

The Game's rules



Material

80 « *Snatch* » cards, 16 « *Memoria / Bluff* » cards, 5 « *Game's rules* » cards.

Memory hunters : 2 à 8.

Age : à partir de 6 ans.

Duration : from 10 to 40 min
(around 5 min / player)

Introduction : You and your fellows have reached the city of Memoria, this mythical territory where snatches of memories come back to the mind of those who come in. Unfortunately, only one of you will be allowed to leave the city with his/her « new » memories. To be the chosen one, you'll have to tell a memory or a lie while messing up with your companions' minds.

Objectif : The goal of the game is to tell a memory based on random pictures. If you don't remember any memory with these pictures, you can still bluff creating a false memory, but try to be convincing! Indeed, to score points when you are the Speaker, you have to mislead the other players (in other words you must make them believe your memory is false when in fact it is true, or true when it is actually false). To top it all, the more pictures you include in your memory, the more you or your opponents will score points).



Set up

- 1)** Each player receives a Memoria card (green) and a Bluff card (red).
- 2)** The « *Snatch* » cards are shuffled and stacked in the middle of the table. You can either play with the white side, the blue side or mix them.
- 3)** The first six « *Snatch* » cards of the deck are taken and laid in the middle of the table.

Game progression

ROUND 1 : IN THE HEART OF THE CITY

You penetrate the heart of Memoria city. Snatches are springing up everywhere. Choose carefully the ones you'll associate to tell or reinvent your story.

1) Everybody has 90 seconds to remember or imagine a memory with the six visible cards (you can use your phone timer or leave it up to players to decide when they are ready to tell a memory). You don't have to include the whole six cards to your memory. It is possible to tell a memory using only one card out of the six ones you picked. However, the more cards your memory will include, the more you or your opponents will score.

2) Once everybody is ready, the older player is designated as the Speaker. Then, he places his « *Bluff* » card face down in front of him if he is going to lie, or his « *Memoria* » card, if he's going to tell the truth. Then, he announces the number of pictures he will use in his memory by

showing them before telling the story.

NB : The Speaker can lie about any detail of the story, not just about what appears on the cards on the table.

BE CAREFUL, THE ONE WHO TELLS THE MEMORY HAS TO:

- Use the 'Snatch' cards literally. For example : with the « *clown* » card, you can't say 'This man was truly a clown » if he was just hilarious.
- Make links between the cards, but the memory shouldn't span over a too long period of time. For example : with the « *boat* », « *dog* » and « *truck* » cards, you're not allowed to say 'When I was young, I used to go on a boat, walk my dog and play with a truck.'
- Tell something he remembers. So, you can't consider as a truth 'Once, I ate a boiled egg' if you think you did it but don't remember it for sure.
- Consider as a Bluff a memory which contains some true elements as well as some false ones.
- He can also tell a story he has heard from

someone close or talk about something he has seen on TV.

3) Once his memory has been told, each player (beginning with the player who is placed on his left) can ask a question to the Speaker if he wants to, in order to gather more information, or to unsettle him to see his reaction.

Warning : If the Speaker's memory is true, he has to answer the questions honestly. If his memory is false, he can tell what he wants.

4) Then, each player has to decide if the Speaker's memory was true or false, placing his Memoria or Bluff card in front of him (His Memoria card if he thinks it was true, his Bluff card, if he thinks it was a lie).

5) Then, beginning with the player placed on the Speaker's left, each player reveals his card, explaining if he wants to, why he believed or not in the Speaker's memory. Then, the Speaker shows his own « *Memoria* » or « *Bluff* » card et gives some details about his story if he wants to.

NB : the Speaker may think he is telling a Memoria whereas the other players challenge some details they believe incorrect (this is how memory works). In that case, it is the Speaker's intention that matters. When counting the points, it is the Memoria or Bluff card unveiled by the Speaker which will be taken into account.

6) Then, you have to use a pencil and a paper to count the points (see the following paragraph « *How to count points* »).

7) Then, the player who was sitting on the Speaker's left becomes the Speaker, and so on and so forth until everybody's been Speaker once.

8) Once the round is over, the 6 used « *Snatch* » cards are discarded.

How to count points : The Speaker scores a number of points equal to the number of « *Snatch* » cards he used in his memory, for each player who was wrong.

Example : Cortex told a true memory (Memoria) using 4 « *Snatch* » cards. Thus, he scores 4 points per player who said his memory was a

Bluff. So, if two players have been mistaken, he will score 8 points (4+4).

On the other hand, players who were right about the Speaker's memory score as many points as the number of « *Snatch* » cards he used in it. In Cortex's example, each player who declared that his memory was real (Memoria), scores 4 points.

ROUND 2 : ON YOUR WAY BACK

It's time to go back. You and your adventure fellows are about to leave the city of Memoria. Some snatches are still springing but soon, everything will turn back to the way it was before entering the city... However, one of you will have the privilege to keep in mind their new memories. But who ?



1) The Speaker draws the first « *Snatch* » card from the deck and has 45 seconds to remember or imagine a memory linked to this card.

2) He puts his « *Memoria* » or « *Bluff* » card in front of him and tells his memory.

3) The other players use their « *Memoria* » or « *Bluff* » card to decide if the Speaker's memory was true or false. Contrary to the first round, they can't ask him any questions.

4) The Speaker scores 3 points for each player who was wrong about his memory. The other players scores 3 points if they were right about the Speaker's memory.

5) The drawn « *Snatch* » card is discarded and replaced with another one. Then, the player who was sitting on the Speaker's left becomes the Speaker, and so on and so forth until everybody has been Speaker twice during this round.

6) The game is over ! It's time for you and your fellows to leave Memoria city. The one who has the highest score keeps his new memories with him. In case of a tie, don't hesitate to go back to the

city to decide who is the worthiest time traveller.

Variations for the first round

- Each player gets six different « *Snatch* » cards in front of him.
- To make the game easier or harder, you can give more time to the players or change the number of « *Snatch* » cards.

Variations for the second round

- Each player tells a memory using the same image.

If you want to use Memoria Bluff in your classroom or with your children from 2 years old, it is possible to download the pedagogical variants on www.feemumuz.com (in French only for now). It is also possible to download the French rules.

Thanks : I would like to thank Florian « *Tonx* » for inspiring me to imagine a game linked to our memories, to Noémie for here

wonderful illustrations, to Cédric « Jokercolor » for our second partnership, to July for her translation and to my mother who always helped and supported me and with whom I would have loved to play this game, in order to discover more fragments of her life.



Site : www.feemumuz.com

Contact ludique : infos@feemumuz.com

Réseaux sociaux : Fée Mumuz'