



MEMORY KINGS

by G. 'Scary' Tontini and Letícia F. Cezar
artwork by Johnny Guenther



OBJECTIVE

Players challenge their memory in this mix of the classic games of Chess and Pairs (a.k.a. memory®). They move their pawns strategically across a grid of hidden cards, revealing them, and finding identical pairs. The player that finds the most pairs wins!

COMPONENTS

48 cards:

- 18 cards with 6 different suits (seasons) which contain rooks, knights and bishops with white marble backs;
- 18 cards with 6 different suits (seasons) which contain rooks, knights and bishops with black marble backs;
- 1 queen card (with black marble back);
- 1 reference card;
- 10 blank cards (spare cards);

8 pawns (2 black, white, purple, and orange);

48 tokens (12 black, white, purple, and orange);

1 box and an 8-page booklet.

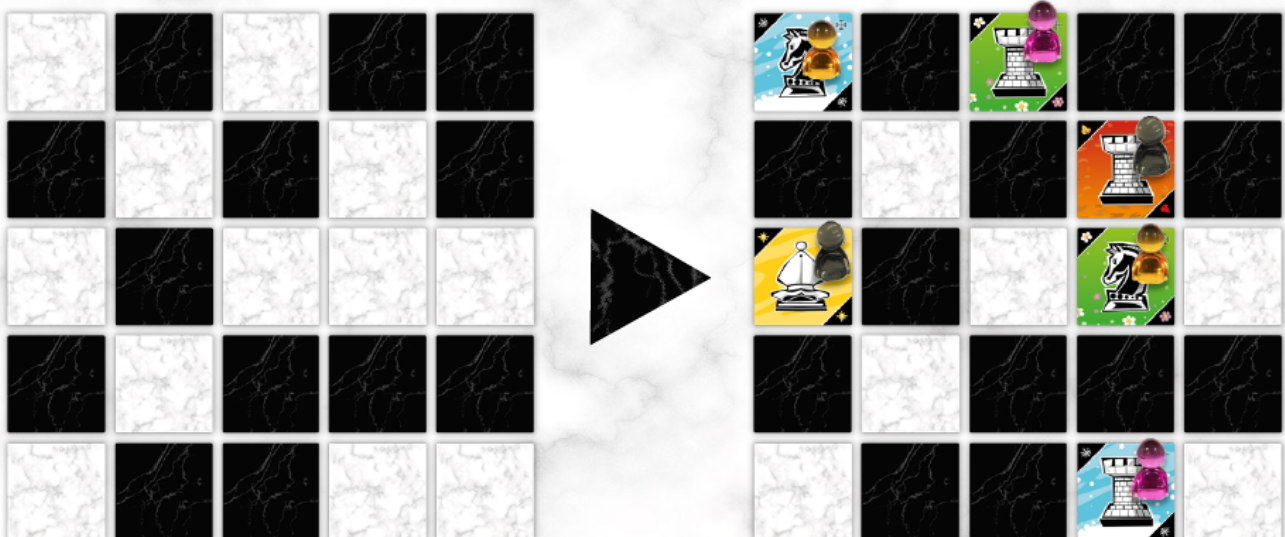


SETUP

- Select 4 suits, and shuffle all the cards of those (both white and black backs) with 1 queen card to form a set of 25 cards. Put away the unused cards, as they are not used in the basic game;
- Randomly spread the cards face-down on the table forming a 5x5 grid (5 rows and 5 columns);
- Give two pawns and 12 tokens of the same color to each player;
- The first player is the person who has the worst memory, or the one who lost the last game. If you can't remember who it is... it's probably you..?
- During the setup, multiple pawns cannot occupy the same card and they must be placed on cards which have white backs. The starting player begins by placing one of their pawns on top of a card. The second player clockwise places one pawn on another card. And so on until all pawns are placed.

Note: You cannot start with a pawn on the Queen;

- Turn face-up all the cards with a pawn on them.



THE TURNS

At the start of their turn, the first player chooses one of their own pawns to move:

- Pawns can always move to one adjacent space horizontally or vertically;
- Alternatively, a pawn has a special movement depending on the type of the card they're on. This is called Escorting (See ***Escorting***).

Pawns can end their movement on occupied spaces and can also freely move across cards with other pawns on it. If a pawn ends its movement on a face-down card, turn it face-up (Also, see ***The Queen's Advice***).

