



Magical Memory

Instructions:

The youngest player goes first. Players take turns turning over 2 cards at a time.

The cards must be turned over completely so that all players can see them.

A player makes a "match" if the two cards turned over are identical.

When a "match" is made, the player puts the pair of cards beside them.

The player's turn continues until they do not make a "match".
If the 5 cards turned over are not identical, the cards are turned back over in the same place,
and the player's turn ends.

When all the pairs have been found, the player with the most pairs wins!!