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# EXTREM MEMO



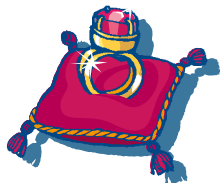
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# Memo Extreme

A crooked memo game for 2 - 4 thieves ages 5 - 99.

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**Length of the game:** approx. 20 minutes



ENGLISH

Brian Burglar is the worst thief in the world. No matter what he tries to steal, he always ends up with the most worthless things in his bag of loot. Today, however, it's Brian's big opportunity. All the thieves in town are gathering to compete and this year Brian really wants to win. But that is not as easy as it sounds, as he has to beat Paul Pilferer known worldwide as the "master thief". An exciting competition begins.

## Contents

- 21 thief cards with blue backside
- 21 thief cards with green backside
- 5 loot bags
- Set of game instructions





## Game Idea

All the thieves in town will compete today in “Memo Extreme”. The task is to find two identical pieces of loot. To begin, two of the thief cards facing down are turned over. If two identical objects are revealed, the player can keep the pair of cards face down in front of him. But watch out! Your loot is not safe as the other players can still steal it from you.

Whoever has collected the most thief cards at the end of a round, receives a bag of loot. Whoever has an extremely good memory and is the first to collect two bags of loot, will be honored as the “master thief”.

## Preparation

Shuffle the 21 thief cards with the blue backside and distribute them face down in the center of the table. Make sure no cards overlap. Get the bags of loot ready.

The thief cards with the green backside remain in the game box. They will be needed for the second round.

## How to Play

Play in a clockwise direction. Whoever most resembles the thief on the backside of the cards may start. If you cannot agree the oldest player starts.

## **You have two options:**

### **1. Turn over two cards**

If as yet no player has found a pair, you can only choose this option.

Turn over two cards from the center.

### **Have you turned over two identical pieces of loot?**

- **Yes?**

Great! Take the two cards and place them face down in front of you.

- **No?**

Pity! All the players try to remember the pieces of loot. Then you turn the cards back over again.

### **2. Turn over a card and inquire with another player**

You can only choose this option if at least one of the other players has already found a pair.

Turn over a card from the center. Point to one of the two pieces of loot and say the name of the player who you think has this piece of loot represented among his cards.

The player in question secretly checks to see if he does.

- **The player has the corresponding piece of loot?**

Great! He must to give you the corresponding card. Now you can keep both cards placed face down in front of you.

- **The player does not have the corresponding piece of loot?**

Pity! Turn over the card in the center.

Then it's the turn of the next player.



### Important additional rules:

- A player must not decide on one of the two options until he has turned over the first card.
- Players may only look at their cards if another player asks them for a specific piece of loot.

### End of Round

A round ends as soon as there is no card left in the center. The player who collected the most cards receives a bag of loot. In case of a draw, various players receive a bag.

### A new round starts

Now the deck of cards with the blue backside is returned to the box and a second round is played with the green cards.

If you want to play more than two rounds, swap the deck of cards after each round.

### End of the game

As soon as a player collects his second bag of loot, he has won the game. If various players receive a second bag at the same time, they share the victory.

## Variations

The game can be varied with one or several of the following rules:

- If a player is asked for a piece of loot and does not have it, he has to turn over all his cards.
- If a player is asked for a piece of loot and does not have it, he gets the card that has just been turned over and can keep it face down with the others in front of him.
- A player can ask another player for a piece of loot but can also state that he has it himself. If he does not have it, he has to show his cards.
- You can play with both decks of cards at the same time.