If a face-up card no longer has any pawns or tokens on it, turn it face-down immediately.

After movement, the player checks whether they recruit a pair (See ***Recruiting a Pair***). If the player recruits a pair they have an extra movement, else the turn ends and the player to their left starts theirs.

The players take turns until the winning condition is met (See ***End Game and Winning***).

The Queen's Advice (Peek a Card)

If the Queen is revealed by a pawn, that pawn's player can immediately peek any hidden card of the grid without showing it to the opponents. After peeking, return that card face-down to its original place.



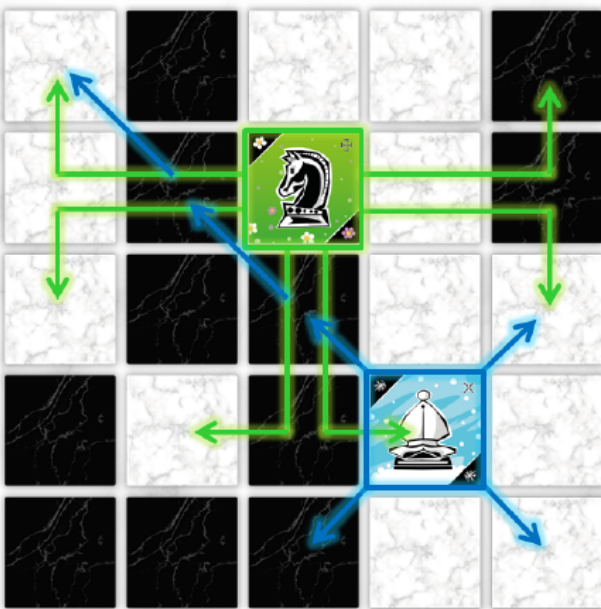
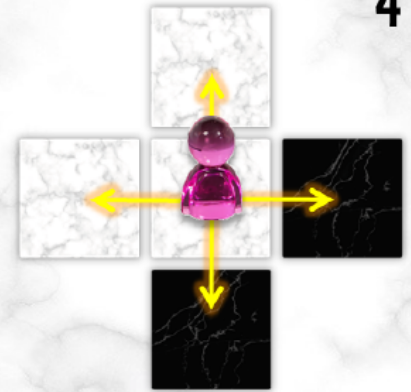
Note: This can be activated multiple times during a game, but only when the Queen is flipped face-up (revealed).

PAWN'S MOVEMENT

Pawns can always move to one adjacent space horizontally or vertically.

ESCORTING (SPECIAL MOVEMENT)

Pawns can also move in special patterns depending on the cards they are on, as long as those cards do not have an opponent's token on them.



KNIGHT'S ESCORT

If a pawn is on a Knight, it can move to a space forming an L-shaped figure: Two squares in one direction and one square perpendicular to that direction

BISHOP'S ESCORT

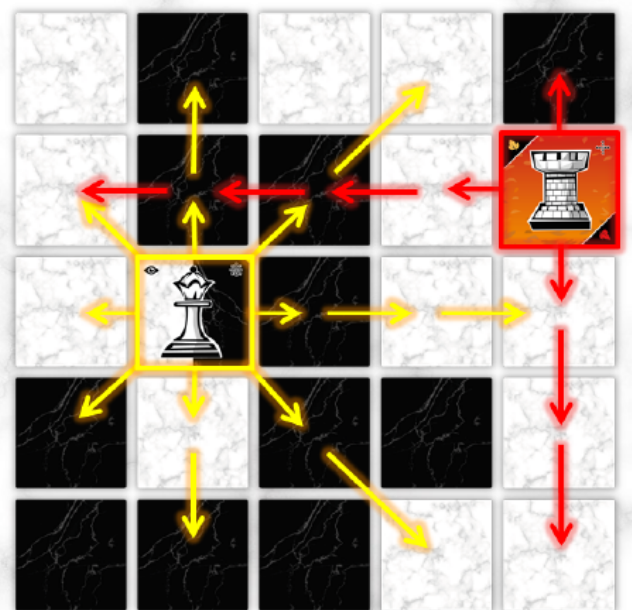
If it is on a Bishop, it can move to any space in a diagonal line

ROOK'S ESCORT

If a pawn is on a Rook, it can move to any space in a horizontal or vertical line

QUEEN'S ESCORT

If a pawn is on the Queen, it can move to any space in a horizontal, vertical, or diagonal line



Note: Only the pawns actually move. Cards stay in place during the game and are only turned face-up or down when needed.

