

## Rules of the Memory® Level 2 game

The basic principle of this memory® game on level 2 is initially no different from the game on level 1. Here too, the player has ten pairs of pictures at their disposal, which are also mixed up and face down. The aim on level 2 of the game also to "uncover" two of the face-down cards by clicking on them and finding a matching pair. If the two uncovered cards do not belong to a pair, both cards are automatically covered up again after around two to three seconds.

In contrast to level 1, where it was sufficient to memorize the motifs and their location, the cards in level 2 depict classic course formations and give them their respective names. The player must now memorize the respective motif, its name and the position on the temporarily revealed cards. The connection between the formation depicted and its name is important as preparation for playing level 3 later on.

If the player continues to click on two face-down cards and then finds a motif (with a name) that he had already seen once before (and he still knows the exact location of this card), he can click on these two cards of a pair in the following round and thus reveal them. If the player is correct and has found a complete pair in this way, it automatically remains uncovered.

The player continues the game with the cards still face down as described above. The game ends when all pairs of pictures have been found and revealed.

## Note on handling:

- Please only ever click on two cards in succession, not three or more. In this case, the cards will hang up and the game will have to be reset. As a result, the game starts from the beginning and the position of the motifs changes (with each new game).
- Please wait until the cards are automatically covered up again (unless they form an identical pair). The revealed cards will cover themselves up again after about two to three seconds after you click on them.
- Do not continue playing by clicking on two more cards until the previously clicked cards have covered themselves up again.