



MISMEMORY

A memory game for 2-3 players and a Piecepack

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Components

All 24 Piecepack tiles.

Goal

The game will be won by the first player who manages to collect exactly six tiles to build a complete sequence of numbers (0 to 5), regardless of suit.

Setup

The tiles are placed grid-side up on the table, distributed in an arbitrary but well-defined grid. The spaces in the grid must be clearly recognizable; nevertheless, since the geometry of the grid is irrelevant to the play, the grid can be regular (such as 5x5 with a gap in the centre, 4x6 or 6x4, 12x2 or 2x12... or even a straight line) or irregular.

Play

The starting player will be determined at random.

During their turn, each player will flip 2 tiles on the grid, leaving them suit-face up for everyone to see. If these tiles belong to the same suit, the player will have the chance to collect one of them, provided they haven't already collected another tile before with the same number. The player will remove both tiles from the grid, choose secretly which tile to keep and place the other tile face-down in any gap in the grid.

If the player can't (or doesn't want to) collect a tile, the tiles won't be removed from the grid, but simply flipped back with their grid-side up. After this, it is the turn of the player on their left.

When a player has collected all six tiles for their winning sequence (0-A-2-3-4-5), they will show them to the other players and end the game.

Variant: To increase the difficulty of the game, players aren't allowed to look at the tiles they have already collected.

Penalties

Should any player possess two or more tiles with the same number, be it due to unsportsmanlike behaviour or to a mistake when playing the variant, they will be disqualified from the game and their tiles repositioned in free gaps in the grid by the other players, each player placing one at a time.

Any player that is suspected of foul play can be challenged by any other player at any moment during the game. The challenged player must show their tiles: if there are no repeated numbers/letters, the challenged player automatically wins the game. If there are, the challenged player is disqualified.

If all players get disqualified, the game ends in a draw.

