

MEMO DINGO



ans years
años Jahre
7-99

F GB D E I
P NL S DK RUS





Contents: 80 animal tiles (40 pairs)

Aim of the game: to find the most pairs of animals

Playing the game: all the animal tiles are mixed together and placed face down on the table.

Play starts with the youngest player, then continues in a clockwise direction.

The first player picks two animal tiles and turns them over so that all the players can see them:

- **If the two animals are different**, the player turns the tiles back over, leaving them in the same position. It is then the next player's turn to pick two tiles.
- **If the two animals match**, the player keeps the tiles, and puts them on the table in front of them. The player can then take another turn, and choose two new tiles to turn over.

The game continues until there are no tiles left.

End of the game: when all the pairs have been found, each player counts how many tiles they have picked up. The player with the most tiles wins.

N.B. In the event of a tie, the last player to have found a pair wins.