

A memory game full of **DANGERRR**
for 2 – 4 persons from 6 and up
by Carlo Bortolini

MEMOARRR!

WRETCHED FOG! The legendary treasure must be somewhere on this volcanic island! But how are you supposed to find it if you can't even see your hand in front of your face? Each step could be your last. If you don't memorise every last part of this island, you'll get surprised by an animal or get lost in unknown terrain. Are you daring enough to make it to the treasure and get the most rubies?

CONTENTS



25 island cards
Front side: Animal and landscape
Reverse side: Clouds



7 treasure cards
Front side: Gold treasure with 1 – 4 rubies
Reverse side: Treasure chest



3 volcano cards
1x dark volcano card
2x light volcano card



4 overview cards
Front side: Animal abilities
These cards are needed for the optional, more difficult game that uses animal abilities. See: Variants at the end of this rulebook

rulebook (in 2 languages)

GAME OBJECTIVE

In Memoarr!, players are attempting to reveal island cards that match the most recently revealed card. A match is made if the newly revealed card depicts the same animal or landscape. Memorising matching island cards is the key to success and will keep you in the running to gain valuable treasure cards. Each treasure card depicts a number of rubies. The player with the most rubies at the end of the game will be the winner.

ISLAND CARDS

The front of each island card shows 2 features: a landscape and animal.

LANDSCAPE

1 of 5 different landscapes in a certain colour



Water (blue)



Flowers (pink)



Lava (red)



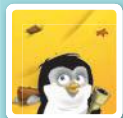
Jungle (green)



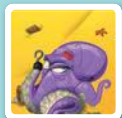
Desert (yellow)

ANIMAL

1 of 5 different Animals



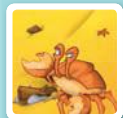
Penguin



Octopus



Walrus



Crab



Turtle

Each island card forms a unique combination of a landscape and an animal.

THE TREASURE CARDS

There are 7 treasure cards in total. Each treasure card has 1 to 4 rubies, which are distributed as follows:

- 2 treasure cards with 1 ruby
- 3 treasure cards with 2 rubies
- 1 treasure card with 3 rubies
- 1 treasure card with 4 rubies

VOLCANO CARDS

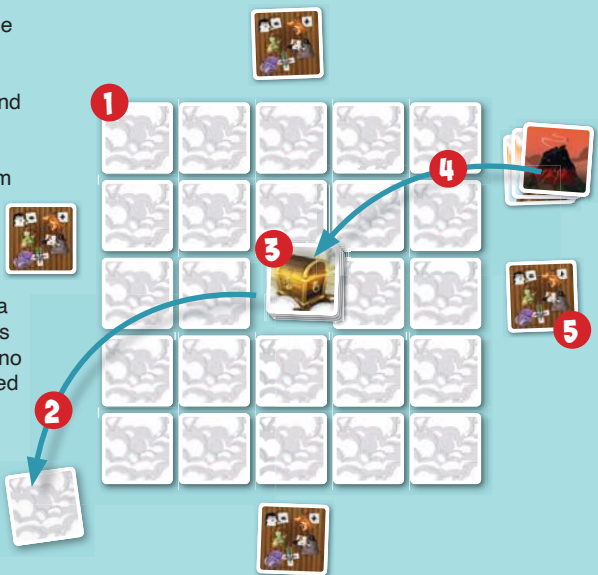
A volcano card indicates that a player is eliminated for the current round. Once a player takes a volcano card, they will not have the chance to find treasure again until the next round. A player receives a volcano card as soon as they fail to match an island card on their turn.

The dark volcano card indicates who will start the next round.

SETUP

- 1** Shuffle all the island cards and lay them face down, cloudy side facing up, in a 5 x 5 grid in the centre of playing area.
- 2** Remove the island card in the centre of the island and return it to the box, unseen.
- 3** Now shuffle the 7 treasure cards and place them face down, with the treasure chest face up, in the vacated centre of the island.
- 4** Play with one fewer volcano card than there are people in the game (i.e. 3 volcano cards in a 4 player game). The dark volcano card is always in play. Shuffle the appropriate number of volcano cards. Place them on top of the previously placed 7 treasure cards.
- 5** If you want to play a more difficult game with the animal abilities, take 1 overview card each.

Now setup is finished and the treasure hunt can begin!



Setup for 4 players

GAMEPLAY

The last player to have found a special treasure starts the game.

BEFORE THE 1ST ROUND

Each player simultaneously and secretly looks at the 3 middle cards on one of the outer edges of the island. Everyone must choose a different side.

