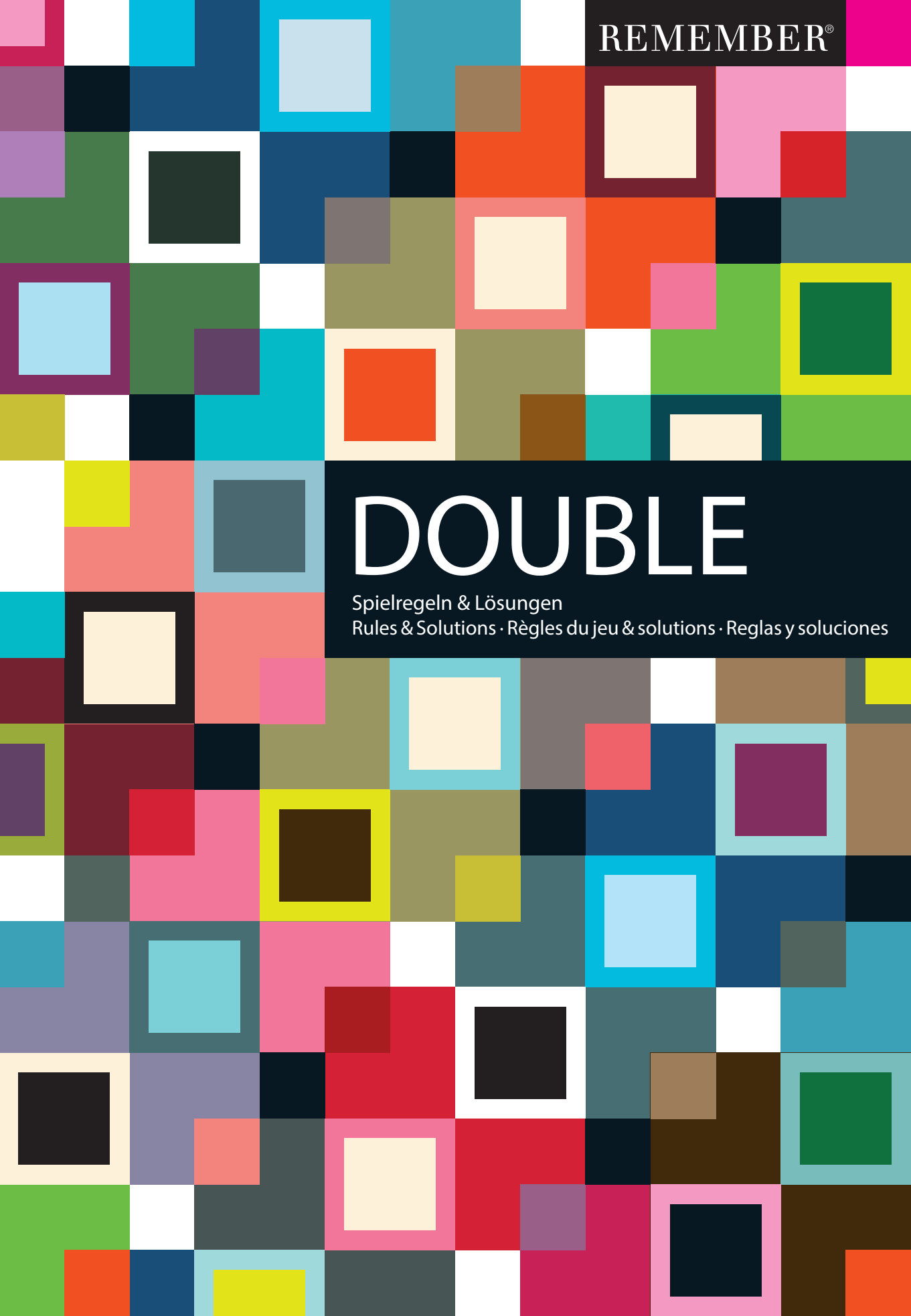
REMEMBER®

DOUBLE

Spielregeln & Lösungen
Rules & Solutions · Règles du jeu & solutions · Reglas y soluciones



Spielregeln für 1-4 Spieler:

Jeder der Mitspieler erhält 10 Spielsteine einer Farbe. Der jüngste Mitspieler sucht ein Spielblatt-Paar aus, welches offen auf den Tisch gelegt wird. Gespielt wird ausschließlich auf den schwarzen Spielblättern mit den roten Nummern. Auf jedem Spielblatt-Paar gilt es 10 Fehler bzw. 10 Unterschiede zu finden. Auf los geht´s los! Wer einen Fehler findet, stellt seinen Spielstein auf diesen Fehler. Diese Fehler gilt nun als gefunden und kann von keinem weiteren Spieler besetzt werden. Sobald alle 10 Fehler gefunden wurden, ist die Runde vorbei. Der Spieler, der die meisten Fehler gefunden hat, ist Gewinner dieser Runde. Wie viele Runden gespielt werden, entscheiden die Mitspieler gemeinsam. Alternativ kann man diese Spiel auch ganz ohne Zeitdruck alleine gespielt werden.

Inhalt: 40 Spielblätter-Paare, 4 x 10 Spielsteine, Spielanleitung & Lösung

Rules of the game for 1-4 players:

Each player receives 10 tiles of one color. The youngest player chooses a pair of game sheets, which are placed face up on the table. The game is played exclusively on the black game sheets with the red numbers. The aim is to find 10 mistakes or 10 differences on each pair of game sheets. Here we go! Whoever finds a mistake places their token on this mistake. This error is now considered to have been found and cannot be occupied by another player. As soon as all 10 mistakes have been found, the round is over. The player who has found the most faults is the winner of the round. The players decide together how many rounds are played. Alternatively, this game can also be played alone without any time pressure

Content: 40 pairs of game sheets, 4 x 10 game pieces, Game instructions & solution

Règles du jeu pour 1 à 4 joueurs:

chacun des joueurs reçoit 10 pions d'une même couleur. Le plus jeune joueur choisit une paire de feuilles de jeu qui est posée face visible sur la table. Le jeu se déroule exclusivement sur les feuilles de jeu noires avec les numéros rouges. Sur chaque paire de feuilles de jeu, il faut trouver 10 erreurs ou 10 différences. C'est parti ! Celui qui trouve une erreur place son pion sur cette erreur. Cette erreur est alors considérée comme trouvée et ne peut être occupée par aucun autre joueur. Dès que les 10 erreurs ont été trouvées, le tour est terminé. Le joueur qui a trouvé le plus d'erreurs est le vainqueur de cette manche. Les joueurs décident ensemble du nombre de manches à jouer.

Contenu: 40 paires de feuilles de jeu, 4 x 10 pions, instructions et solution de jeu

Reglas del juego Para 1-4 jugadores:

Cada jugador recibe 10 fichas de un color. El jugador más joven elige un par de hojas de juego, que se colocan boca arriba sobre la mesa. El juego se desarrolla exclusivamente sobre las fichas negras con los números rojos. El objetivo es encontrar 10 errores o 10 diferencias en cada par de fichas. ¡Allá vamos! El que encuentra un error coloca su ficha sobre este error. Este error se considera encontrado y no puede ser ocupado por otro jugador. En cuanto se hayan encontrado los 10 errores, la ronda habrá terminado. El jugador que haya encontrado más errores es el ganador de la ronda. Los jugadores deciden juntos cuántas rondas se juegan. Alternativamente, este juego también se puede jugar solo sin ninguna presión de tiempo.

Contenido: 40 pares de hojas de juego, 4 x 10 piezas de juego, Instrucciones de juego y solución

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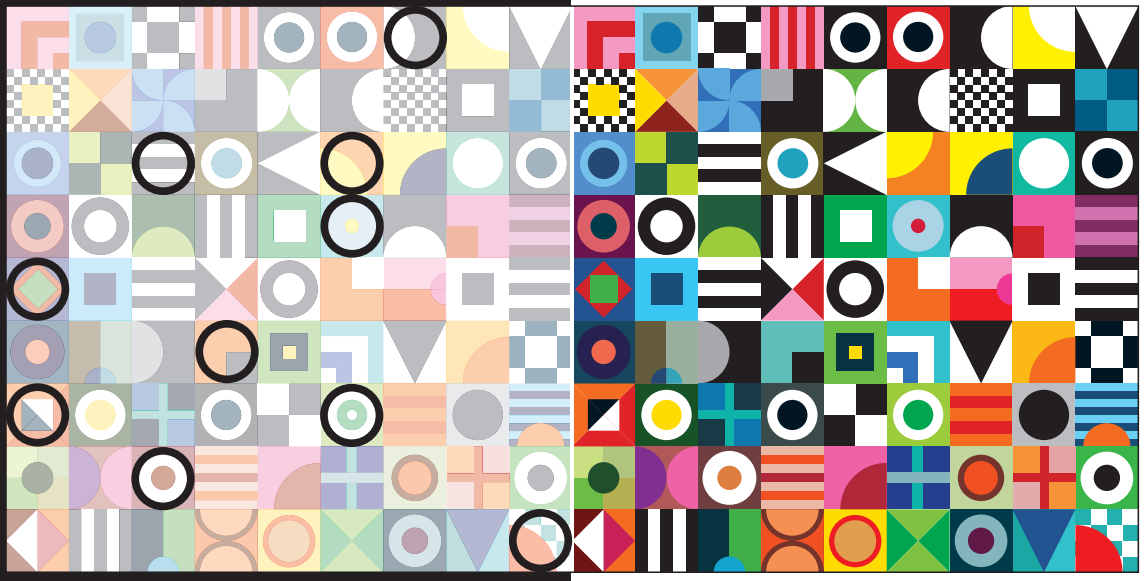

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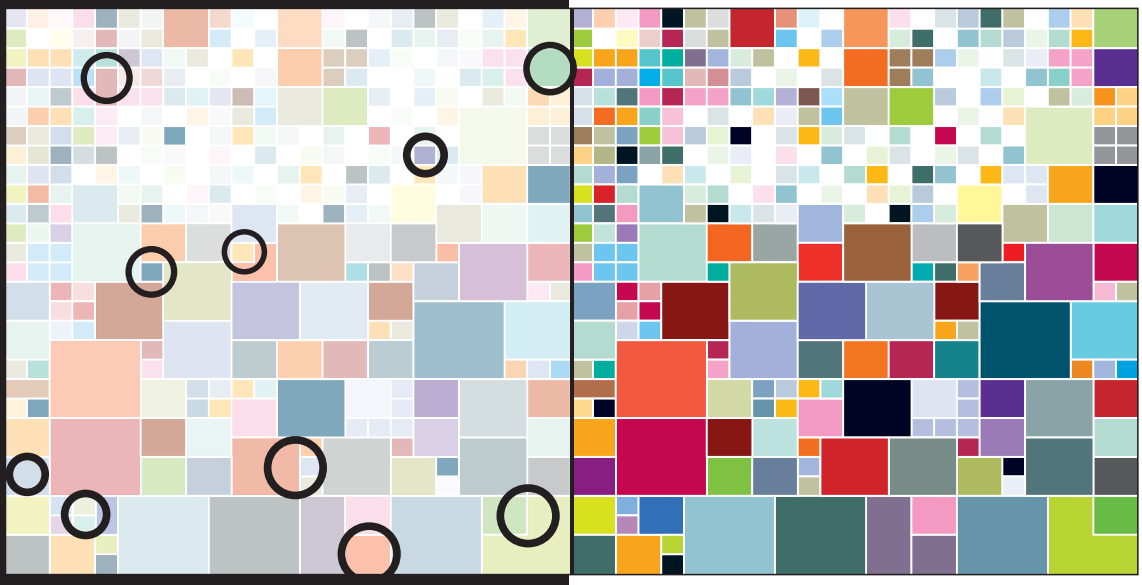

