TREMEMBER
Bleib der Erinnerung auf der Spur!

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2-6	7+	15-45 mins	

Contents:

- instructions
- 4 frame elements
- 36 Tremember cards (18 pairs of cards) ...
- 25 small 1-point chips ...
- 10 large 5-point chips ...

Objective:

- To find as many pairs of cards as possible within a constantly shifting playing area.
- Pairs of cards that are turned over alongside each other score more points than those that are only touching at the corners or not at all.
- The winner is the player to have scored the most points after all pairs of cards have been turned over. If the players have scored an equal number of points, the result is a draw.

Preparation:

- Set up the frame on a smooth surface that is large enough.
- Shuffle all the cards **face down**.
- Now place all the cards inside the frame so that they do not overlap.
- The chips are placed next to the playing area.
- Lots are drawn to decide who starts.
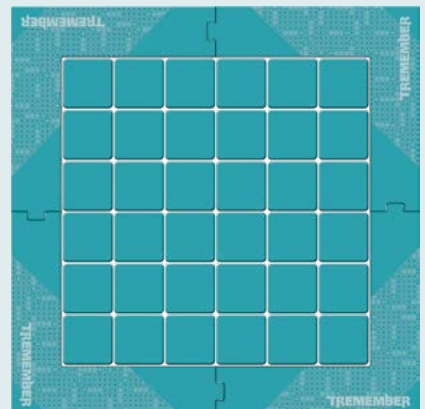
How to play the game:

① The player whose turn it is takes any **face-down** card from the playing area and memorises the front (picture side) of the card without any other player being able to see it.

Then **using this card**, the player pushes another card located **at the edge** to move it (i.e. possibly including adjacent cards) inwards in such a way that the vacant space is filled again. The inserted card is then placed face down as a new edge card (see: Pushing mechanism).
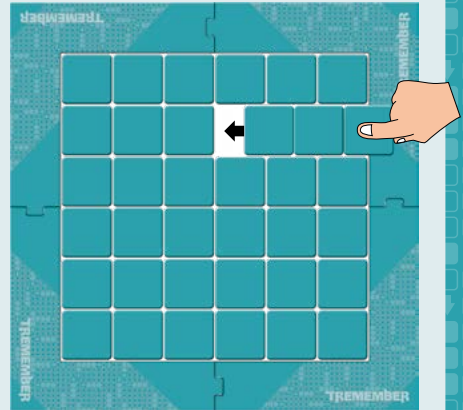
② Now the player turns over **two face-down** cards of their choice (the cards are turned over and remain in position) so that all the other players can clearly see the picture side of the cards that have been turned over.

(a) If it is a **pair of cards**, the cards remain **face up** in the playing area and the player receives points in the form of chips: these are taken from the supply of chips next to the playing area (see: Scoring system).
**It is now the same player's turn again: step ① is repeated.**

(b) If the cards turned over are **not** a pair, the player turns them back so they are **face down** in their original spaces. That player's turn is now over and it is the turn of the next player in clockwise order.

Special case:

If the pair of cards just turned over is one of the two **joker pairs**, the entire playing area is additionally rotated by 90° in a clockwise direction (after the points have been awarded and before it is the player's turn again)!
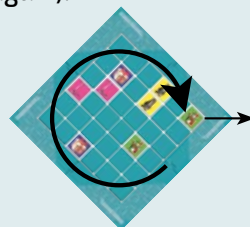
Pushing mechanism:

