

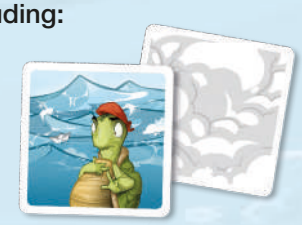

A Matching Game for 2-4 Players
by Carlo Bortolini

## Where is my ship? Introduction

As you put the first coins in your pockets, the earth suddenly shakes. Apparently, Captain Goldfish hasn't hidden his treasures on a volcanic island for nothing. Lava flows into the sea and wraps the island in dense steam clouds. You all start running, loaded down with treasures. But who knows how to get back to the ship?

## What kind of cards are there? Components

40 Cards, including:



**25 Locations:** The front side of each card shows a unique combination of 1 animal and 1 landscape. There are 5 different animals and 5 different landscapes. The card back shows clouds.



**7 Treasures:** The front side of each card shows from 1 to 4 rubies. There are 2 Treasures with 1 ruby, 3 Treasures with 2 rubies, and 1 Treasure each with 3 or 4 rubies. The card back shows a treasure chest.



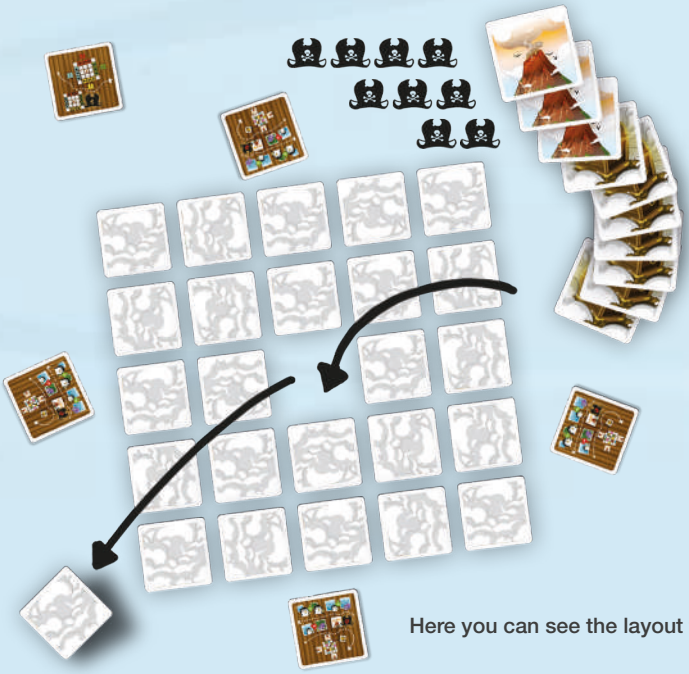
**3 Volcanoes:** The front and back of these cards are the same. Each card has 1 Volcano with 1, 3, or 7 birds.



**1 Game Layout:** The front side of the card shows the layout of the game. The card back shows the preparation.



**4 Summary Cards:** The front side of each card gives a summary of the rules. The card back shows the special rules for the animals in the expert version of the game.
**(You will find the special rules on page 4).**



Here you can see the layout for 4 players. 1 Location was put back in the box.

## Where do the cards go? Game Layout

Shuffle the 25 Location Cards and then place them cloud side up in a 5x5 grid (the island) in the center of the play area. Then, without revealing it, take the center card of the island and put it back in the box.

Shuffle the 7 Treasures and place them face down as a stack in the center of the island. Then, in random order, place Volcano cards (1 less than the number of players) on the top of the stack.

Give each player 1 Summary Card to place face up in front of them. Return any extra Volcano or Summary Cards back to the box.

## What is the objective of Memoarrr!? Goal of the Game

On your turn, you must reveal 1 Location and check whether it is connected to the last Location discovered. Cards are considered to be connected if both cards either show the same animal or the same landscape. If they are not connected, you are eliminated from this round. Whoever is the last remaining player in the round takes 1 Treasure. Then, all of the revealed cards are turned face down and you start the next round. All cards remain in the same place for the entire game. Try to remember them to get more Treasures than the other players.

## What happens before the first round? Preparation

Secretly look at the 3 middle cards on one side of the island without showing them to your opponents. Each player **must** choose a different side of the island. Then, place the cards back in place with the cloud side up.



Whoever last experienced a volcanic or emotional outburst will be the first start player.