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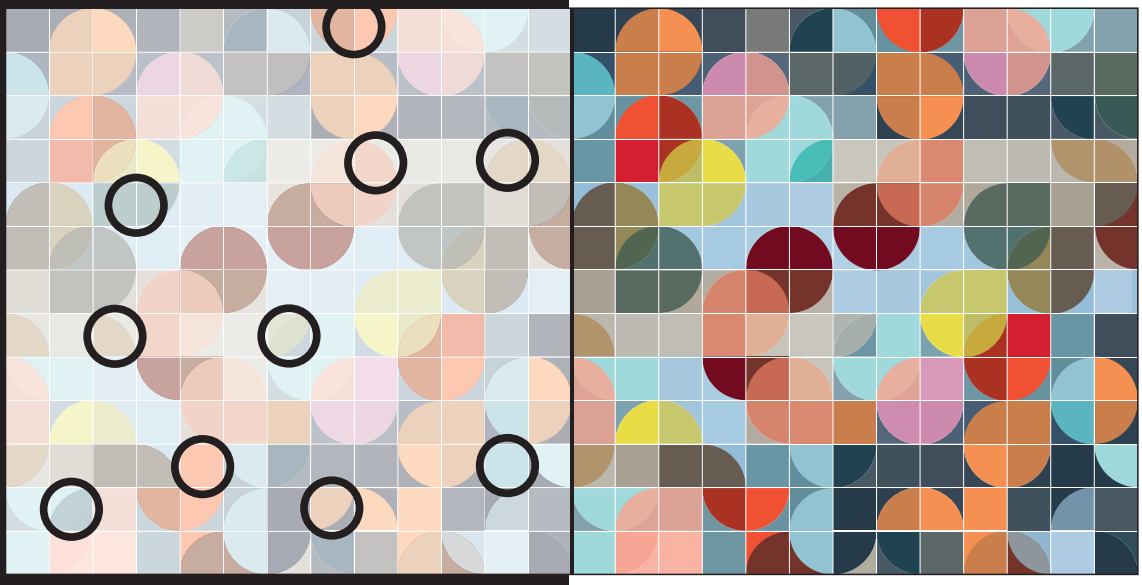

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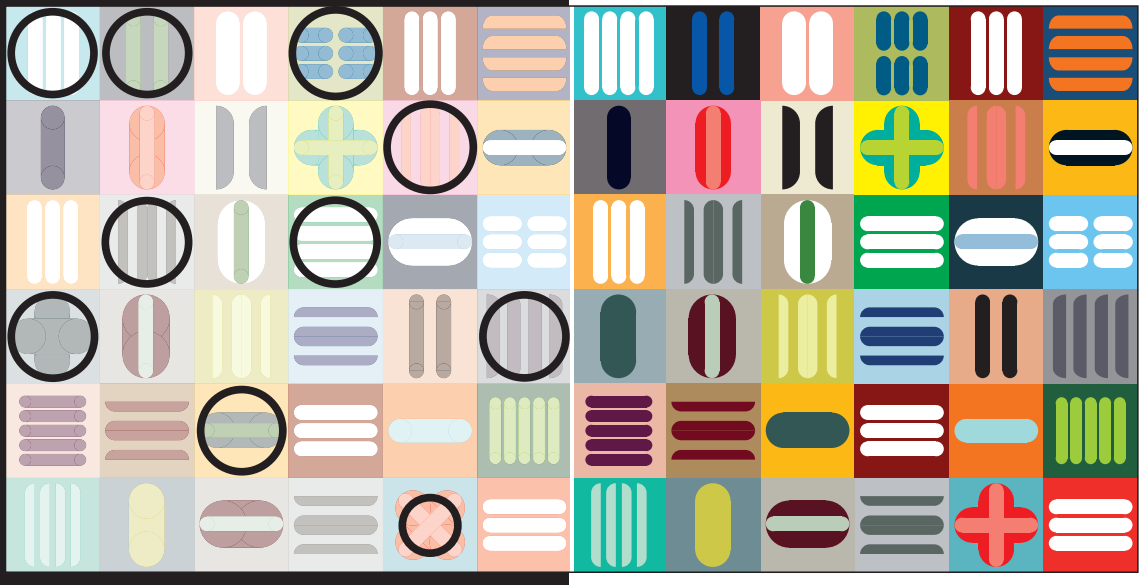

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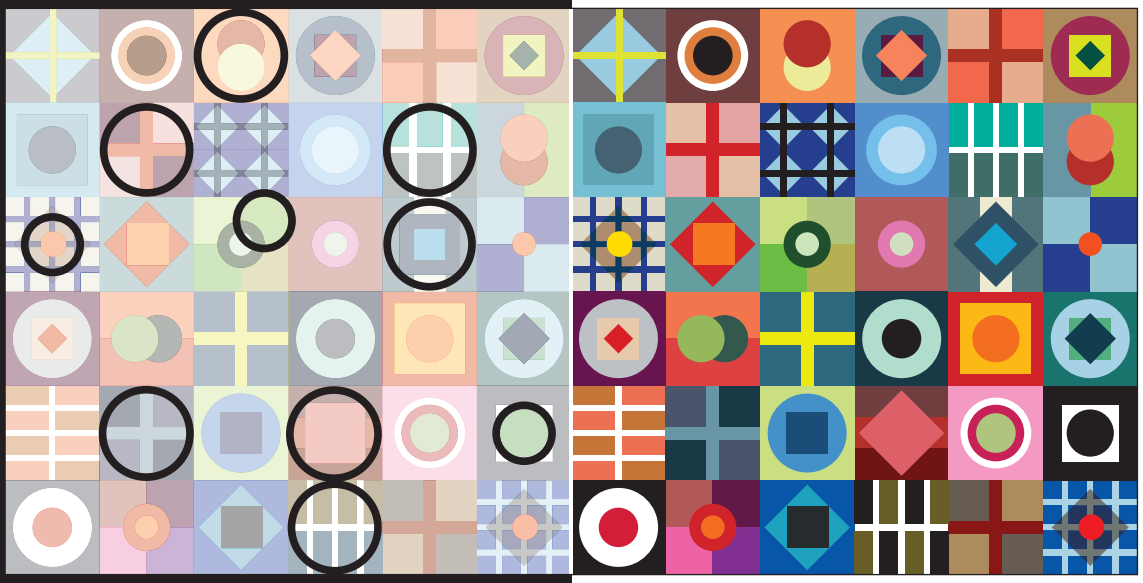

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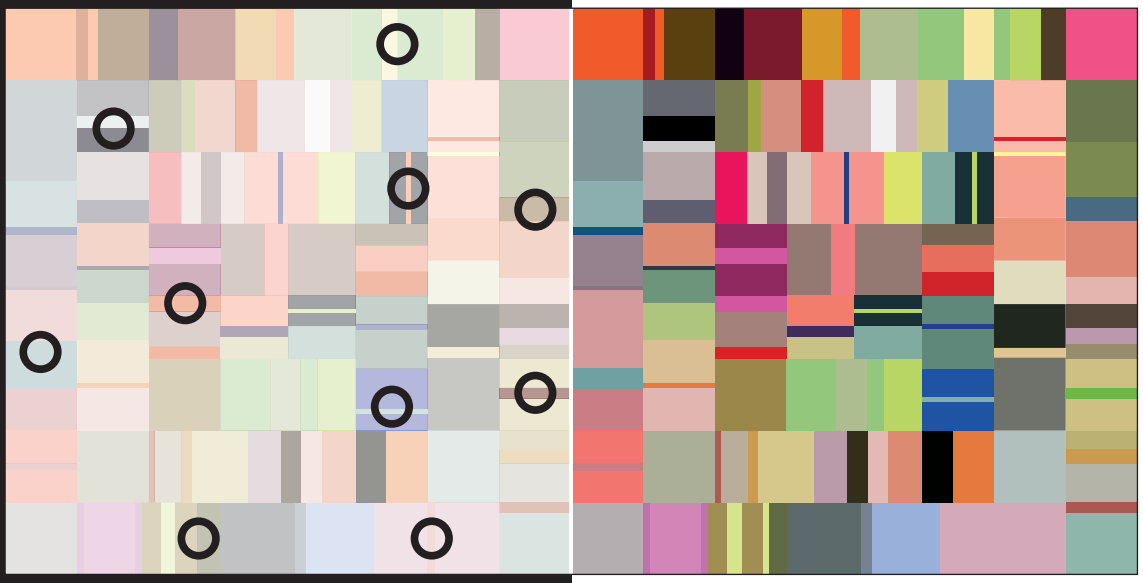

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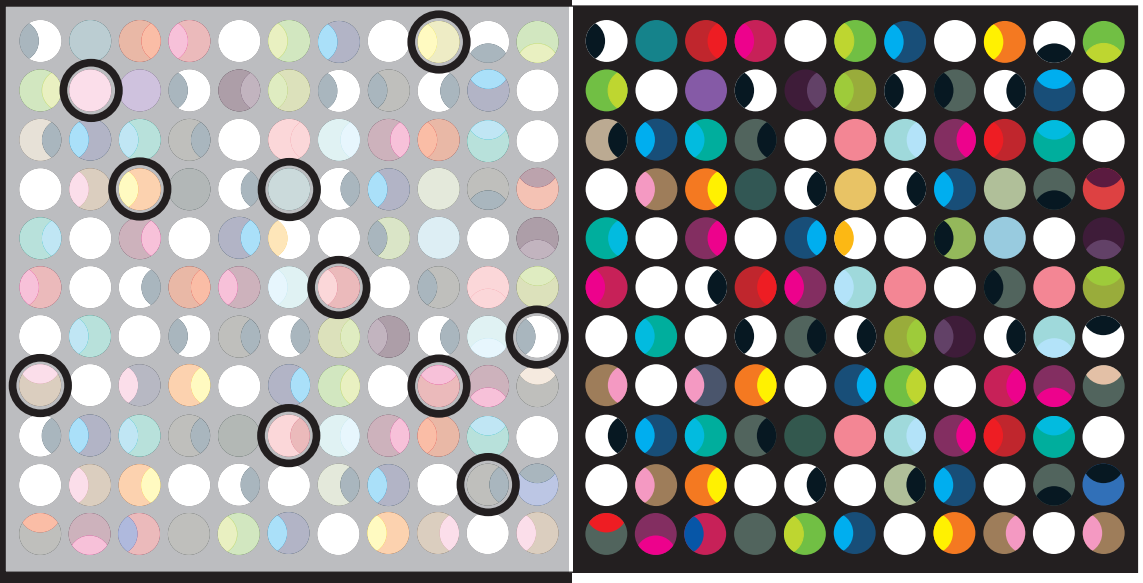

