the score board according to the cups they have collected. 1 point for each of their black, red and blue cups and 2 points for the gold cup.

To start the next round, place all the dice and cups back in their starting position. The game ends when one of the players crosses the finish line (reached 21 points), and is declared the winner. If more than one player crosses the finish line on the same round, the winner will be the one who has more points.



Have fun

Haim Shafir