

Aim of the game

Players collect as many pairs as possible. The player with the most pairs wins.

Setup

All cards are placed on face down on the table and shuffled thoroughly. They may then be left unordered; or they may be ordered into a rectangular shape. The players decide which way to play, as long as cards are in separate positions without overlap.

Who starts?

The youngest, oldest, shortest, ... - whoever players determine as the starting player. Play then proceeds in clockwise direction.

Gameplay

In turn, players turn two cards face up. If the two cards are identical, the player may bag the pair, and take another turn. If the cards do not match, they must remain face up for at least a short period of time, giving all players the chance to memorise the cards and their respective positions, before they are turned face down again, and play proceeds with the next player in sequence.

Don't

If a player turns over the wrong second card, only to remember the correct location of the match at that moment, s/he may absolutely not flip over a third card. Play proceeds with the next player in sequence.

Scoring

When the final pair is revealed and taken, all players stack their collected cards. The tallest tower wins the game.

In case of a tie, all tied players play a tie-breaker with only nine pairs.

Variant: Lock & key

In this variation, players look for matching but not identical pairs. A photograph of Albert Einstein may match his famous formula $E=mc^2$, for instance.

One final tip

When playing the game with small kids, or for the first time, use a smaller number of card pairs, making it easier to memorise card positions and shortening the duration of a game.