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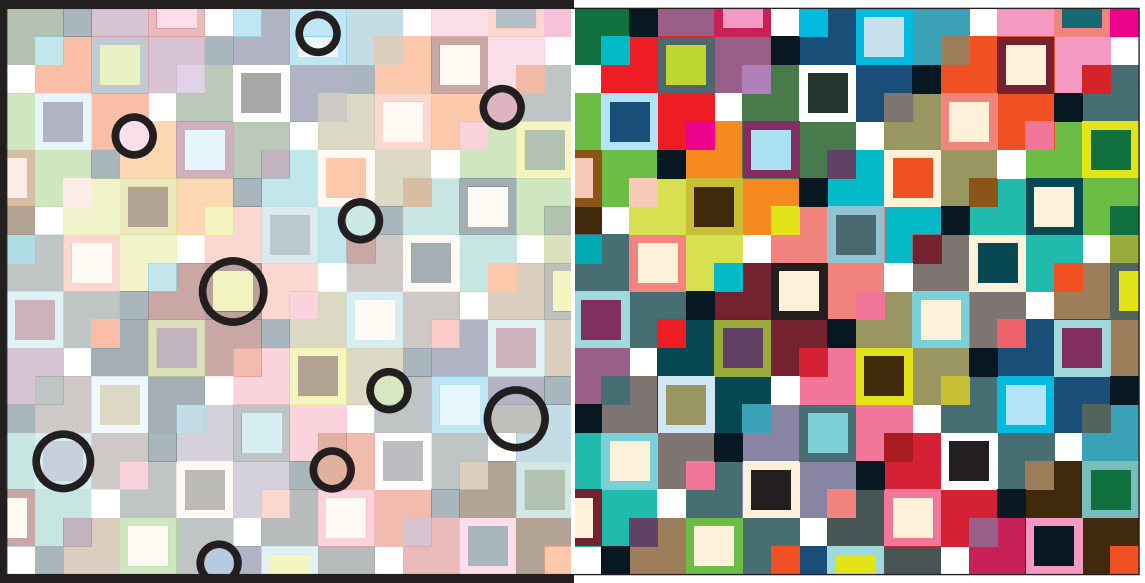

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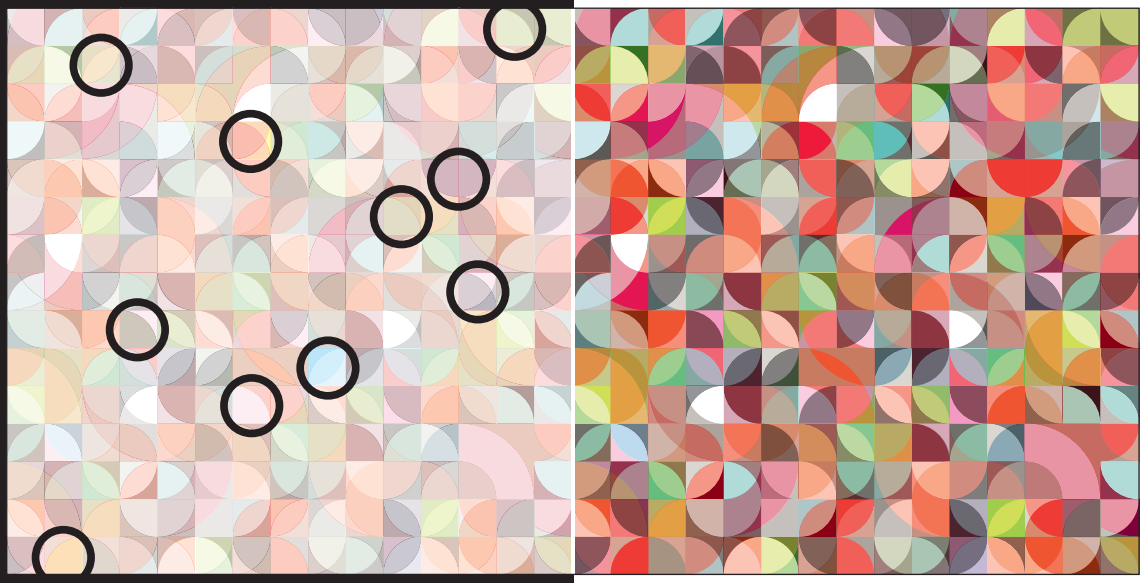

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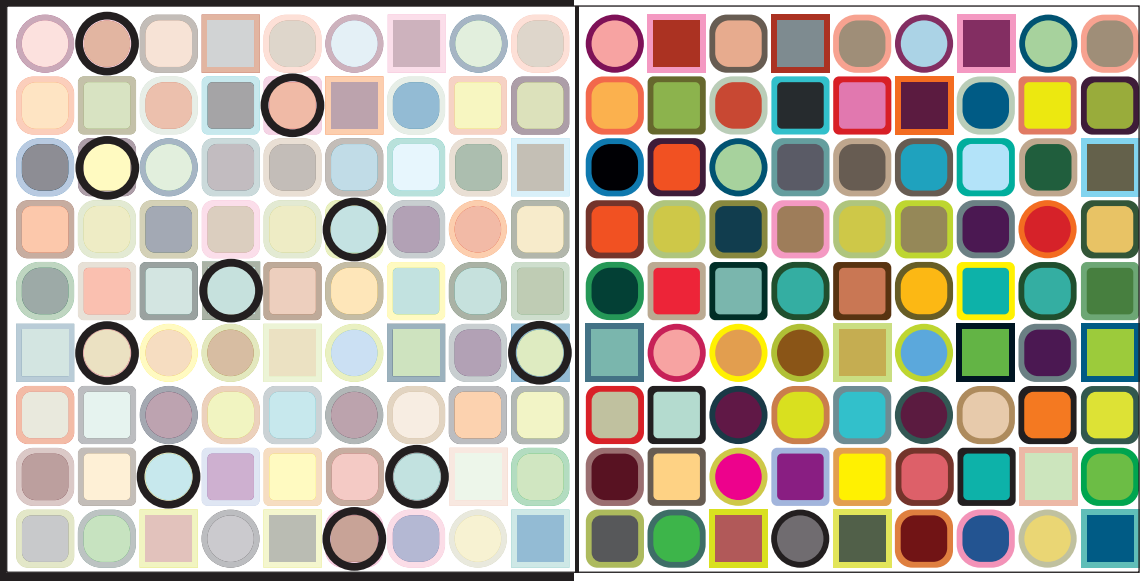

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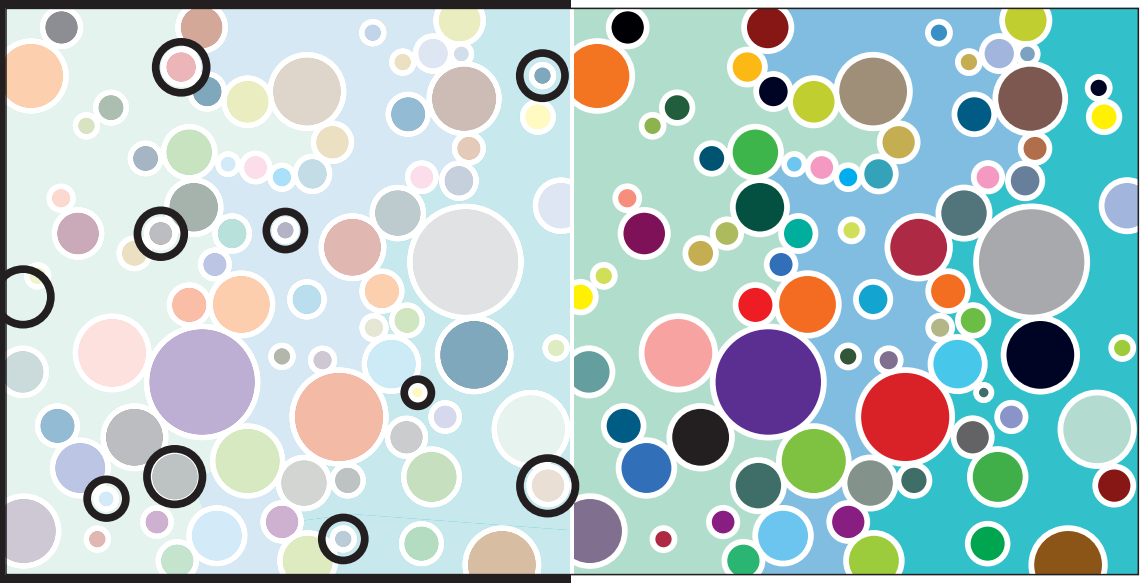

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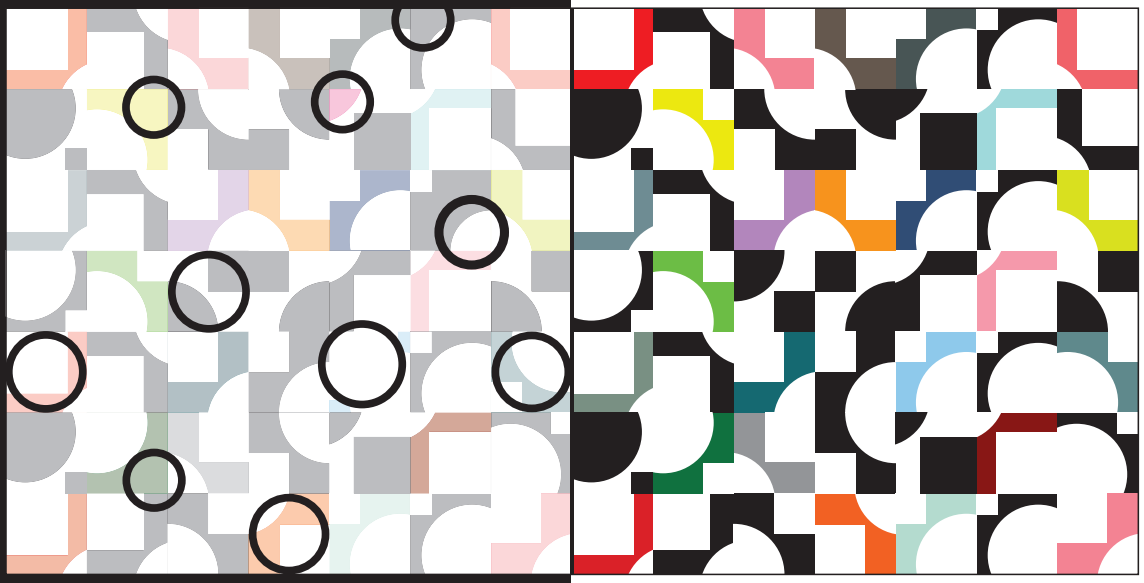

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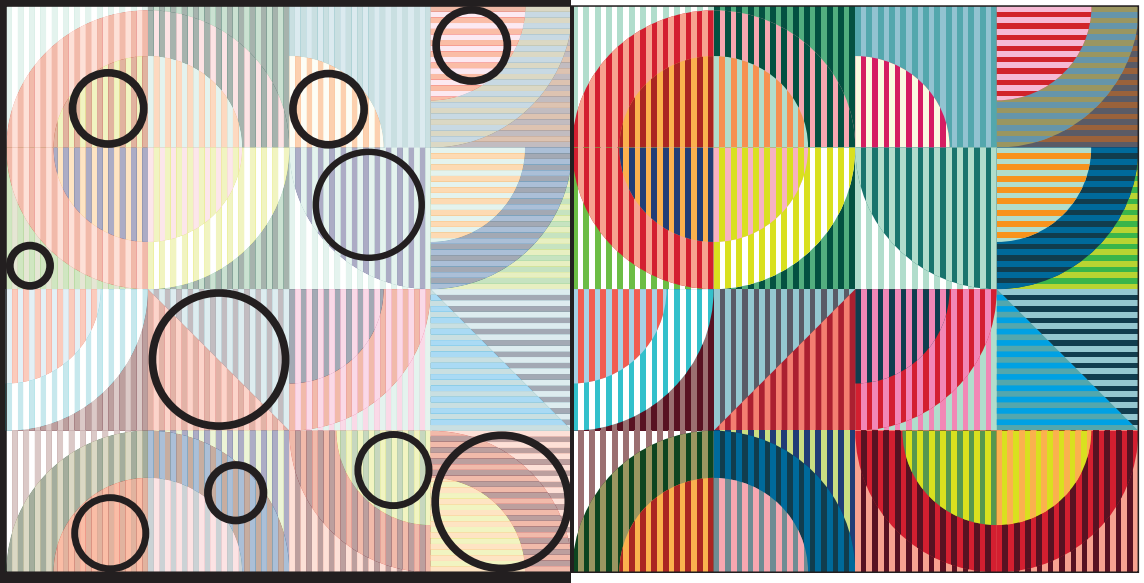

