

THE RULES FOR PLAYING "MEMORY"

1. Mix up the cards.
2. Lay them in rows, face down.
3. Turn over any two cards.
4. If the two cards match, keep them.
5. Take another turn.
6. If they don't match, turn them back over.
7. The next player turns them now.
8. Go back forth until the cards are matched.
9. Remember what was on each card and where it was.
10. Watch and remember during the other player's turn.
11. The game is over when all the cards have been matched.
12. The player with the most matches wins.

Variations:

Many of these may be played in combination with one another:

Any Color: A version especially good for young children where matching pairs need only be of the same rank, not the same color. When playing with jokers, these count double because they are more difficult to match.

One Flip: Players who make a successful pair win these cards but do not go again until their next turn.

Zebra: Pairs may only be formed by cards of the same rank, but opposite in color (so 7 of diamonds would match with a 7 of clubs or spades, but not a 7 of hearts)

Two Decks: For a much longer game, shuffle together two 52-card decks and lay them out in 8 rows of 13 cards (9 rows of 12 cards if using jokers). Pairs must be identical (same rank and same suit, so the 10 of clubs would have to match the other 10 of clubs).

Two Decks Duel: Duel is a two-player game where the playing field is divided into two separate parts. Each player shuffle a full 52-card deck and lay it out in 4 rows of 13 cards. The players cannot access each other's cards. Player one starts, flipping one card face-up, then player two selects one card from his/her own side. If the pair is a match, cards are removed, if not, they are flipped back. Pairs must be identical (same rank and same suit, so the 10 of clubs would have to match the other 10 of clubs). After every turn roles are exchanged, in this case: player two flips a card and player one answers.

Double Decker Checkerboard: For a slightly easier version of the two-pack game, use decks with different backs and shuffle them separately. Deal them out in a checkerboard pattern (red, blue, red, blue, etc.) The different backs help identify the position in the grid and significantly reduce the possibility of which cards will match.

Fancy: The cards need not be laid out in a strict rectangular grid and many players have their own special layouts that include circular, triangular, or diamond-shaped formations. Dealers may select any layout they wish.

Spaghetti: Same rules as standard concentration, only the cards are not laid out in neat rows. They are strewn randomly about on the floor.

Pexeso: Played with a deck of 64 cards of square shape, which are laid out into an 8×8 square. Usually cards are designed specifically for the game of Pexeso, but at the same time there is no limitation on the content of the cards (images from a cartoon shows, photographs of a historic monuments or touristic destinations, car model of a specific automobile company, etc.). Cards are not divided into any kind of value or colour system; their content consists only of 32 pairs of identical cards.

If one of the players has a particularly good memory, she could play blindfolded. In this case, her opponent must say which cards have been turned up, turn the cards back down if she doesn't get a pair and take the cards out for her if she does get a pair.

Concentration is not limited to playing cards. Many versions of the game that are designed for children may have different themes. In some computer versions, the cards may randomly move to increase the difficulty.

