

## WINNING

The first person to collect five tokens is the winner.

## GAME VARIATIONS

### 5 or more players

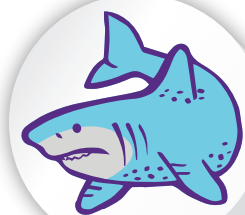
When playing with 5 or more players, adjust the number of tokens required to win to best suit your party.

### Solo Play

Fine tune your memory skills by trying to correctly guess the missing token 3 rounds in a row.

### Animals Only

For a more challenging game, separate all the animal tokens and only play with those.



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# MEMORY MIX UP™

THE GAME THAT SHAKES THINGS UP!

## RULES

### CONTENTS:

- Shaker
- 50 Tokens

2 TO 4  
PLAYERS  
AGES 3+



## OBJECTIVE

Be the first player to correctly identify which token has been removed from the shaker.

## SETUP

Mix up all tokens facedown on the table. Then decide on the number of tokens that will be showing in the shaker according to the following guidelines.

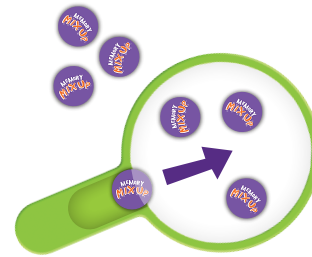
Keep in mind, these are suggestions only and players are free to decide on the number of tokens that is right for all players.

Ages	Number of Tokens
3 to 5	4 to 6
6 to 10	6 to 8
10 and up	10

Select a player to be the first Mixer and give him or her the shaker.

## PLAY

- Holding the shaker with the open handle facing up, the Mixer loads the selected number of tokens FACE DOWN into the shaker.
- The Mixer turns the shaker over so the images are showing. All players try to memorize the tokens (including the Mixer) for about 10 seconds.
- The Mixer turns the shaker over and mixes up the pieces—allowing one piece to slide out of the handle and into his or her hand. Without flipping the token, place it facedown on the table.
- The Mixer once again turns over the shaker so the images are showing and all players (including the Mixer) race to identify which token has been removed.



- The first person to call out an answer views the removed token. If correct, the player shows the token and keeps it. If incorrect, the player DOES NOT show the token to anyone and the next person to call out an answer views the token to see if he or she is correct. If no one answers correctly, remove the token from play and replay the round with the lower total of tokens.
- A round is over when someone correctly identifies the removed token. To begin the next round, the shaker is given to the player on the left of the Mixer. The new Mixer adds one random token to the shaker and starts the next round.