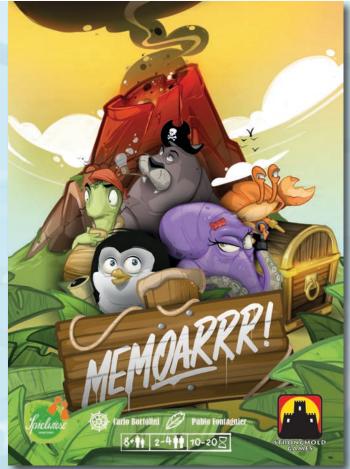# MEMOARRR!

STRONGHOLD GAMES™

Memo...Arrr! You flipped the wrong card!

To play *MemoArrr!*, 2 to 4 players need the power of recollection and the luck of Pirates. Only then can they make their escape from the island of Captain Goldfish, their pockets lined with rubies, before the lava swallows them up!

In turn order, players reveal locations that are connected via animals or landscape to the most recently revealed location. If you reveal a location without any connection, you're out of the round. The last remaining Pirate grabs one of the valuable treasures. Then all revealed locations are turned face down before the search can start afresh!

Advanced rules enable players to use the special powers of the animals, which are triggered when a connected location is revealed, making *MemoArrr!* exciting for the young and for experienced gamers!

COMPONENTS

40 Large Cards
1 Rulebook