



W13490 Emoji Memory Game Instructions

For 2 or more players ages 3 and up.

Contents: 48 cards with an emoji graphic on the front. There are a total of 23 different emojis. There are 2 cards showing each emoji except for the “poop” emoji for which there are 4 cards. Feel free to call “poop” “chocolate soft serve ice cream”, if you prefer! The back of all the cards are the same and show an assortment of emojis and the game name.



Basic Game: Spread the cards face down out on a table or the floor in a rectangular grid. For example, have 8 columns with 6 rows of cards. The youngest player will go first and flips over any two cards and leaves them in their place on the grid. If the cards have identical graphics and match one another, those cards are removed from the grid and placed in front of that player. If the player makes a match, they get another turn immediately and continue until the two most recent cards they have turned are not a match. If the two cards flipped over are not a match, those two cards are returned to the face down position. All players try to remember what was on those cards and where they were located to help them make matches in the future. The player to the left of the previously player goes next and that player flips over any two cards including any of the cards that the previous player flipped. The same rules apply, if they are a match, they keep the match and continue trying to find matches. If it is not a match, the cards are flipped over and it becomes the next player’s turn. Play continues until all 24 matches have been made. The player with the most matches at the end of the game wins.

“Oh Poop” Version: The same rules of the Basic Game are used with two exceptions. If the first card a player flips over is a “poop” card, they’ve “stepped in it”, they don’t get to flip over a second card, they flip the Poop back to face down and it becomes the next players turn! In this version, the game will end when the only cards left in play on the grid are the 4 poop cards. The poop cards cannot be used to make a match since you can only turn over one of them before you lose your turn. There will only be a total of 22 matches in this version.

Stand Up and Get Moving Version: This game is played with the same rules as the basic version with 2 exceptions. First, all players must stand up during the entire game. Second, anytime a player makes a match they count up the total number of matches they have made in the game to that point and all the other players have to do one jumping jack for each match! The activity to be performed can be changed to push-ups, squats, laps around the table or any other activity. The idea is just to get the players moving and burning some calories instead of sitting and playing the game. Another option for this game would be to add a set of fitness dice (like our W4952) and each time a player gets a match, they roll the dice and all the other players have to perform the exercise indicated on the dice the number of times indicated.

