



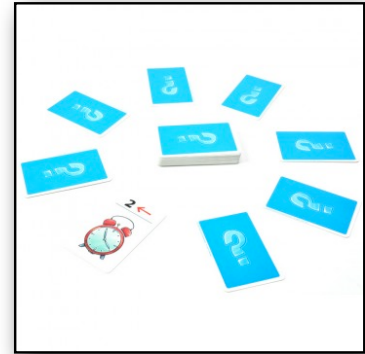
How to play *Sherlock Deluxe Memory Game* - Game Rules from Marbles the Brain Store

How to Play Sherlock Deluxe Memory Game

What is Sherlock Deluxe Memory Game?

As Sherlock searches for clues, players are asked to recall objects on a facedown card. If the player is correct, the card is turned face-up and Sherlock moves on. If Sherlock lands on a face-up card, the player gets to keep that card. The first player to collect six cards wins.

Kids love the playful twist to this memory game. And if you're an adult playing along, the game just might help you remember that you left your keys in the freezer. Sorry, when it comes to figuring out what possessed you to put them there in the first place, you're on your own.



Game Play Overview

How to Win Sherlock Deluxe Memory Game

Players collect as many cards as they can throughout the game. The first player to collect six cards wins.

Where to Get Sherlock Deluxe Memory Game

Don't have it or need a new copy? [Get Sherlock Deluxe Memory Game at Marbles the Brain Store](#) online, or play and buy at a [Marbles store near you](#).

NEXT: Check out the following manufacturer's instructions and get playing Sherlock Deluxe Memory Game!

Reinhard Staupe's

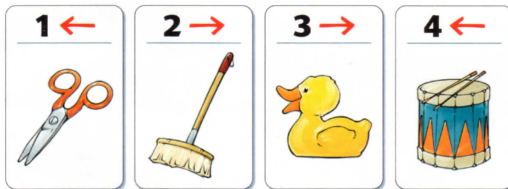
SherlockTM Deluxe

Instructions
in English

For 2 to 5 players, Ages 5 to Adult
Playing Time: Approx. 15 Minutes

Contents:

60 game cards



1 Sherlock Pawn



Object of the Game:

As Sherlock goes around and searches the clues, it is important to remember each clue along the way. At the beginning of the game, each player tries to remember each of the eight items in the circle before they are turned face down. Then, Sherlock travels from one card to another. Each time Sherlock stops at a face down card, the player has to remember what object is on that card. Sherlock continues to move, as long as the player guesses correctly. If Sherlock travels to a previously revealed card, then the player gets to keep that card. The first player to collect six cards is the winner.

Set up:

Sherlock is set aside. The 60 game cards are shuffled. Eight cards are drawn and arranged face up in a circle.

IMPORTANT: The arrows on the cards must always lie on the outside of the circle. Even during the game, as cards are revealed or added, the cards must always be positioned so that the arrows are on the outside.

The remaining cards are placed in a pile in the center of the circle. All players now look at the face up cards in the circle and try to remember the objects on the cards. (Players do not have to remember the arrow or number on each card). After approximately thirty seconds, all eight cards are turned face down.



WARNING:
CHOKING HAZARD--Small parts
Not for children under 3 yrs.

Sherlock Deluxe Memory Game Rules - Marbles: The Brain Store

Game Play:

The youngest player will have the first chance to guess cards, and will start as the current player.

The person to the right of the current player takes Sherlock and puts him in front of any face down card. (ill. 1)



The current player must now say what object is hiding under that face down card. AFTER guessing what object it is, the card is revealed. (ill. 2)



If the current player guessed correctly, then the card remains face up. Sherlock now moves in the direction of the arrow on the card, moving the number of cards that the number next to the arrow indicates. (ill. 3)



Now the current player must again say what hides under the card where Sherlock landed. (ill. 4)



As long as the current player guesses correctly, they continue their turn and Sherlock continues to move in the direction of the arrow, and the number of cards as shown beside the arrow of the last card revealed. (ill. 5)

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If Sherlock lands on a card that is already revealed, then the current player wins that card! The player takes the card that Sherlock landed on, and puts it face down in front of them. (ill. 6)



The current player draws a card from the deck and places it face up in the space on the table. All players have a chance to now see and remember the new card. Then, all of the face up cards are turned over, so that all eight cards again lie face down. That ends the player's turn and the next player (clockwise) becomes the new current player. (ill. 7)

Play continues as described above. The player to the right of the current player puts Sherlock in front of any face down card of their choice, then the current player must guess the object on the card - the current player then moves Sherlock as shown, and so on.

Very Important: *Should the current player incorrectly guess a face down card, their turn is immediately over. All revealed cards are turned face down, and the next player becomes the new current player. The current player remains so until they guess incorrectly, or moves Sherlock to an already face up card (thereby winning the revealed card). Afterward, the next player in the clockwise direction becomes the new current player.*

End of Game:

The first person to collect six cards is the winner. For a longer or shorter game, the number of cards required to win may be adjusted.

For Beginners and/or Experts:

Those that would like to make the play somewhat simpler can play with a circle using fewer cards. It is recommended to begin with six cards and then increase to seven and/or eight cards.

Wanna Play Again?

Shuffle all of the cards and deal out a new circle. Because there are new items in new places, every time you play is different!