RECRUITING (FINDING A PAIR)

After the movement, if your two pawns are on cards with the same suit and rank, and without an opponent's token on them, you **recruit that pair**. Place one of your tokens over each card and have an extra turn. Pairs can only be recruited once.

Recruited pairs stay face-up for the rest of the match and can only be used to escort pawns of the player who owns the token on them.

END GAME AND VICTORY

The first player to recruit a certain number of pairs, depending on the number of players, is declared the winner and the game ends immediately.

Pairs to Win

2 players – 6 pairs

3 players – 4 pairs

4 players – 3 pairs

SOLO VARIANT (1-PLAYER GAME)

Can you find and recruit enough pairs before running out of time? Be quick, but also careful not to give pairs away.

SETUP

- Form a 5x5 grid as in the standard game's **Setup**;
- Choose one pawn to be the **Counter** and place it on the first position (first row and first column);
- Place your 2 pawns on cards with backs of the same color as the Counter;
- Reveal the cards under all pawns and start your turn.

TURN AND COUNTER

Follow the rules for movement as in the standard game. You can recruit pairs as in the standard rules, unless the Counter is on one of the pair's cards (**See Counter Recruiting**).

After you move your pawn, the Counter moves one space following the path as shown in the image.

Note: Cards under the Counter are revealed as normal.

Counter



Time's Up

COUNTER RECRUITING

If at any moment an un-recruited identical pair is revealed and the Counter is on one of the two cards, that pair is immediately recruited by the Counter. Place a Counter Token on each of the paired cards and immediately move the Counter one extra space.

WINNING OR LOSING

- You win if you recruit 6 Pairs before the Counter reaches the 25th card (on the last row and last column).
- You lose immediately if the Counter recruits 6 Pairs or if it reaches the last card before you recruit 6 Pairs.

VARIANT SETUP - EXTRA SEASONS

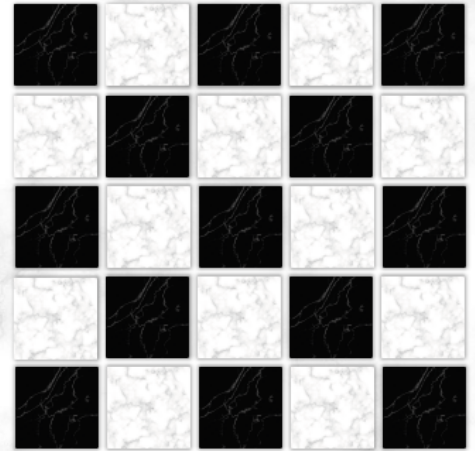
When playing in 3 or 4 players, you might think the grid is too small and busy. In that case, during the setup you can:

- Shuffle all the 37 cards (queen and 6 suits) together.
- Draw 1 card without seeing it and put it aside. This card won't be used in this game.
- Randomly spread the 36 remaining cards face-down on the table to form a 6x6 grid.

Note: The winning condition is the same as in the standard rules.

VARIANT SETUP - CHESS BOARD

To master Memory Kings, it is very important to pay attention to the backs of the cards as much as the faces. Was it black? Was it white? This extra layer of memory might be too straining for casual players.



To make things easier on the memory, during the setup, after shuffling the cards, form the grid in an alternate fashion forming a chess-like pattern.

Memory Kings is ©2020 Sneaky Pirates. All rights reserved to the authors Gustavo Tontini and Letícia F. Cezar. Concept by Gustavo 'Scary' Tontini and Letícia F. Cezar. Game Design by Gustavo Tontini. Artwork by Johny Guenther. Proof-reading by Michael Greaves. Special thanks to A. Volkman, B. Guenther, B. Melyna, C. Aylott, C.F. Rondon, D.G. Pinheiro, G.S. Rocha, I.N. Quadri, J. Parkins, L. Graber, L.L. Evangelista, L.O. Fructuoso, L. Henrio, M.P. de Souza, Y.C. Fructuoso, Z. Owen, the Waffle House™ RPG fam, the ProtoBR and The Game Crafter communities.

