

This game can be played in a lot of different ways and is fun for young and old. In addition to learning to recognise pictures and develop speed the game is perfect to be used as language training. Super Memo 2.0 is a new and modernised version of a game developed and sold in Norway and Germany in the period 2006-2012.

Age: From 3 to 99 years  
Numbers of players: 1 – 6 players  
Content: 4 wooden boards, 256 wooden tiles, 1 wooden box

The game is developed and produced by Milas in cooperation with Nexus.

Super Memo 2.0 can be played in a lot of different ways. The most common ones are explained here.

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### **Variation 1 - Simple**

The 4 boards are placed together so a complete red circle is showed in the middle of the boards. If the players are sitting by a table, each player should now have one board each with the pictures facing their way.

All the 256 wooden tiles are placed either inside the wooden box or on the table with the picture side facing down. In turn, pick a tile and turn it around so everybody can see it. The first one who spots the same picture on the board and place his/her finger on the picture gets the tile. Here you have to be quick and observant. The game lasts as long as you want it to last. To avoid any argument its probably best to decide how long you want to play before you start. When time is up, the player with the most tiles is the winner. You may also agree on a certain amount of tiles, meaning for instance the first person who reach 10 tiles is the winner. So, its up to the players to decide how long the game should last. A simpler version for the youngest is to only use one board and matching tiles.

### **Variation 2 - Advanced**

Each player picks 3 tiles without looking at it. These are placed on the table facing down. Count to three and turn them around. The first player who has placed all three tiles on the board wins this round and can keep the tiles. You agree before you start how long the game should last or how many tiles you need to win the game.

### **Variation 3 - Language practise**

This variation is often used for Language training. Its played in the same way as above, but the player does not get the tile until he/she can say the name or explain what´s shown on the tile. The teacher holds up a tile so everybody can see it. The player who thinks he/she knows what the picture is raises his/her arm and explains what the picture is showing. Is it correct the player gets the tile.

### **Variation 4 – Lotto/Memo**

LOTTO: This variation is for 2-4 players. Each player gets one board each and all the tiles are placed on the table facing down. In turn pick a tile, the one who has the same picture on his/her board will get the tile.

MEMO: This variation is also for 2-4 players. Each player gets one board each and all the tiles are placed on the table facing down. In turn, pick a tile and you play it as a ordinary memo game. If you have the tile you can keep it, if not place it back facing down. Then its the next players turn. Now you have to remember if you have one of the pictures one of the other ones draw, and try to find it again.

Since each board has 64 pictures it can take some time until you´re able to fill your board it would probably be wise to agree before you start how long the game should last, this goes for both Lotto and Memo. You may, for instance decide that the the first who gets 15 tiles is the winner.