

Memory Game

This game is played with a deck of 24 cards. The deck is constructed in such a way that the game can be made more or less difficult depending on the ability of the players.

How to play

Shuffle the deck, and then place each card face down on the table one at a time so every card is separate.

Players take turns turning over any two cards. If the two cards match, the player collects both cards and sets them aside on the table. Each player has their own pile of collected cards. If the cards do not match, the player turns them both face down again, and the next player takes their turn.

Continue playing until all the cards have been collected.

The winner is the player (or players) who collects the most cards.

Matching cards

The cards in the deck can match in several different ways. Players should decide at the start of the game which one they wish to use:

Easy game: Match on Pokémon type only. If a player turns up any two Grass-type or any two Fire-type Pokémon, they collect the cards.

Medium game: Match on HP. If a player turns up two Pokémon with the same HP, they collect the cards.

Hard game: Match on name. If a player turns up two Pokémon with the same name, they collect the cards.

Instructions for creating the Memory Game Deck

The memory game deck consists of 24 Pokémon cards.

It has two copies each of 12 different Pokémon, six of one type and six of another.

The Pokémon are chosen based on their HP stat. Choose six different HP values, and choose one Pokémon of each type for each of those values.

Here is an example using common and uncommon cards from the *Sun & Moon* Series:

Card name	Type	HP	Expansion
Litten	Fire	50	<i>Unbroken Bonds</i>
Litten	Fire	50	<i>Unbroken Bonds</i>
Petilil	Grass	50	<i>Guardians Rising</i>
Petilil	Grass	50	<i>Guardians Rising</i>
Cyndaquil	Fire	60	<i>Lost Thunder</i>
Cyndaquil	Fire	60	<i>Lost Thunder</i>
Phantump	Grass	60	<i>Guardians Rising</i>
Phantump	Grass	60	<i>Guardians Rising</i>

Ponyta	Fire	70	<i>Team Up</i>
Ponyta	Fire	70	<i>Team Up</i>
Paras	Grass	70	<i>Team Up</i>
Paras	Grass	70	<i>Team Up</i>
Torracat	Fire	80	<i>Unbroken Bonds</i>
Torracat	Fire	80	<i>Unbroken Bonds</i>
Metapod	Grass	80	<i>Burning Shadows</i>
Metapod	Grass	80	<i>Burning Shadows</i>
Charmeleon	Fire	90	<i>Burning Shadows</i>
Charmeleon	Fire	90	<i>Burning Shadows</i>
Simisage	Grass	90	<i>Burning Shadows</i>
Simisage	Grass	90	<i>Burning Shadows</i>
Rapidash	Fire	100	<i>Team Up</i>
Rapidash	Fire	100	<i>Team Up</i>
Bayleef	Grass	100	<i>Lost Thunder</i>
Bayleef	Grass	100	<i>Lost Thunder</i>