

# King's Keys



## Memory 2-4 Players

**Remember what you've seen to  
make and collect pairs**

[www.JankenDeck.com/Kings](http://www.JankenDeck.com/Kings)

### Story:

A new twist on the classic children's game "Memory". Can you remember the cards you've seen to match up new pairs?

### The Object:

Collect as many pairs as you can.

### The Deck:

Remove the Jokers and Kingdom/Color cards.

### The Deal:

Deal 18 cards face down in a 3 by 6 arrangement. Set aside the remaining cards as a draw pile. (See diagram on Page 2)

### The Play:

The player to the left of the dealer begins.

Players take turns choosing two of the cards in the arrangement to turn face up.

To make a pair the two cards must have two parts in common (Number and Item, Number and Color, or Item and Color).

If the two cards have two parts in common announce what two parts they are (for example: "Two Yellow" or "Red Coins") then collect the pair by taking the cards out of the arrangement and putting them in a stack beside you. Then deal two more cards from the draw pile face down into the arrangement and select two new cards to try again.

If the two cards that you turned over do not make a pair, turn them back over where they are and play is passed to the next player.

### The End:

When there are no more cards left in the draw pile and there are no more pairs left to be made, the game is over. Each player counts how many pairs they collected. The player with the most pairs wins!

# Memory

2-4 Players

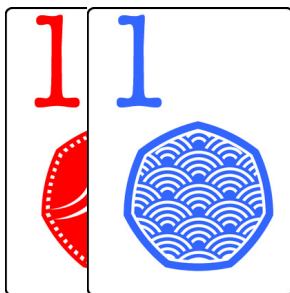
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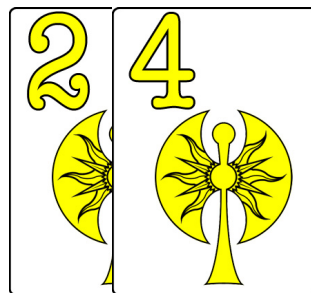
**Deal 18 cards face down in 3 by 6 arrangement**



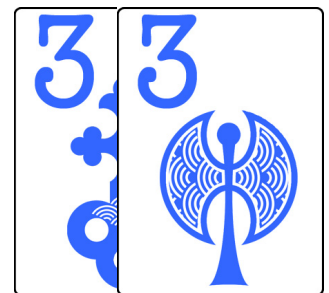
**Draw Pile**



**Pair of  
One Coins**



**Pair of  
Yellow Axes**



**Pair of  
Blue Threes**