

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!

- 1. Flip & Match (Classic Memory Game)
  - Mechanics: Flipping two cards at a time, trying to find matching pairs.
  - Twist: Add a time limit, or a limited number of flips, or a limited number of cards.
  - Twist: Perfect for analysis with cards (e.g. 17x14, 20x14, or 24x14).
- 2. Simon Says: Color/Pattern Repetition
  - Mechanics: Drawing drawing sequence of colors/patterns that others must repeat.
  - Twist: Add a time limit, or a limited number of colors/patterns.
- 3. Number Trail
  - Mechanics: Drawing drawing sequence of numbers that others must repeat.
  - Twist: Add a time limit, or a limited number of numbers.
- 4. Memory Puzzle Boxes
  - Mechanics: Filling boxes with cards that disappear after a few seconds, then memory to solve.
  - Twist: Add a time limit, or a limited number of cards.



## Design Brainstorm:



This but web version





