

Memories of Tomorrow

SETUP:	PLAY RULES:	Standard Deck: 41 cards	Difficult Deck: 65 Cards
Player One: Sings and gathers the cards.	1. Flip any two cards to try and connect a chain	4. The player can take the chain at any time or keep flipping cards to add to the chain.	
Player Two: Quietly shuffles deck.	2. Two or more cards connected horizontal or vertical create a chain.	5. If a card flip does not add to the chain all cards are turned upside down and not taken.	
Player Three: Hums and scatters the cards face down.	3. Chains can be horizontal or vertical but not both at the same time.	6. New cards can only be added to an already taken chain if a new chain is created that turn.	
Each round rotate players from amazing towards dancer.	STEAL: A taken chain can be stolen if another player adds more cards in a single turn to the existing chain then the owning player already has.		

Standard Play is played with the first 41 cards which make up the main design (Green). Vertical numbers are on the top left corner, Horizontal numbers are on the bottom right corner.
 For increased difficulty add the 24 corner cards, corners can only be claimed as a chain by flipping all 6 cards in the corner, though they do not need to be flipped in any order. These corners are the Cardinal (Red), the Raven (Black), the Swan (White), and the Hummingbird (Yellow).
 Difficulty can also be increased by requiring three cards in a chain for a chain to be taken.

GAME OVER: The player with the longest single chain is amazing (P1). The player with the majority of the design is the winner (P3). The Player with neither has to do a little dance (P2).

