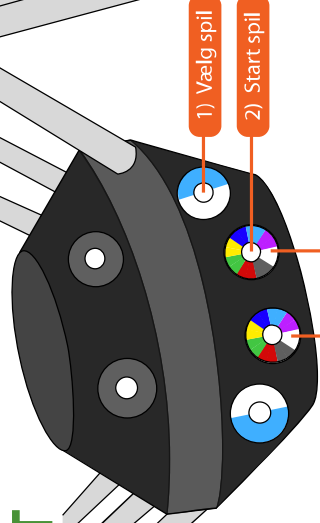




# MEMORY



## START



- 1) Vælg spil
- 2) Start spil

- = Spiat fluerne
- = Speedy
- = Memory



Lyskæp med sensor eller registrerer berøring

# BÅRÅT!

– Spillet er nu i gang

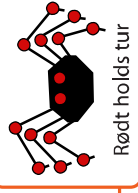
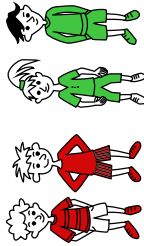
RØD

GUL

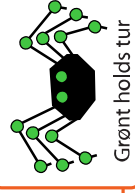
GRØN

## SPILET

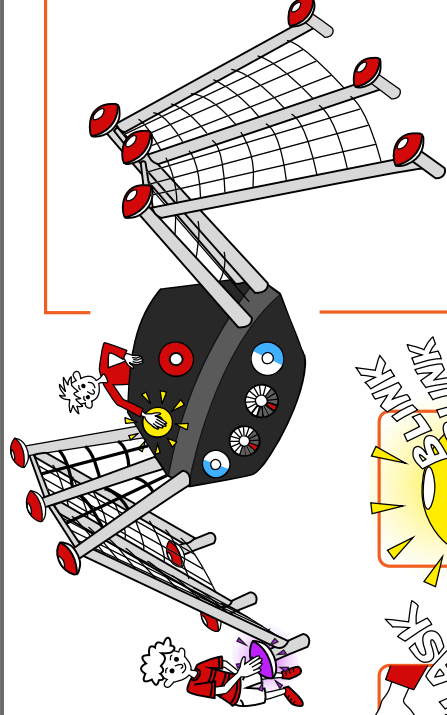
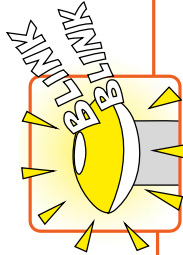
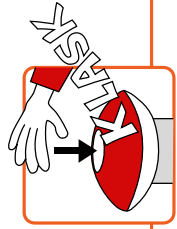
Spillerne inddeles i to hold



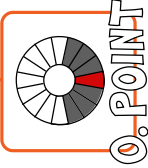
Rødt holds tur



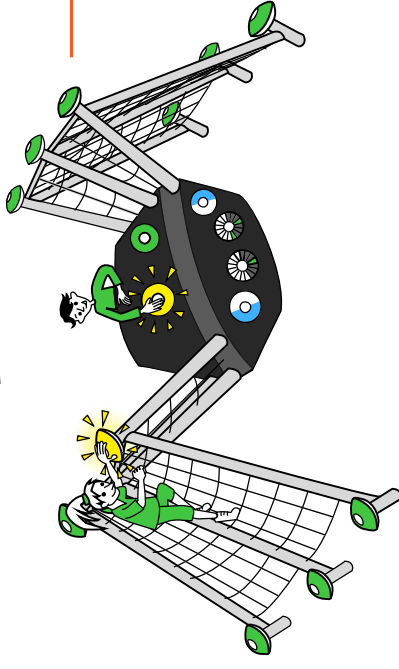
Grønt holds tur



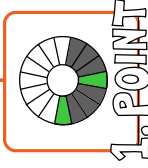
2 forskellige



0 POINT



2 ens

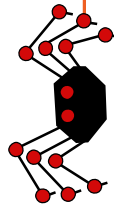


1 POINT

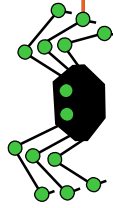
Ekstra tur

## AFSLUTNING

– efter 7 par

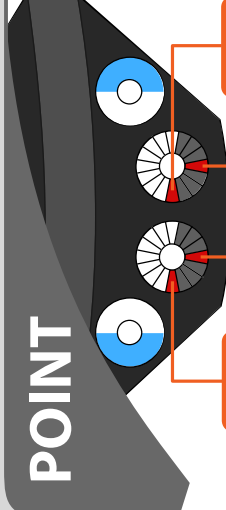


Rødt hold vandt



Grønt hold vandt

## POINT



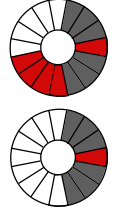
1 felt = 10 point

1 felt = 1 point

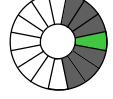
Holdfarve

Point vises under og efter spil

Eks:



Rødt hold: 4 point



Grønt hold: 3 point