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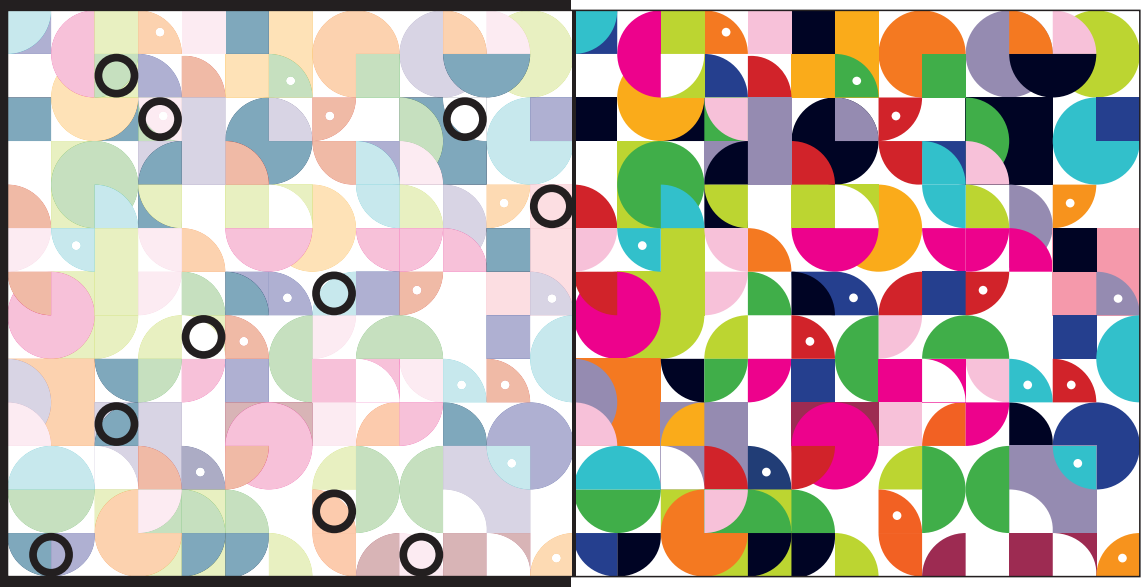

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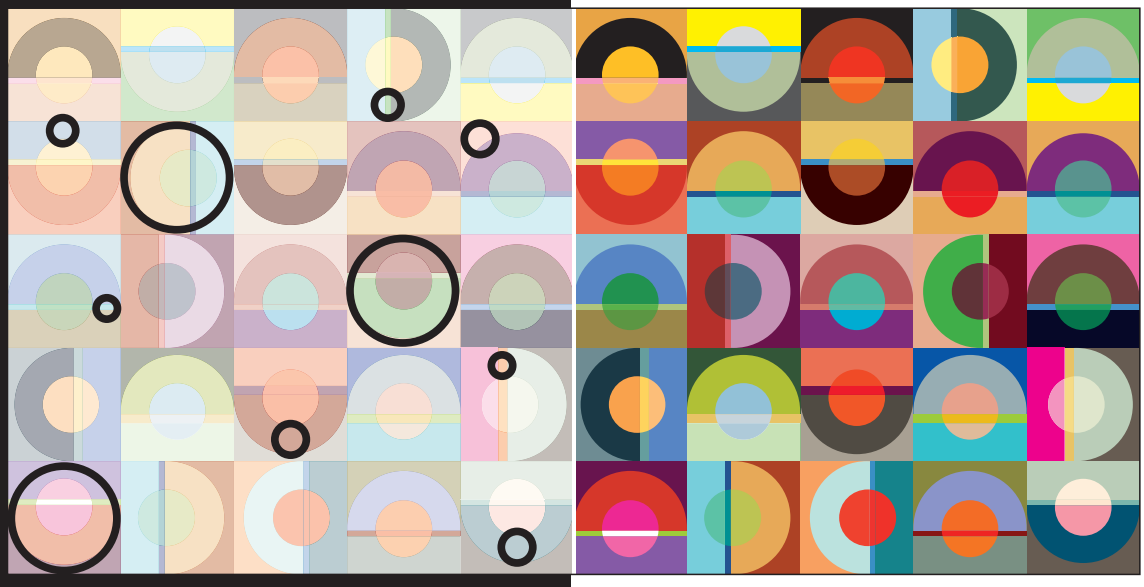

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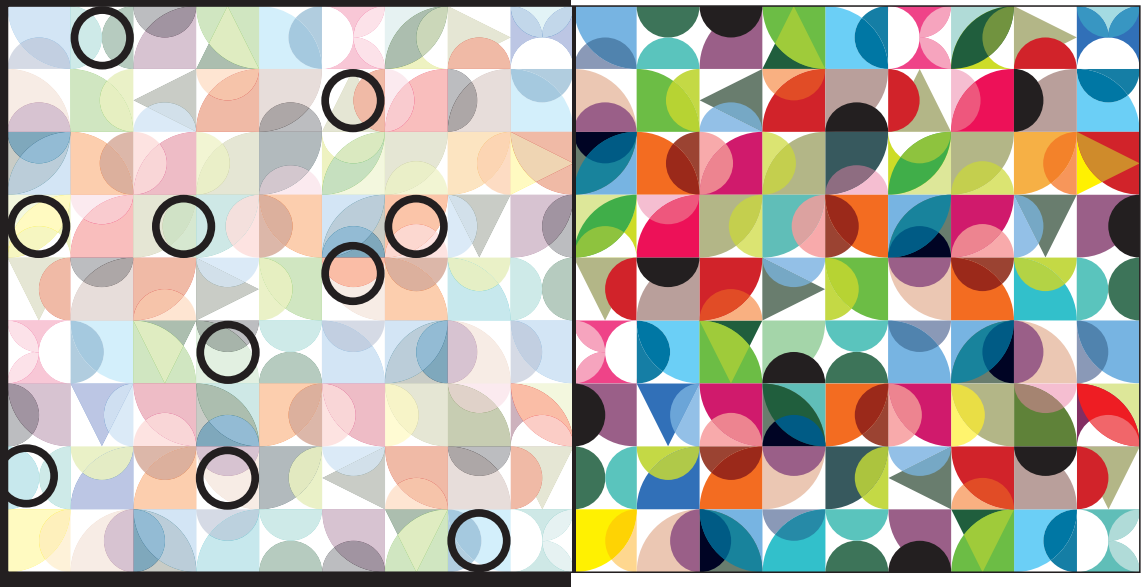

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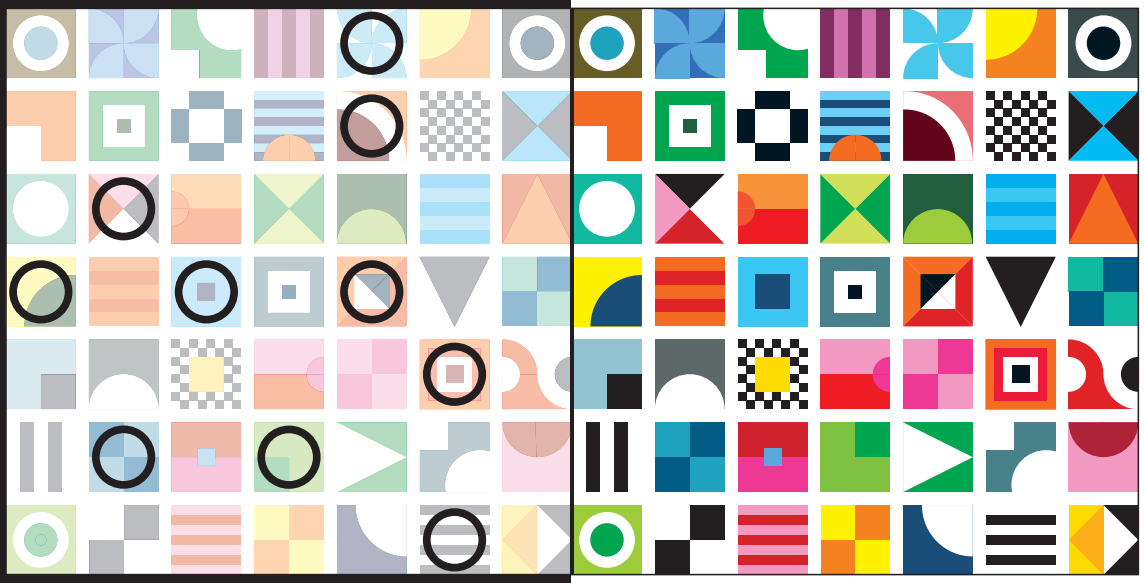

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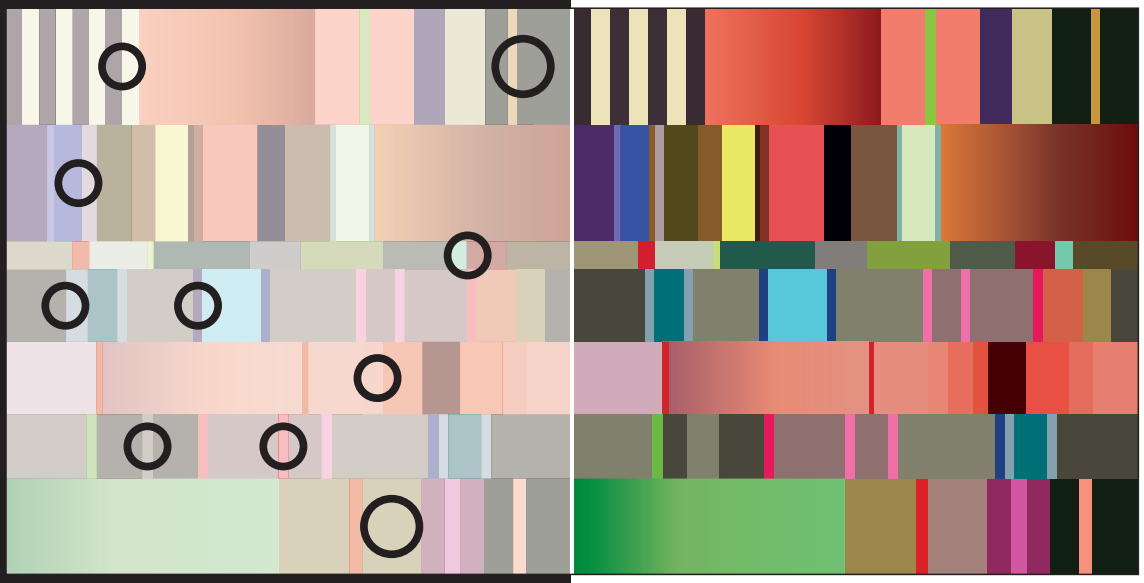

