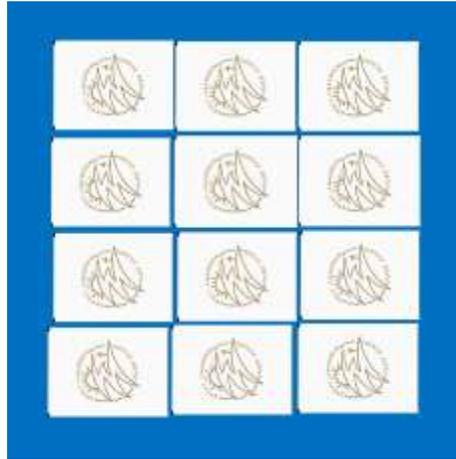


# Rules for MEET THE PATRIOTS

## A Memory Matching Game 1 – 6 players

*(This game is designed to improve player's memories and get to know our patriots better)*



### SETTING UP THE 'BOARD'

**This game uses the 24 Patriot cards only.** After shuffling, the dealer lays out **12 cards, face down**, in 3 rows of 4 cards each in the center of the table. (see layout above) The remaining **12 cards** form the draw deck and are kept **face down** so the numbers aren't showing.

### PLAYING

**Player 1** selects and **turns over any card** in the formation. **Player must read aloud everything on the card and show the card to everyone**, while **emphasizing the card's number**, then replaces the card in the formation. (All players should **try to remember** where this card is in the formation.)

**Player 2** selects a different card, reads it and replaces it as did player 1.

Play continues around the table until a player overturns a card with the same number as a previously turned card. At that moment, if this player remembers where the previous matching number is located, he/she can turn over the matching card. **If it is, indeed the match, player removes the pair of cards and keeps them and dealer refills the 2 empty spaces with two cards from the draw deck. However if player forgets to read the 2nd matched card before play resumes, player must place both cards back into the formation.** If it doesn't match, player still reads them aloud, but then places both cards back into the formation.

**Winner is the player with the most matching pairs after all cards are gone.**

### RULES

**Every card turned over must be read in its entirety before being replaced or kept by a player.** This repetition will help players remember who the patriots are and what their role has been in fighting for our freedoms.

**There will always be 12 cards on the 'game board' until the deck is depleted, and then the formation will begin to have blank spaces.** Matching will become easier, but each player may only claim one pair during their turn. When the last two cards are left, the next player in line gets them, **but must still read them aloud.**