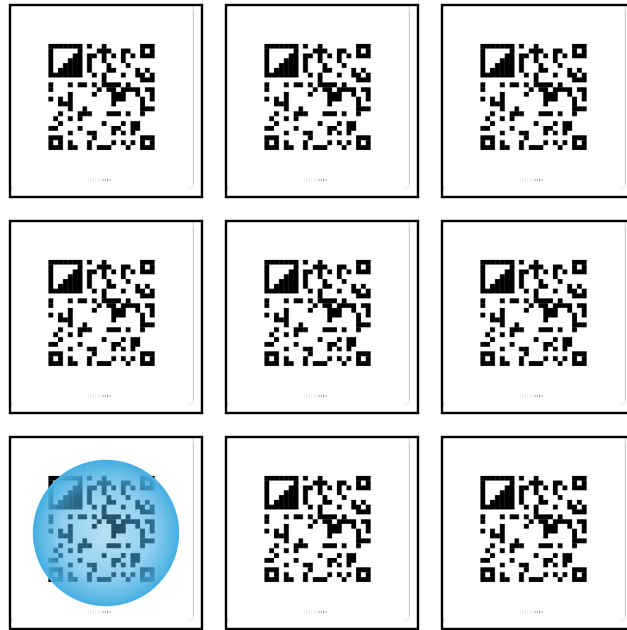
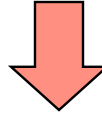


- Place all tiles on a grid facing down.
- Players take turns flipping **two tiles** face up and using the app to see the images.
- If you believe they belong to the same category, use the app to check.
 - If you are successful, **collect the two tiles and earn a turn.**
 - Otherwise, **lose a turn** to the next player.
- Game ends when **all tiles are collected**, or if no more matches remain.
- Winner is the one with **most tiles**!

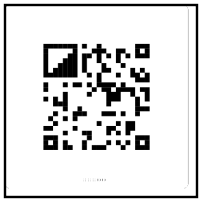


Memory

Goal

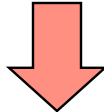


Team's hand

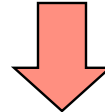


- Start by dealing one tile to the team. Place the remaining tiles on a grid.
- Place the **pawn** on the bottom left corner.
- The goal of the game is to collaborate as a team to get the pawn from the bottom left corner to the **top right corner**.

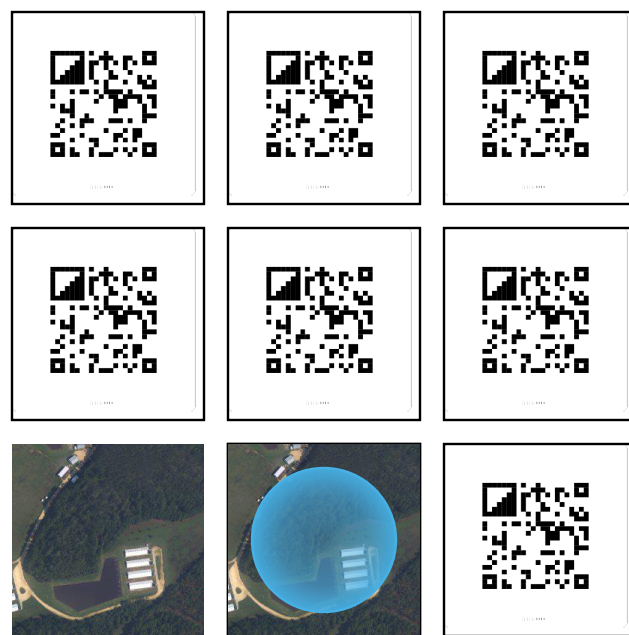
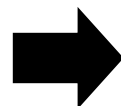
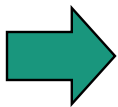
Goal



Goal



Team:
Current Hand



Team:
New Hand



- Place a tile next to a vertical or horizontal line of the grid, such that both your tile and the adjacent tile **belongs to the same category**.
- Use the mobile app to check.
 - If you are successful, **push** the column tile into the line and pop the last tile of the line.
 - Beware of mistakes! This will send your pawn **all the way back to the start!**
- The popped tile becomes the team's new hand.



TrekStack