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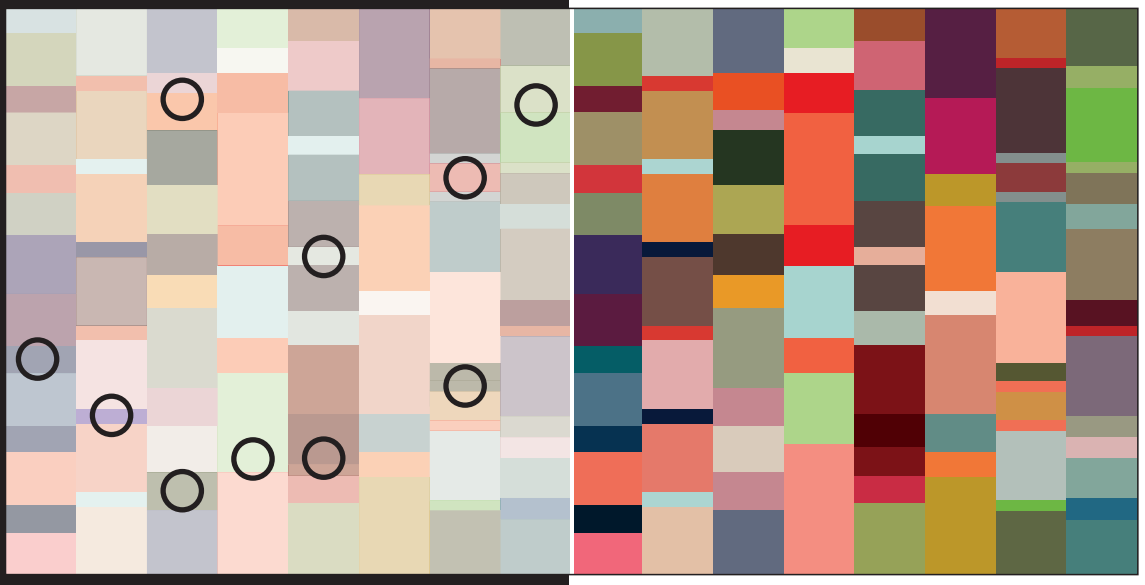

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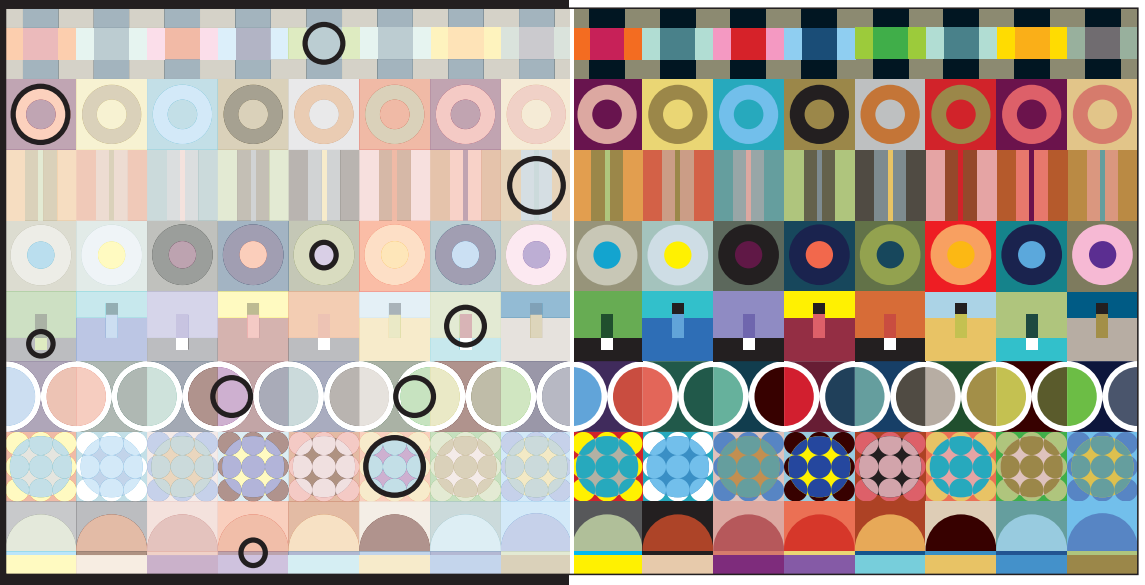

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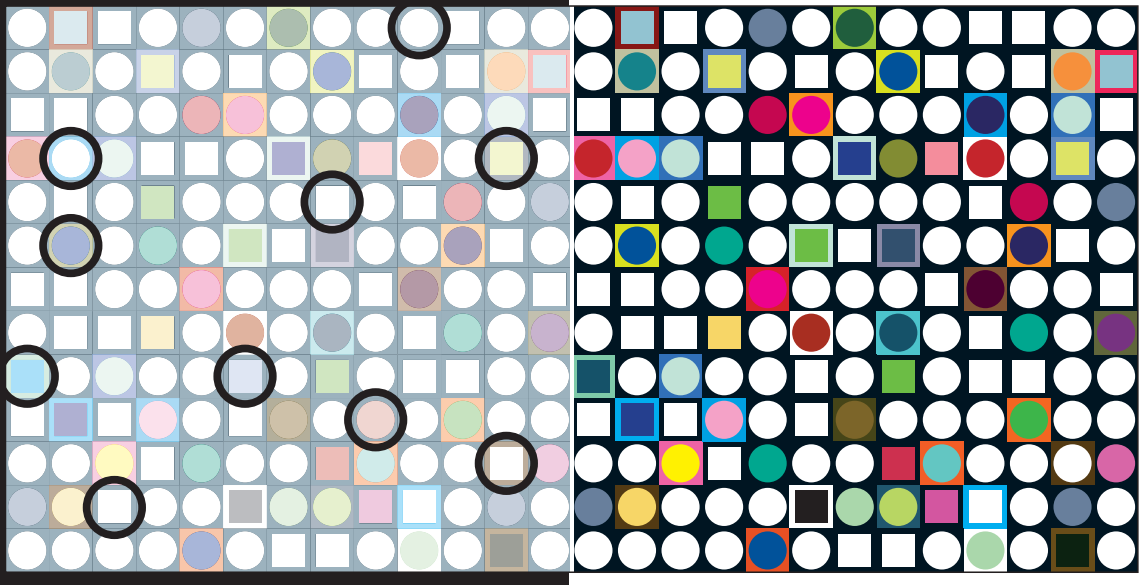

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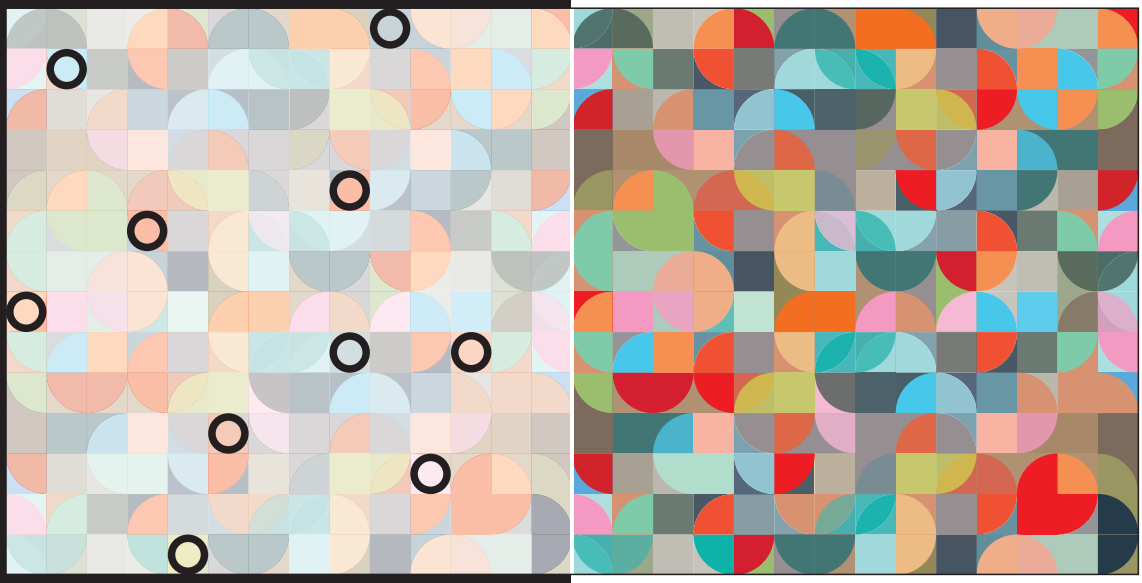

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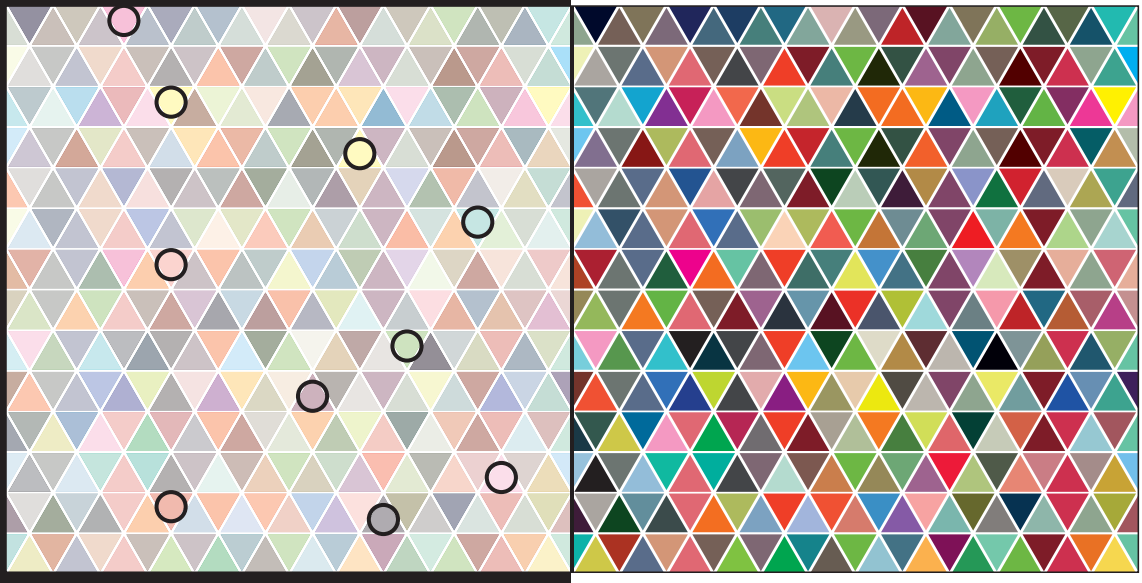

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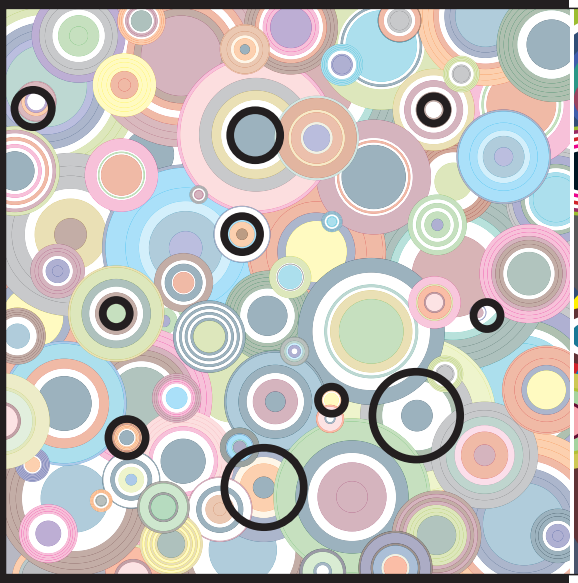



