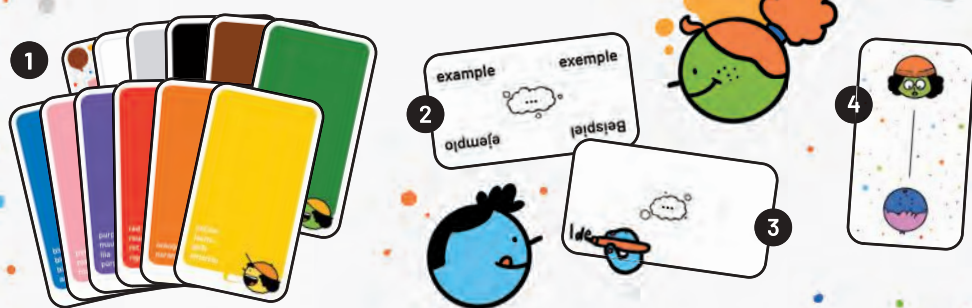


REMEMBER

... because every colour tells a story

GAME CONTENTS



- 1 60 colour cards (12 per person, each set recognisable by uniform card backs)
- 2 54 double-sided word cards in 4 languages (DE, EN, ES, FR)
- 3 5 blank cards for your own ideas
- 4 1 minus point counter
- 5 this rulebook

GAME OVERVIEW

reMEMber is a cooperative game in which everyone plays as a team. In each round, every player assigns a word to a colour card and tells the group why they chose that colour. The better you remember what was said during the game, the better you will do as a team!

GAME SETUP

Give each player a set of 12 colour cards to form a hand of cards that should be kept secret from the rest of the table.

Shuffle the word cards and randomly draw a certain number based on the player count:

	3	4	5
	9	8	10

Place the drawn cards in a stack in the centre of the table. The remaining word cards and sets of colour cards can be returned to the box. The person explaining the game will be the starting player.

But we have more than 5 people!

If you want to play with more than 5 people, we recommend forming teams. In each round, one member from the team will take a turn.

GAMEPLAY



Draw 1 card and choose a word.

Draw the top card of the word card stack. Look at the terms on the front and back of the card and pick one of the two sides. Say the chosen term out loud. Put the card with that term facing up in the middle of the table.



Each player secretly chooses a colour card.

Everyone must now choose a colour from their hand. Put the card face down in front of you as soon as you have decided.



Tell your story.

The person that chose the word in this round starts. The other players follow in clockwise order until everyone has had a turn. Reveal your chosen colour card and show it to everyone. Tell the story that led you to choose this colour. When you have finished telling your story, turn the colour card face down again.

Note: *reMEMber* invites you to reveal a piece of yourself in your stories. You don't have to tell the truth here, of course - but do try to remember your tall tales ...

If it's not your turn, listen carefully and remember who told which story and with which colour.

What criteria do I use to choose a colour?

Picture the word in your head: What colour do you think of and why? What is the story behind it? Look for memories that you associate with this word and give it a colour!



Collect the colours.

As soon as everyone has played a colour, place the colour cards from this round in a pile in front of you so that the colours are facing down. Put the word card you played on top. The pile remains in front of you until the end of the game.

The next person in clockwise order begins the following round by drawing a new word card from the deck. This phase of the game ends after all the word cards have been played.



Distribute the colours and stories.

Place the remaining colour cards in front of you so that the symbol of your set is visible. Now give the piles in front of you – each consisting of the word card selected and the colour cards played – to the person on your left.

From the piles you receive, choose only one to keep. Then, pass the remaining piles to the player on your left. Continue in this way until all the piles have been distributed in this manner



The Finale

The player that chose the last word will start the final phase of the game. Choose one of the piles in front of you. Lay the cards out next to each other so that the word and the backs of the colour cards are visible.

Very important: No one is allowed to see the colours on the front side of the cards!



Recall everyone's colours and stories

Your joint goal is to re-tell the colour and the story of each card. You can do this in any order. For every colour and every story, you have exactly one attempt.

For each colour or story that is wrong or not told, the team gets 1 minus point. Record this on the minus point counter on the edge of the box.

Important: No one is allowed to name their own colour or story! If someone breaks this rule, the team will get a minus point. Hints are not allowed!



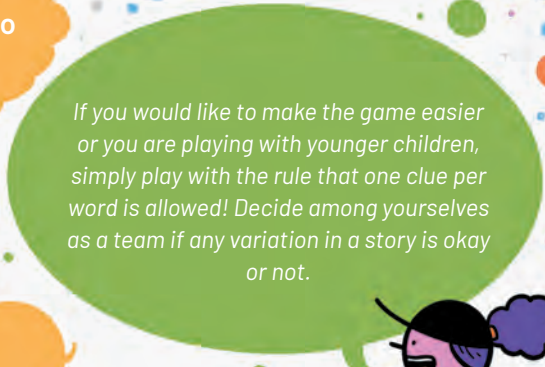
As you can see, you can use each colour card from your hand exactly once per game.



Important: You must not look at any cards except the word card on the top of the pile!



No hints? That's too difficult for us!



If you would like to make the game easier or you are playing with younger children, simply play with the rule that one clue per word is allowed! Decide among yourselves as a team if any variation in a story is okay or not.

FINAL SCORING

Continue in clockwise order until every pile has been played through. Check the score tracker to see how many minus points you have and see your final score.

0 Pt.

Wow! You are not just a team but a single, unified mind!

Incredible, congratulations!

1-3 Pt.

That was pretty good! You would probably find a photograph of your team in an encyclopedia next to the word, "Team"!

4-7 Pt.

Not bad! But surely you can do a little better, right? Take a moment and a few deep breaths together and give it another go!

8-11 Pt.

Was someone distracted perhaps? Have a good laugh and shake it off. Once you're all calm again, grab your colours and words for another attempt.

12-14+ Pt.

You're only reading this because it's here, right? Oh... So... Um... Well done, I guess? Please try again. There is still very, very much room for improvement!

IMPRINT

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