## How do you play Memoarrr!? Summary of Play

At the beginning of each round, the start player chooses 1 Location to reveal. Play continues in clockwise order until all but 1 player have a Volcano in front of them. This remaining player without a Volcano wins the round and takes the topmost Treasure Card from the stack. Then all of the Volcanoes are randomly placed back on the stack on top of the remaining Treasures, all of the Locations are turned face down to the cloud side without changing their place, and another round begins. After the 7th round, the game ends.

**Important: Never change the position of any Locations on the island during the game.**

## What do I have to do on my turn? A Turn

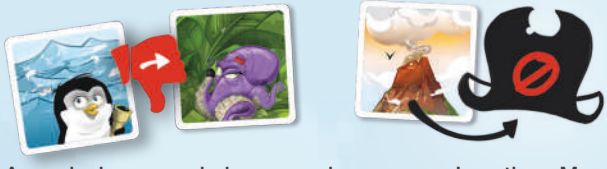
Whenever it is your turn, you must reveal 1 unrevealed Location. Then you must check whether it is connected with the last Location revealed:

If the animal or the landscape of the new Location matches the animal or the landscape of the last Location revealed, then the two Locations are connected. You have succeeded and your turn ends.



Lucas has revealed a penguin + ocean Location. It is now Bianca's turn and she reveals a penguin + jungle Location. The Locations are connected because they both show the same animal. She could also have discovered a Location with octopus + ocean to be successful as the landscapes would connect.

If the Locations are not connected, that is neither the animal nor the landscape matches, you have failed. You take the top Volcano from the stack and will no longer participate in this round of play.



Amanda has revealed a penguin + ocean Location, Marcel now takes his turn and reveals an octopus + jungle Location. He has failed because he has revealed a Location the does not match either the same animal or the same landscape as the last Location revealed. Therefore, he takes the topmost Volcano and sits out the rest of this round.

**Important: You always compare the current Location with the most recently discovered Location, regardless of whether the last Location was successfully connected or not.**

**Important: It can happen on your turn that you know there are no longer any suitable Locations with a connection to reveal. Nevertheless, you must still reveal 1 Location. This is a deliberate part of the game. Plan your next round carefully to avoid this problem.**

## What special cases must we consider? Exceptions

**Exception 1:** In the first round, the start player is not allowed to reveal any of the 3 middle Locations on the sides of the island secretly seen by him and his opponents.



**Exception 2:** The first turn of the start player each round is automatically successful as there is no Location to connect to.

**Exception 3:** When it is your turn and all 24 Locations have already been revealed, you must take a Volcano instead of revealing a Location.

## What does the Volcano mean? Next Turn

When the next player's turn comes up they take a turn as usual if they do not have a Volcano in front of them. Players can have more than 1 turn in a round. Players with a Volcano in front of them are skipped for the rest of the round.



The next player in clockwise order would be Marcel, but as he has a Volcano in front of him he is skipped and play passes on to the next player (Lucas).



## Who gets the Treasure? End of the Round

If there are no more Volcanoes available at the beginning of a player's turn, the round ends immediately. All but 1 player will now have a Volcano in front of them.

The player without a Volcano now takes the topmost Treasure from the stack and, without looking at it, places it face down in front of him.

If this is the 7th and last Treasure, the game ends. Otherwise, prepare for the next round.

All players except Bianca have a Volcano in front of them. She takes the top Treasure from the stack at the beginning of her turn. The round ends now.

## What happens to the Locations on the island? New Round

At the end of a round, you turn all of the revealed Locations face down so the clouds are visible.

**Important: Never change the position of any Locations on the island during the game.**

## Who will be the new start player? Birds and Volcanoes

All players with a Volcano now place them back on top of the stack in random order. The player who had the Volcano with the most birds becomes the new start player and begins the new round by revealing 1 Location.

Amanda returned the Volcano with 7 birds back to the stack. She will be the new start player and will begin the new round.

## When do I win? Game End

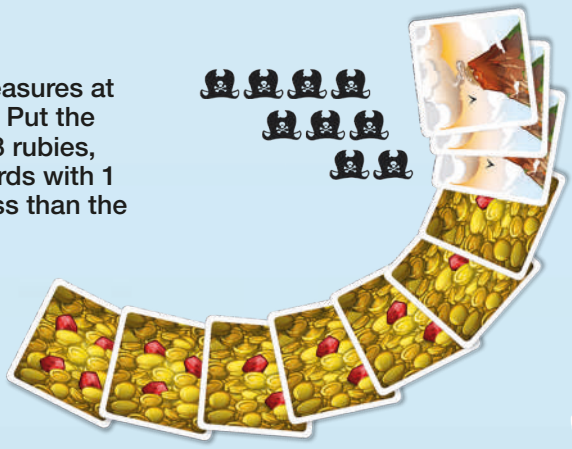
After 7 rounds the last Treasure is claimed and the game ends immediately. Now, reveal your collected Treasures and count the number of rubies on them. Whoever has the most rubies wins. In case of a tie, the tied player with the most Treasure Cards wins. If there still is a tie remaining, the player who has the Treasure with the most rubies wins.