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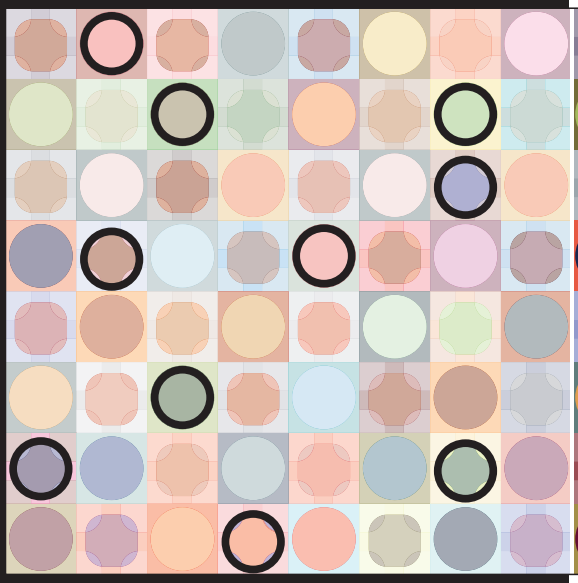

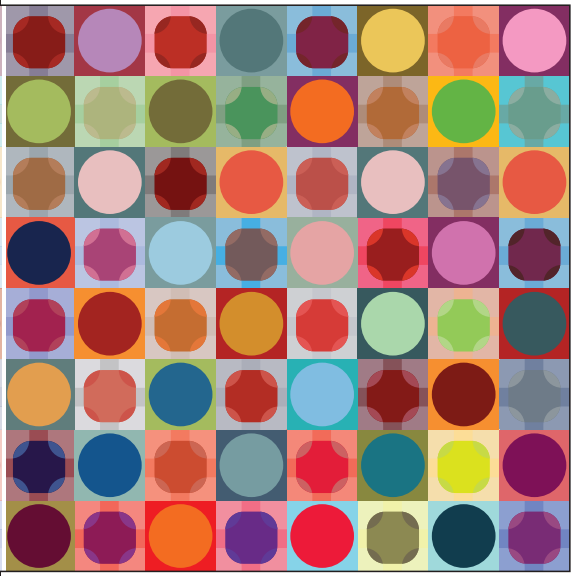

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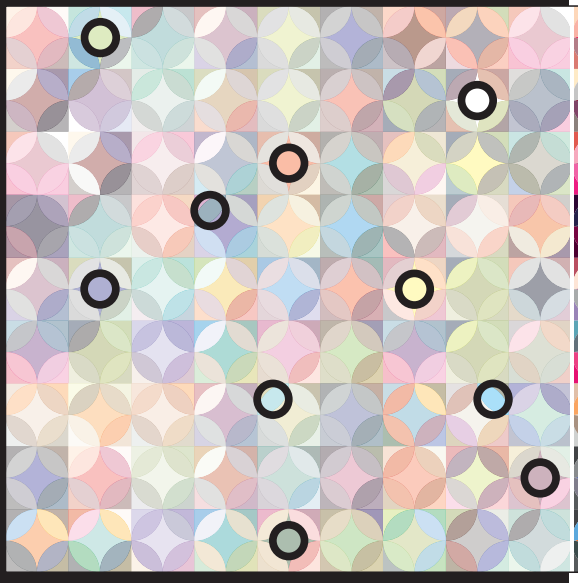

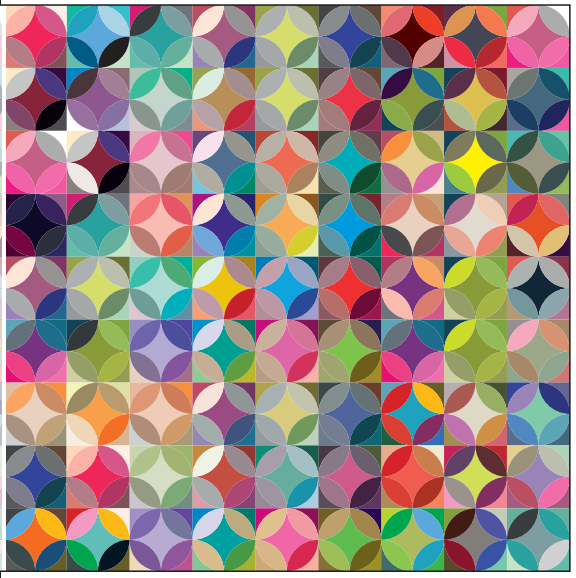

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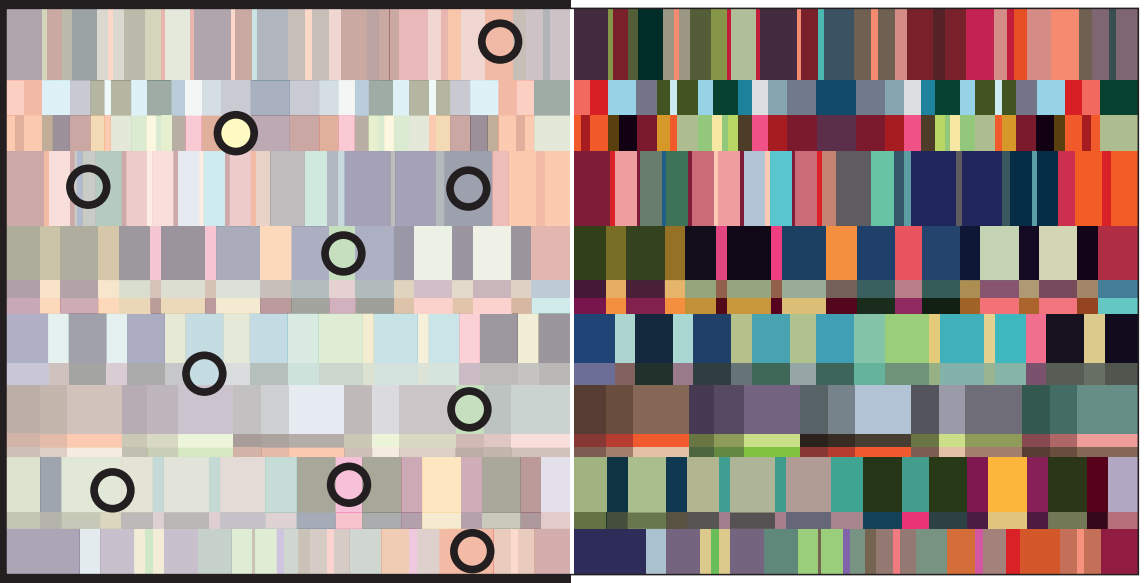

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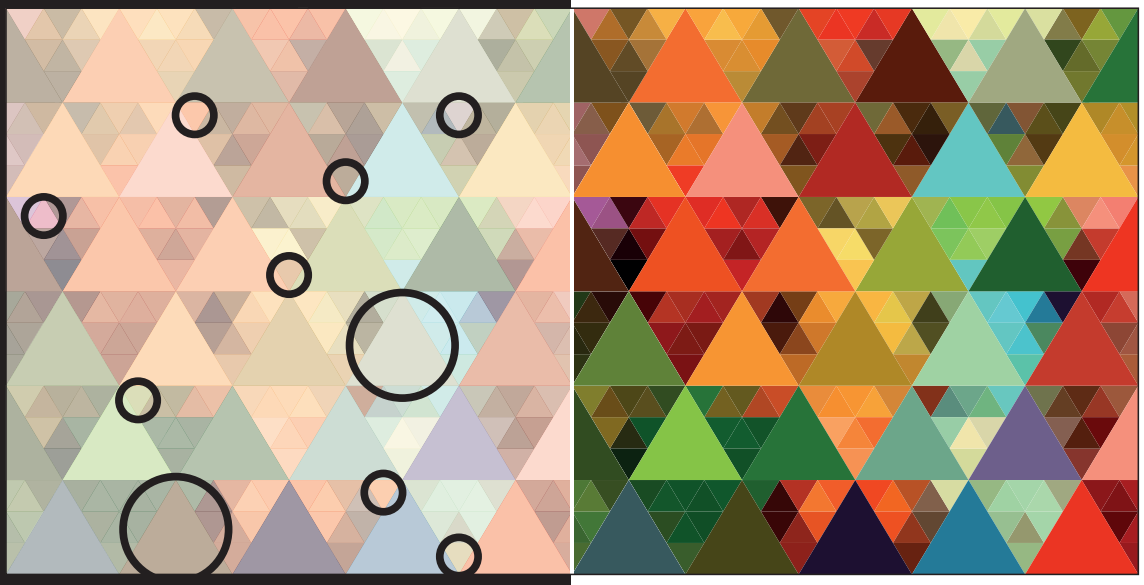

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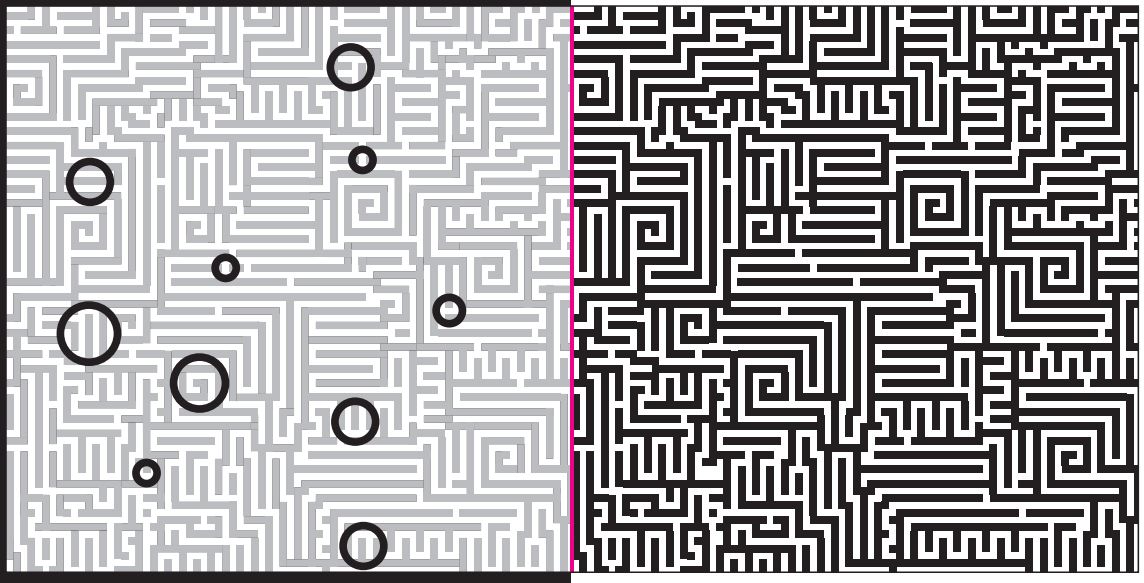

