

## Rules of the Memory® Level 3 game

Of course, the aim of the memory<sup>®</sup> game on level 3 is also to find the matching pair of pictures from ten pairs of pictures by clicking on them. But unlike on level 1 or level 2, on level 3 a matching pair of pictures now consists of a card with a respective course formation (card 1) and a card with the corresponding correct formation name (card 2).

As in level 1 and level 2, a matching pair must now be found on level 3 by clicking on and thus revealing two of the face-down cards. If the two revealed cards do not belong to a pair, both cards are automatically covered up again after around two to three seconds.

The challenge at level 3 is now not only to memorize the respective position of a motif (course formation) or a formation name, but also to match the card with the course formation with the correct formation name.

However, the game procedure at level 3 is also identical to levels 1 and 2. If the player continues to click on two face-down cards and finds a motif (e.g. price formation or name of a price formation) that they had already seen once before (and they still know the exact location of this card), they can click on these two cards of a pair in the following round and thus uncover 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.