NOW THE 1ST ROUND BEGINS

On the first turn of the first round, the starting player may not reveal any of the cards that players have just looked at.

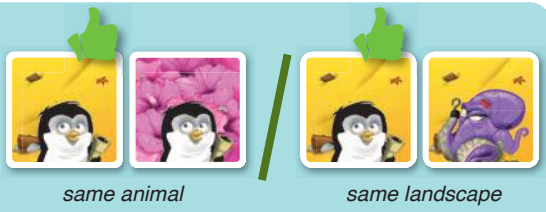
Reveal an island card and return it to its place on the island face up. Compare the landscape and animal of the card just revealed with the previously revealed card.

The first card revealed is always a success (see next page), since the other cards are yet to be revealed.



SUCCESS

If the newly revealed card shows either the same landscape or the same animal as the card revealed immediately before this, then the turn is considered to be a success. The successful player remains in the round. The next person in clockwise order then takes their turn and must choose a card to reveal.



FAILURE

If a card is revealed that shows neither the same landscape nor the same animal as the card revealed immediately before, then that player's turn is considered a failure.

The failed player takes the topmost volcano card from the centre of the island and places it in front of themselves. This indicates that this player is eliminated from play until the end of the round. Eliminated players will have another chance to find treasure in following rounds.



Then, the next player in clockwise order without a volcano card takes their turn.

END OF THE ROUND

Once a player draws the last volcano card at the end of a failed turn, the round will end. The round is won by the player that did not take a volcano card. This player now takes the topmost available treasure card from the pile and places it in front of themselves without looking at the reverse side. A player will not know how many rubies they have earned for winning a round until the end of the game.

Note

If all 24 island cards are already revealed when a player takes their turn, they must take 1 Volcano card from the deck.

There is a chance that a player knows on their turn that there are no more matching island cards available for a turn to be successful. Nevertheless, an island card must be revealed during a turn.

PREPARE FOR A NEW ROUND



Turn over island cards

Turn all revealed island cards back to their cloudy side.

Be sure not to change the position of the island cards and put them back in the exact same position on the island.



Clear volcano cards

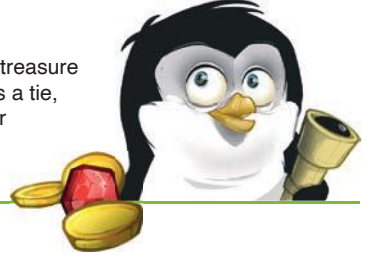
The player with the dark volcano card will start the next round. Collect all the volcano cards, shuffle them and place them in the centre of the island on top of the remaining treasure cards.

Now a new round starts.

END OF GAME

After the last treasure card has been claimed, i.e. after the 7th round, the game will end.

Now reveal and add up all the individual rubies on each player's collected treasure cards. The player with the most rubies is the winner of the game. If there is a tie, the player with the most treasure cards wins. If there is still a tie, the player with the most rubies on a single treasure card among those tied will be declared the winner.



VARIANTS

THE ORDERED STACK

Wish to play with less luck?

Instead of shuffling the treasure cards to set up the game, the stack can instead be placed in order. When setting up the game, order the treasure card deck with the single 4-ruby card at the bottom, followed by the 3-ruby card on top of it. Then, place the three treasure cards with 2 rubies on top of that and finally place the remaining two treasure cards with 1 ruby at the top of the pile.

As usual, shuffle and place the appropriate number of volcano cards on top (number of players -1).

ANIMAL ABILITIES

Are you already experienced treasure hunters and want a greater challenge?

If so, everyone can agree to use the animal abilities to make the game even more tactical and offer many new exciting possibilities. At the beginning of the game, give each person an overview card which shows the different abilities of the animals.

Whenever a player successfully reveals a card, the ability of the revealed animal will activate automatically.



Octopus

Swap the octopus with a horizontally or vertically (not diagonally) adjacent island card. It doesn't matter if this island card is face down or already face up. This is the only way to change the position of an island card.



Walrus

Select and tap any face-down island card. That island card is not allowed to be revealed on the next player's turn. You cannot use this ability if there is only one unrevealed island card remaining.



Penguin

Secretly look at any face-down island card. Then put it back face down in the same position on the island.



Crab

You must immediately take another turn. If you reveal another crab this turn, you must take another turn, and so on.



Turtle

Nothing happens.

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This game wouldn't be possible without all the dedicated and lovely people, who taught us, how to dare to live fully, making our dreams become true. With unbounded gratitude, Carlo and his crew.

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61169 Friedberg, Germany

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