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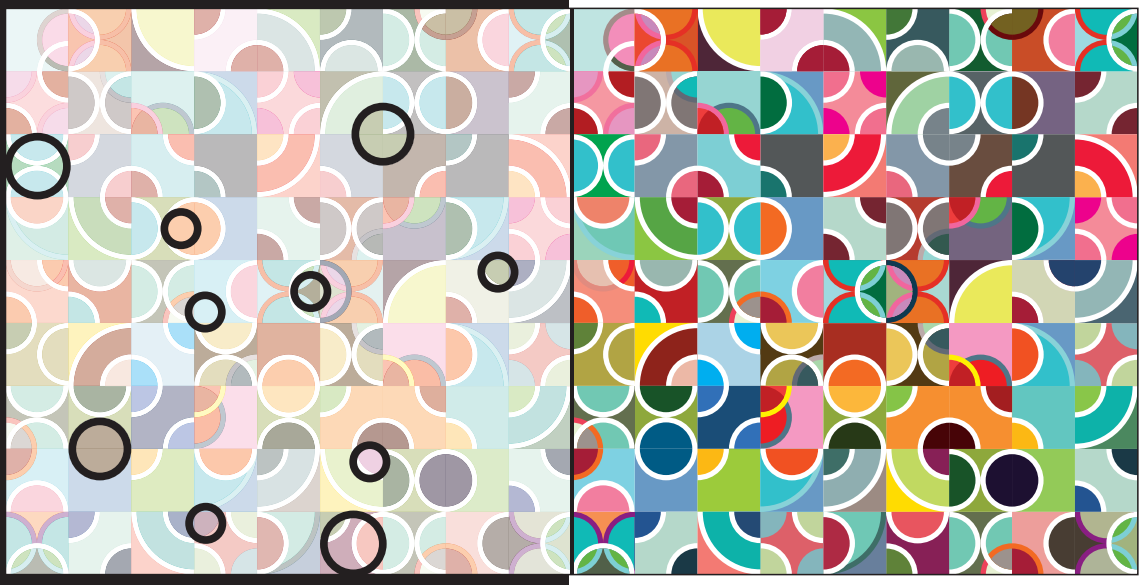

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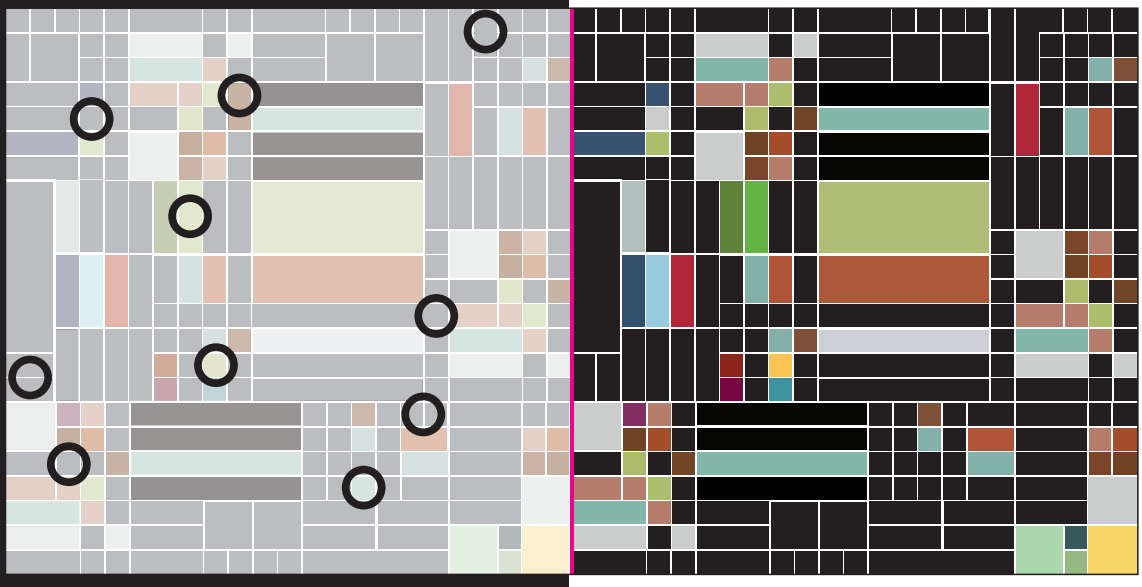

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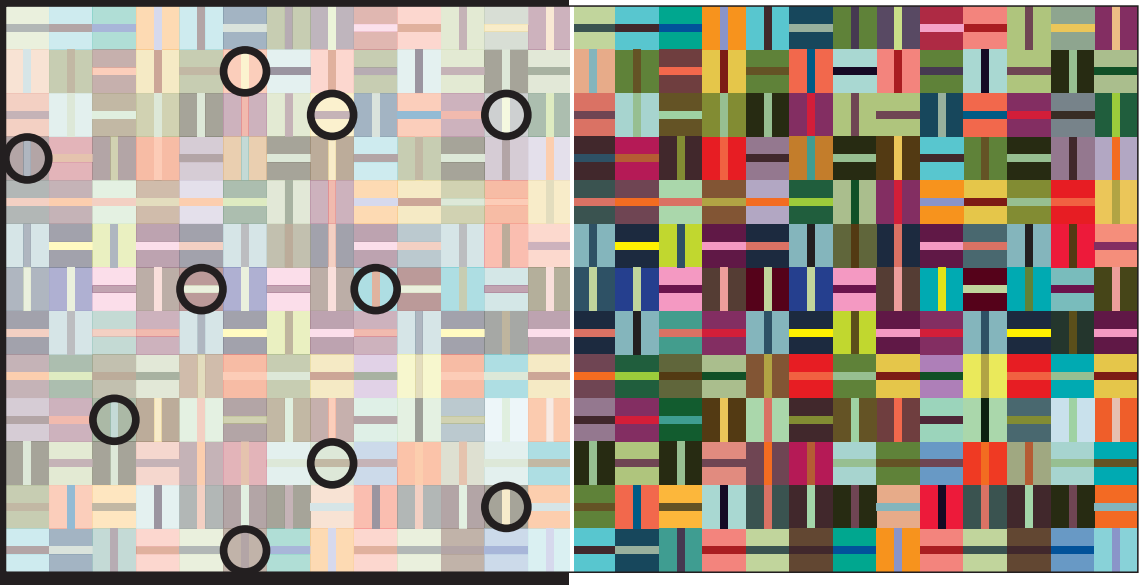

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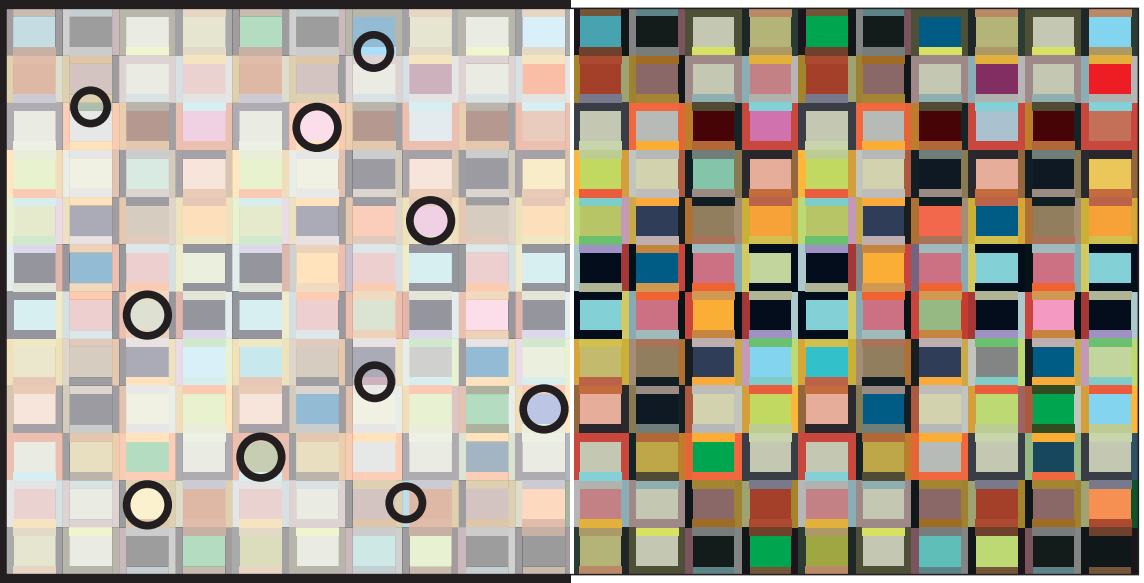

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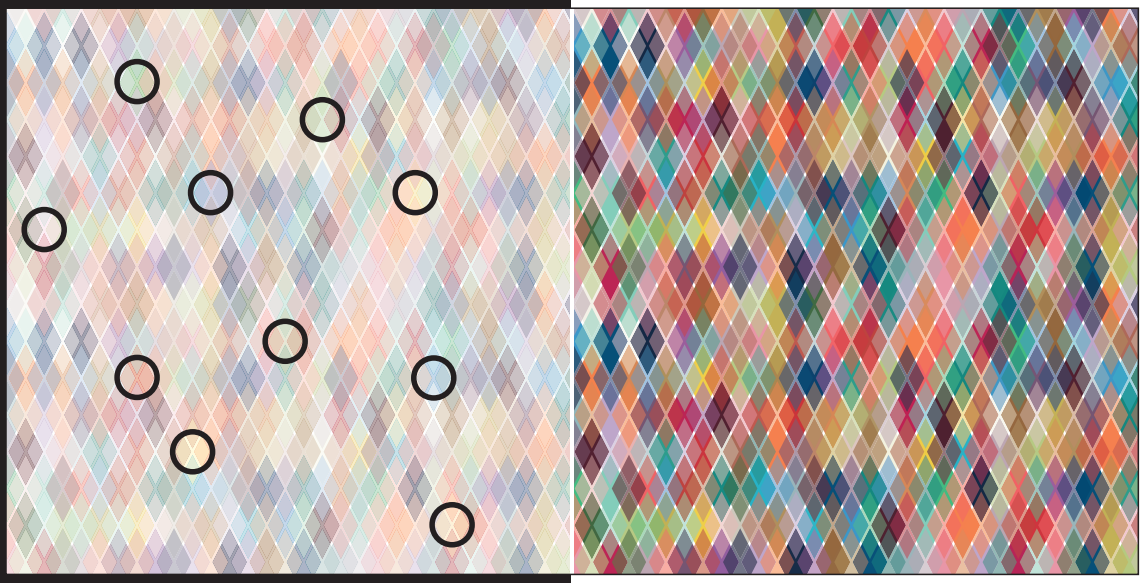

