



Game by Neta Siloni



Develops auditory memory



Develops attention and concentration



## Game instructions:

Shuffle the cards well and place them face down in a pile in the center of the playing area. This is the draw pile.

Sit in a circle and play clockwise.

The first player draws the top card from the draw pile, places it in front of him face up and reads aloud the name of the character on the card.

The second player repeats the name of the character on the first card, draws another card from the draw pile, places it in front of him face up and reads aloud the name of the character on the second card, and so on. All the drawn cards will remain visible to the players.

The players must remember the sequence of names on the open cards.

When the draw pile runs out of cards, each player takes his open cards and counts them together with the cards he has accumulated so far.

The winner of the game is the player who has accumulated the most cards.

When a player draws a Boom card - he takes all the open cards and a new round begins.

When a player draws a Loop card - the other players quickly turn the open cards face down. This player must repeat the sequence created so far. If he succeeds, he takes all the drawn cards and a new round begins. If he makes a mistake, the turn passes to the player on his left and the memory sequence continues accordingly.

When a player draws a Tix card that create the sequence "Poppy Lolly Tix" - he takes all the open cards and a new round begins.

The used **Boom** and **Loop** cards are placed in a separate pile. This is the discard pile.

A player that draws **Boom** and **Loop** cards at the beginning of a round, places them in the discard pile.







