REMEMBORY aka PIECEPACK MEMORY

Number of players: 2-99
Length: 15-30 minutes
Equipment Required: one piecepack and an opaque bag (optional).
Designer: Traditional / Roger Meertens
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Goal
Collect the most tiles by using your memory best.

Preparation
- Shuffle all tiles suit side down and form a 6 x 4 grid. Make sure to leave enough space between the tiles so they can be easily picked up.
- Put all coins in an opaque bag and shake thoroughly.
- The player with the best memory starts: what was the last piecepack game all (or some) of you played? If no one can think of a game, or none have been played before, a starting player is determined by preferred means.

Gameplay
On a turn a player takes a coin out of the bag and tries to find the corresponding tile. This is done by turning over one tile.
There can be two possible results:
- The wrong tile was turned over → place both coin and tile back where they came from. Play continues with the player on the left.
- The right tile was turned over → the player keeps the tile. The coin will be placed aside and will not be used in this game again. This player's turn will continue until he picks a wrong tile.

Game End
The game ends as soon as the last tile has been taken. The player that has collected the most tiles is the winner. If there's a draw, both players win.

Variants
1. In stead of picking the coins from a bag, the coins can be dealt out to the players. This can be done randomly, or players can receive one or more suits or numbers. If there is an odd number of players, deal out the coins evenly. The remaining coins are placed aside. If a player made a correct guess he also receives one of the remaining coins (until they run out). Players pick one of their coins and try to find the correct tile on the board.
2. A mean version of the first variant: if you know the location of the tile and the coin, but you don't own the coin, you can steal it from the owner.
3. Place the coins next to the tiles, assorted by either number or suit (this can be done in order, or at random). Players pick one of the coins. If the guess was wrong, the coin is placed back on its original spot. Players are allowed to tell what coin they have picked, but this should be agreed upon before the start of the game.
4. For an even more difficult variant players can choose to make it *double memory*: don't sort the coins next to the tiles.