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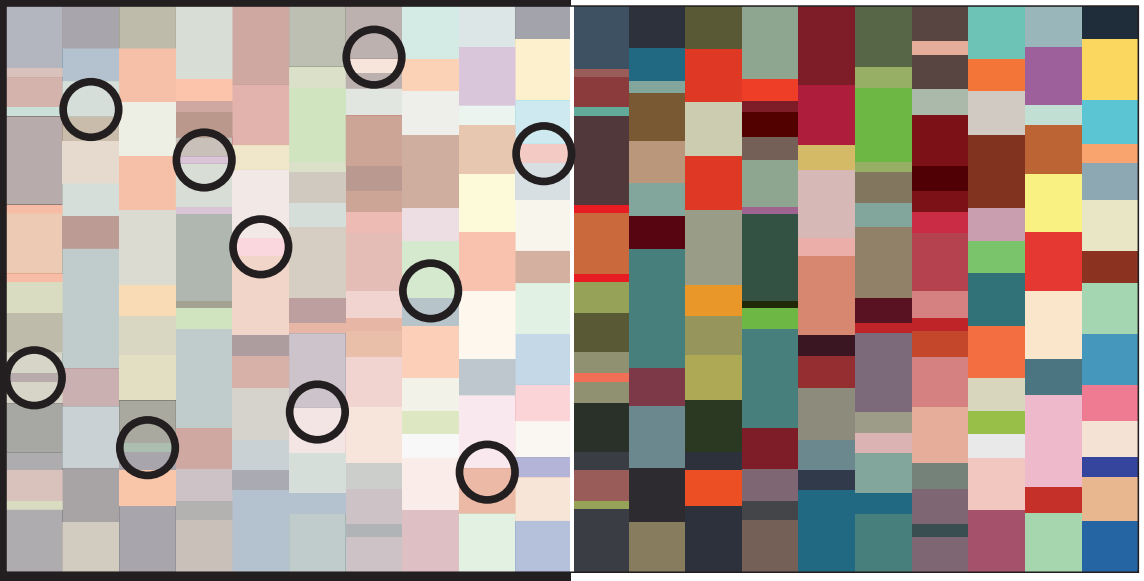

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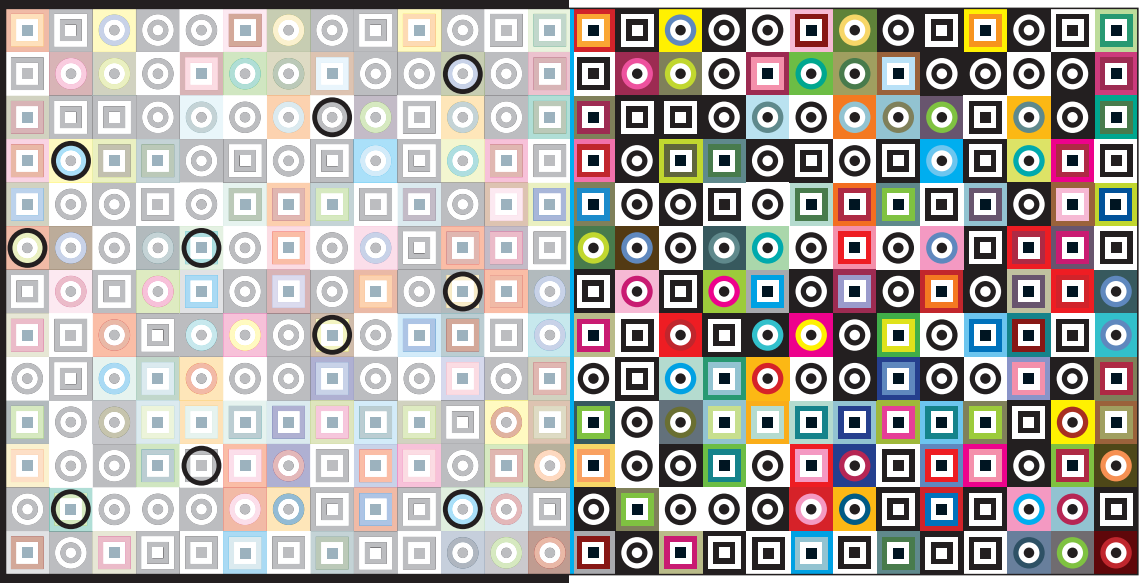

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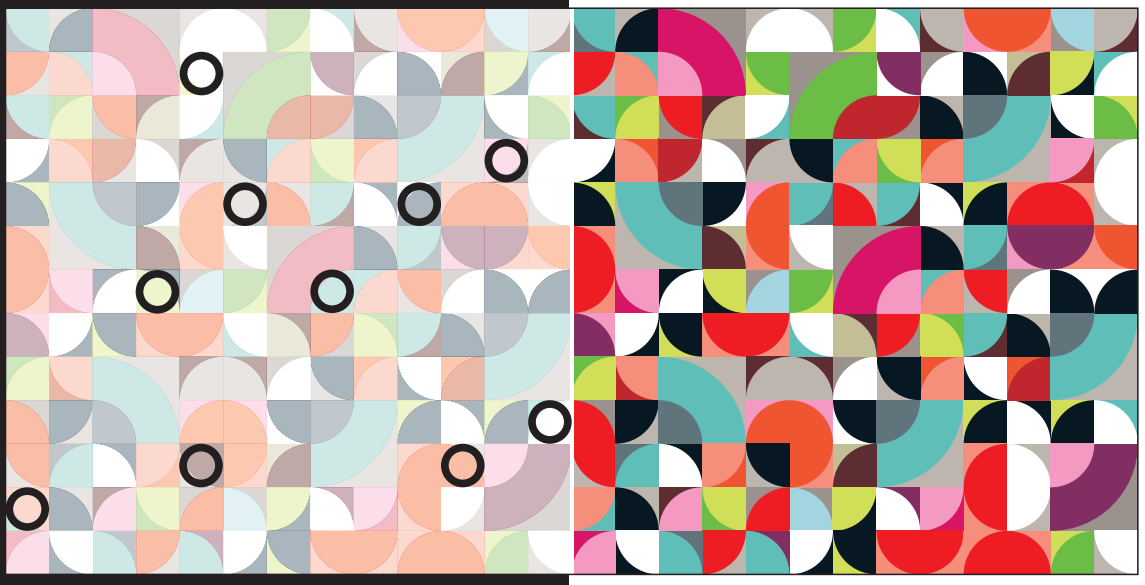

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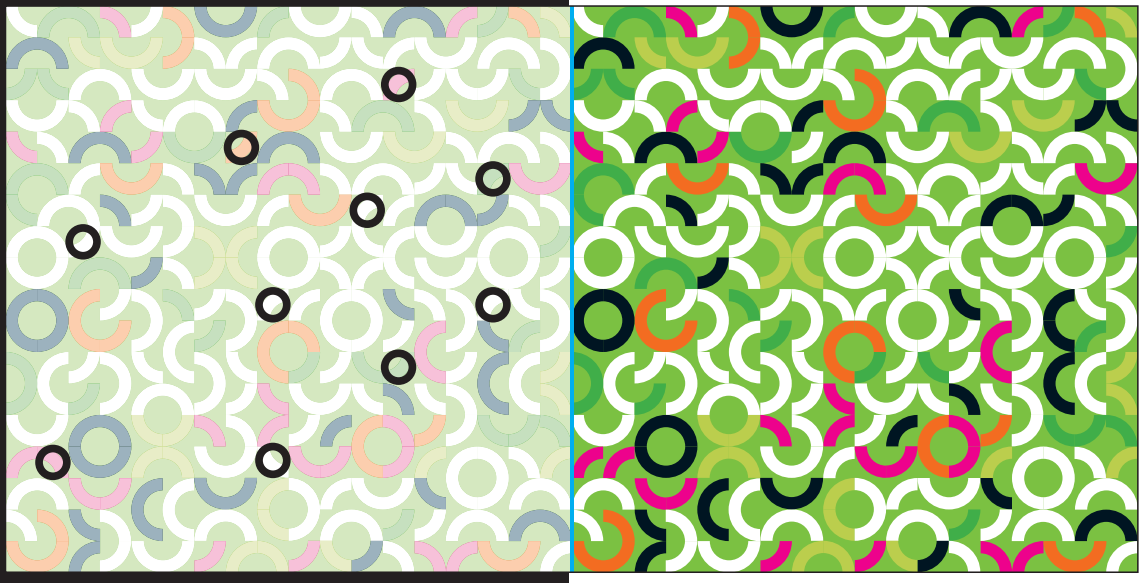

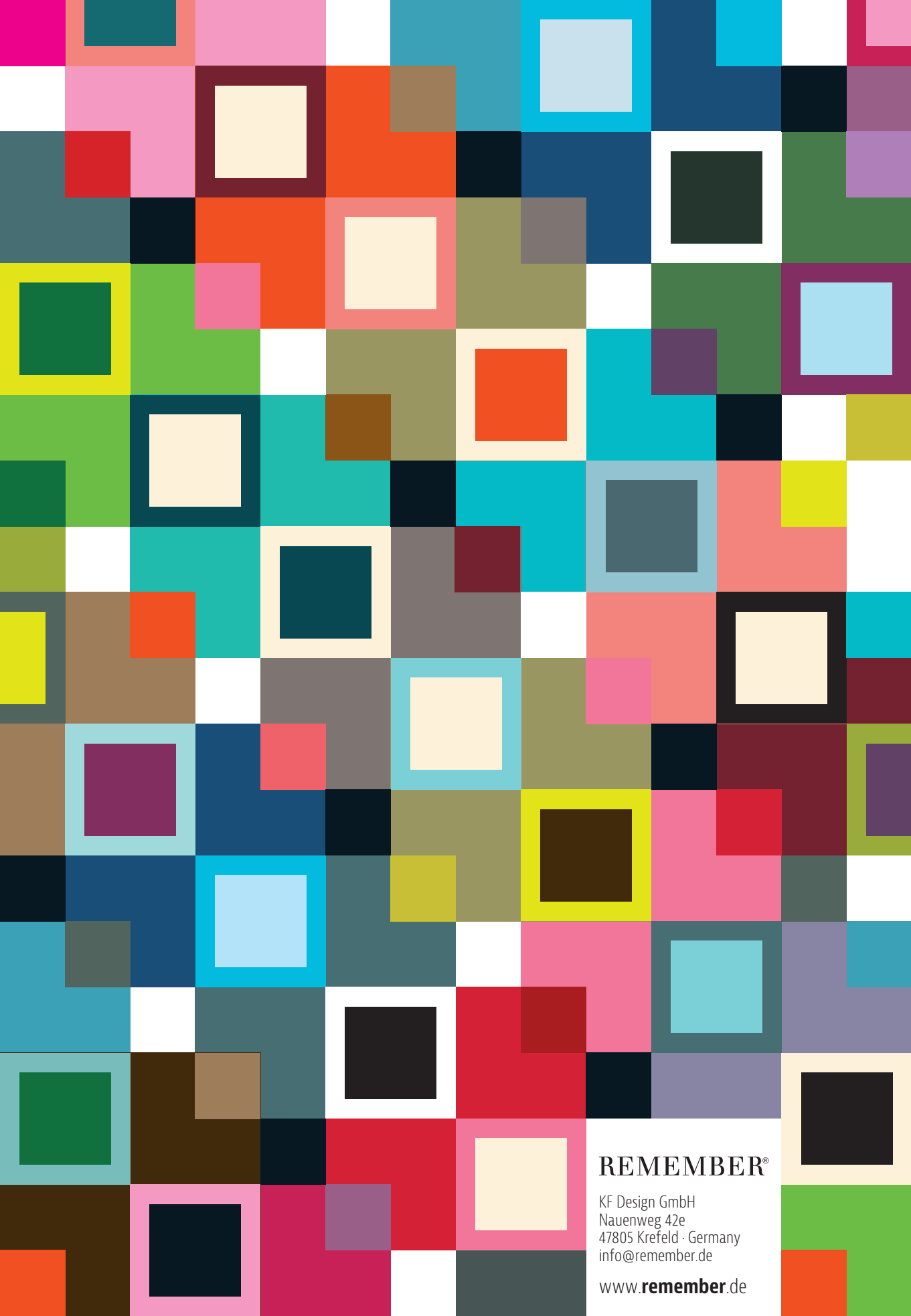

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