mémo
ROBOTS

MÉMO ROBOTS

Ages: 5 to 99 years   **Number of players:** 1-5

Includes: 34 cards: 16 challenge cards, 16 robot part cards (head, body, arms, legs in different colours), 1 "Good Robot" head card, 1 "Bad Robot" head card.

Getting the game ready: Use your collective memory to build the "Good Robot" before the "Bad Robot".

Getting the game ready: Shuffle the robot part cards and place them randomly in the middle of the table, face up, in a grid of 4 x 4 cards.
Place the 2 heads of the "Good Robot" and "Bad Robot", face up, next to each other. Shuffle the challenge cards and place them face down in a pile next to each other. Memorise the location of the robot parts (colour and type of part), count 10 seconds and then turn them face down.

**NB:** it is forbidden for players may not confer when memorising the cards.
All players must try to memorise all 16 cards.

Playing the game: In each round of the game, one player draws a challenge card and places it face up in the middle of the table. This card shows a whole robot made of 4 robot parts: a head, a pair of arms, a body and a pair of legs.
All the players work together to find the robot part cards needed to build a robot identical to the one on the challenge card (parts of the same colour).

The players agree and the player who drew the challenge card turns over 4 robot part cards so they are face up:

- If the cards turned over build the robot on the challenge card, you have won! Use the back of the challenge card to build the body of the "Good Robot".
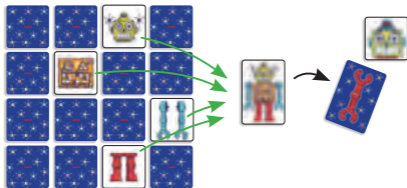

- If the cards turned over do not build the robot on the challenge card (wrong colour or wrong part), you lose! Use the back of the challenge card to build the body of the "Bad Robot"...
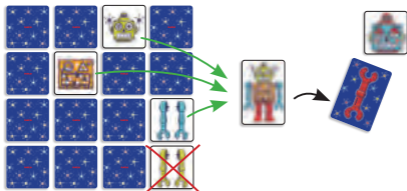
The robot part cards are turned over in the same place so they are face down again and a new round of the game begins. A new player turns over a challenge card.

Build the "Good" and "Bad" Robots:
The bodies of the "Good" and "Bad" Robots consist of a head and 4 challenge cards positioned like this:
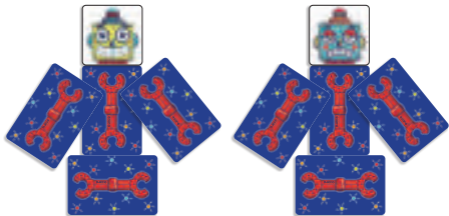
End of the game:
If you succeed in building the "Good Robot" before the "Bad Robot", you have won the game.
If the "Bad Robot" is built first, the game is lost!

A game by Jonathan Favre-Godal and Paul Morillas Lopez