## Memory/Matching Cards

Ideas: having a point system based on the pairs collected; if you have a pair with value 2 and another pair value 6, your total points is 8.

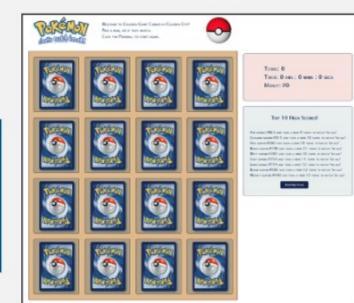
· special card pair - decrease opponent points by 5, double your own points, halve opponent's score, skip their turn

When all the cards are gone, the player with the most points wins!













## Design Brainstorm:







