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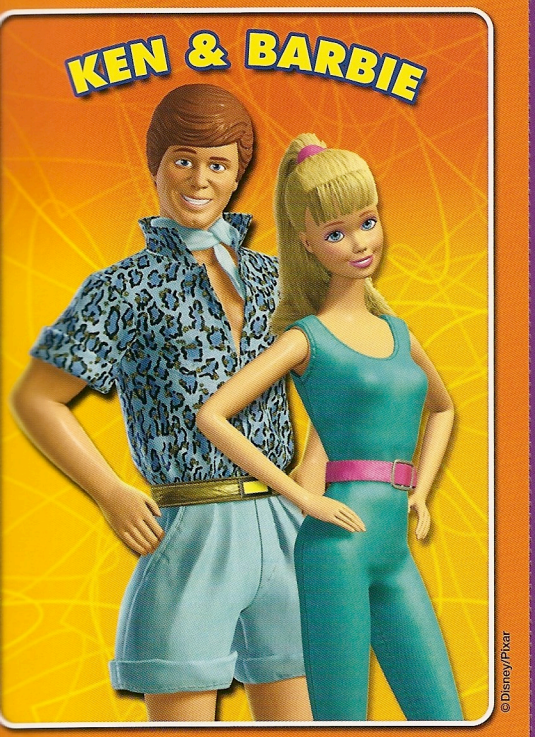
LIGHTYEAR
©Disney/Pixar


KEN & BARBIE
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ALIENS
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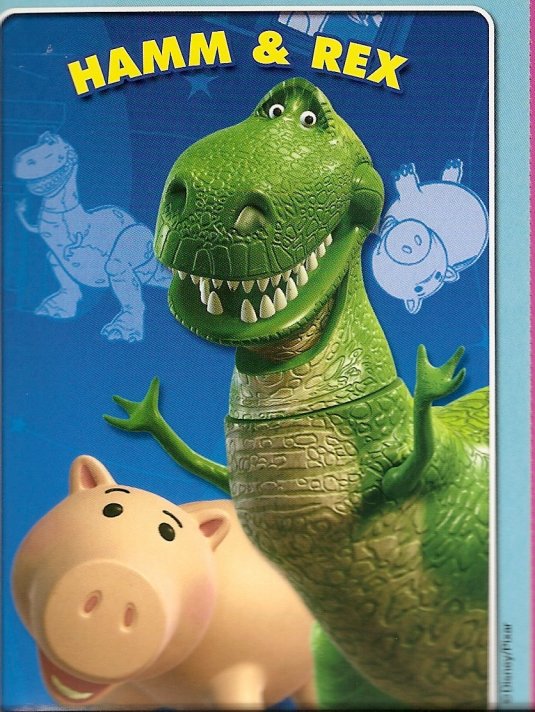
LOTS-O'-HUGGIN' BEAR


HAMM & REX

PEAS-IN-A-POD & STRETCH

BUTTERCUP, DOLLY & MR. PRICKLEPANTS

MEMORY GAME RULES

GOAL
To collect the most pairs of cards.

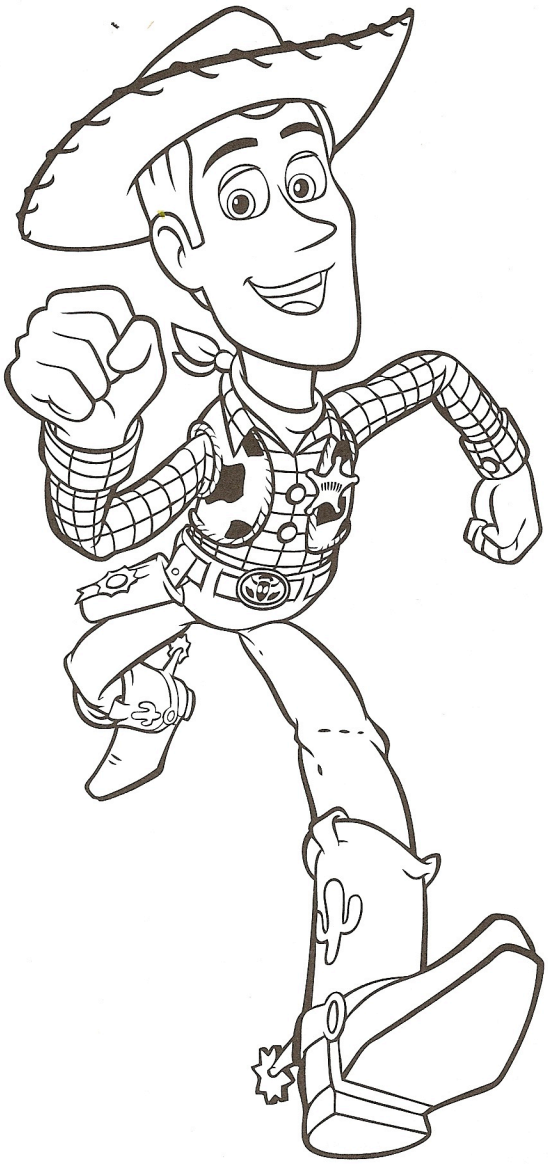
SETUP
Shuffle the cards and lay them on the table, facedown, in a pattern (e.g., 3 rows x 6 columns).

GAMEPLAY
The youngest player goes first.

Play then proceeds clockwise.

On each turn, a player turns over two cards (one at a time) keeping them in their place. If the cards match, the player gets to keep the cards and also gets to take another turn.

When a player turns over two cards that do not match, those cards are turned facedown again and it becomes the next player's turn.



WINNING
When all the pairs have been found, the player with the most cards is the winner.

Scoring for 1 Player
Time yourself to see how fast you can find all the matching pairs.

Compete with yourself by trying to get a faster time in a second game.

Scoring for 2-4 Players
Players keep each pair they find.

At the end of the game, each pair gets one point.

Play multiple times (e.g., 4 times) and keep track of all players' points.

Add up each player's points at the end to see who is the overall winner.

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