

Memory Plus

A Play and Practice Card Game

Set-Up

From a regular deck of 52 playing cards separate the Aces (1s) through to the 9s. These 36 cards will be your deck for this memory game. Shuffle the deck well. Deal out all 36 cards, face down, in 4 rows of 9 or 6 rows of 6. This is the game grid.

Object of the Game

Each player tries to collect as many pairs of cards as possible, by picking up pairs of cards that total 10.

Game Play

This game is a variation on the traditional game of Memory. It can be played by two or more players. Play proceeds counter counterclockwise around the table.

On a turn a player turns over two cards, one at a time. If the numbers on the two cards add up to 10 (Ace counts as 1), the player removes the cards from the grid and places them in their pairs collection. After a successful pair, the player takes another turn; if they did not complete a pair, play passes to the next player.

The game ends when all cards in the grid have been won.

The object is to collect as many pairs as possible.

Variations

- Instead of playing with the cards from Ace to 9 and using 10 as the number the pairs need to add to, pick a smaller number and use the cards up to one less than that number. For instance, if you wish to use 8 as your total, use the cards from Ace to 7.