A card that is removed must always be pushed inwards **from the edge in such a way** that at least one other card is moved and the vacant space is filled again. To do this, simply use the card that has been removed to push the edge card into the vacant space.
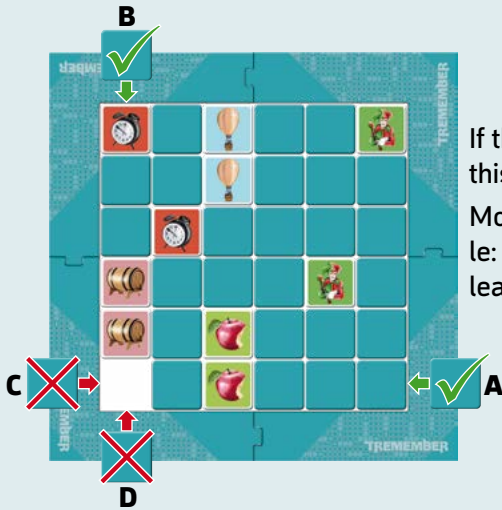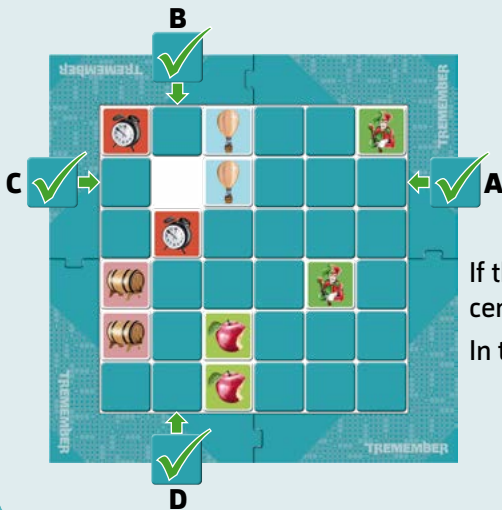

If the card is removed from a corner space, this gives rise to two possible moves.

Moves C and D are crossed out in the example: they are not permitted here because at least one other card would have to be moved.
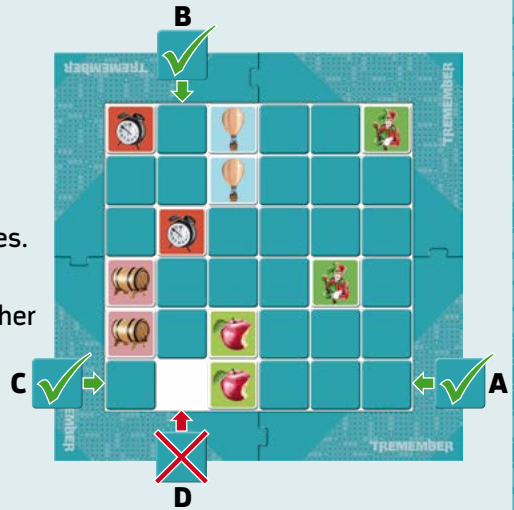
If the card is removed from a space at the edge, this gives rise to three possible moves.

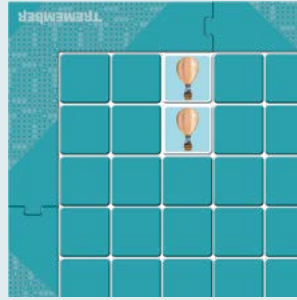Move D is crossed out in the example: it is not permitted here because at least one other card would have to be moved.

If the card is removed from a space at the centre, this gives rise to four possible moves.
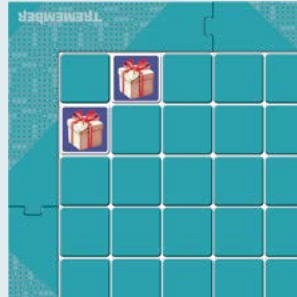
In the example: moves A, B, C and D.

Scoring system:

A small chip is worth 1 point, a large chip is worth 5 points.

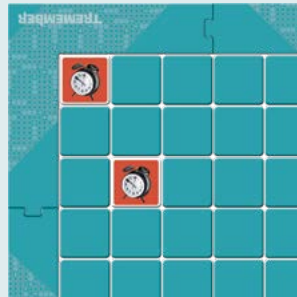Turning over a pair of cards that are touching at the sides.

3 Punkte

Turning over a pair of cards that are touching at the corners.

2 Punkte

Turning over a pair of cards that are not touching.

1 Punkt

When a player has five points in 1-point chips, these should be swapped for one 5-point chip from the chip supply if possible.

Points are scored at the time at which the pair of cards is turned over. If the pairs are moved apart or together later in the game, this has no influence on the points already scored.

Game over:

- The game is over when all cards have been turned over.
- The player with the most points wins.
- If the players have scored an equal number of points, the result is a draw.