Bianca has 2 Treasures each with 2 rubies. Lucas has 1 Treasure with 4 rubies. Amanda has 2 Treasures with 1 ruby and 1 Treasure with 2 rubies. Marcel has 1 Treasure with 3 rubies. Amanda wins because she has collected as many rubies as Bianca and Lucas, but has more Treasure Cards.

## Why do I have only 1 ruby? The Ordered Stack

If you want to play with less luck, you can sort the stack of Treasures at the beginning of the game instead of shuffling them randomly. Put the Treasure Card with 4 rubies on the bottom, then the one with 3 rubies, followed by the three cards with 2 rubies, and then the two cards with 1 ruby on the top. Then, as usual, place the Volcano Cards (1 less than the number of players) in random order on the top of the stack.



## What if we are still not sure how to play? An Example Round

Lucas is the start player. He reveals a Location with penguin + lava (1). Bianca reveals one of the Locations she saw at the beginning of the game, as she knows it has an penguin on it (2).

Amanda tries her luck but neither the animal (crab) nor the landscape (jungle) matches the Location revealed by Bianca. Therefore Amanda must take the topmost Volcano and is now eliminated from the round. (3).

Now it's Marcel's turn. He reveals a Location with octopus + jungle (4). It connects, because the Location revealed by Amanda also has a jungle. Play now goes back to Lucas who reveals a Location with turtle + ocean that does not connect with Marcel's Location. He takes a Volcano and is eliminated from the round (5). Bianca is next and successfully reveals a Location with a turtle (6).

Although Amanda would usually be next in turn order, she has a Volcano in front of her and is skipped. Marcel thinks he knows where to find another turtle, but instead reveals a Location with walrus + flowers. He takes the last Volcano and is out of the round. (7). Since there are no more Volcanoes on the stack, Bianca wins the round. She takes the topmost Treasure from the stack and places it unseen in front of her (8).

Since Lucas took the Volcano with the most birds, he will be the start player for the next round. First all of the revealed Locations must be turned back to the cloud side, the Volcanoes are returned to the stack in random order, and the next round can begin.




## When should I use the expert rules? Expert Rules

Once you have revealed all 24 Locations multiple times in one game, we recommend that you start using the expert rules. It makes the game more tactical and gives you exciting new possibilities.

## What changes in the expert game? Abilities

If you successfully make a connection on your turn (and only then!) you must activate the ability of the animal depicted on the Location you just revealed.

Lucas successfully reveals a Location with a crab, so he must use the ability of the crab.



**Penguin – Secretly look at any unrevealed Location without showing anyone and put it back in place.**

Lucas successfully reveals a penguin. He chooses 1 unrevealed Location and secretly looks at it. He now knows more than his fellow players and is better prepared for the coming rounds.



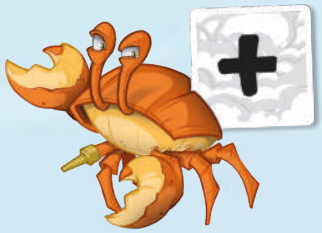
**Octopus – Exchange the octopus with a horizontally or vertically adjacent (not diagonally) Location. It does not matter if this Location is unrevealed or revealed. Important: In this case you have to change the positions of Locations on the island.**

After successfully revealing an octopus, Bianca exchanges its position with a Location next to it. She chooses to exchange it with one of the Locations Amanda looked at secretly at the beginning of the game.



**Walrus – Touch any Location you want to keep hidden. The next player may not reveal this Location. Don't activate this ability, if there is only one unrevealed card left.**

Marcel successfully reveals a walrus. He knows where a connecting Location for this card and forbids Lucas to choose it. Lucas now has to try his luck discovering a connection in the other unrevealed Locations.



**Crab – The player must immediately take an additional turn. If another crab is successfully revealed he takes another additional turn, and so on.**

A successfully revealed crab can be a blessing or a curse. However, Amanda knows where there is a connection and can use the crab to reveal this Location to limit the options of her fellow players.



**Turtle – Nothing happens.**

After Lucas successfully reveals a turtle, the turn passes to the next player.

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