

Memory Ace

Memory Ace is a card-matching memory game. Using two regular decks of playing cards, players perform different actions on their turn to spice up game-play, including: reveal, draw and take.

Once players are comfortable with matching pairs, you can increase the challenge by making matches more difficult to achieve.

This game requires players to focus their concentration, employ their short-term visual memory, and interact positively with other players.



Ages 6+



2-4 players



10 min.

What You Need to Play

Two decks of regular playing cards.

Getting Started

- 1) Shuffle the two decks of cards together to make one deck of 104 cards.
- 2) Deal out 30 cards face-down to make a 5 x 6 grid. This is the *Memory Grid*.
- 3) Deal each Player 5 cards from the deck (and for beginners, place face-up).
- 4) The remaining cards become the *Draw Deck*.
- 5) Decide what is a “match” (eg: a pair of the same suit, a pair of the same number, or...?).
- 6) Decide how many matches in total need to be made to end the game (eg: 10, 30, all possible).

Taking Turns

On your turn, you will reveal one card from the Memory Grid. Then you may also perform one additional action. You can choose to:

- a) Reveal (reveal a second card from the Memory Grid),
- b) Draw (from the Draw Deck into your hand of unmatched cards), or
- c) Take (from another Player’s hand of unmatched cards)

Any matches made are placed face-up in front of the Player. Then, any revealed cards from the Memory Grid that remain are turned face-down again. Finally, any cards removed from the Memory Grid are replaced with cards taken from the Draw Deck.

Winning

Once the total number of matches needed to end the game has been reached, the winner is determined by who has the most points. Each Player gets the following:

- +1 point for every match they made.
- -1 point for every unmatched card remaining in their hand.

Additional Rules

Once you are familiar with the basics of the game, you can increase the complexity of play by employing any, or all, of these additional rules:

- 1) For each “Reveal” action, turn over 2 cards (eg: for a maximum of 4 in a turn).
- 2) Change “Take” into “Go Fish” where the Player whose turn it is asks for a particular card. All who have the card turn it over to the requesting Player. If no other Player has the requested card, then the requesting Player is required to take a card from the Draw Deck.

Up the Challenge

Increase the challenge of the game by modifying what is required to make a match:

- 1) Require 3 or 4-of-a-kind (cards of the same number).
- 2) Require a “Run” of 3 cards (cards in consecutive order).
- 3) Require a “Flush” of 5 cards (cards of the same suit).

Thanks for Playing!

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