

TWELVE TEEPEES Memory

For 2 to 4 players

You'll have lots of fun playing hide and seek with little Indian friends in this unique game of visual recall that helps to develop important memory skills. Just spin the spinner and start hiding your color Indian pawns under teepees. Try to remember where opponents hide their pawns so you can find them later in the game. Be the first player to hide all five Indians in your tribe under teepees and you'll win the game!

OBJECT

Be the first player to hide all your Indian pawns under teepees.

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- 12 plastic teepees
- 20 Indian pawns
- 20 plastic bases
- 1 spinner

HOW TO SET UP THE GAME

1. Carefully punch out the 20 Indian pawns from the cardboard pawn sheet.
2. There are four INDIAN TRIBES (red, yellow, green, blue) of five pawns each. Insert each Indian pawn into a pawn base.
3. Each player selects five pawns of the same color. Place all the selected pawns in the center of the table. Set aside any unused pawns.
4. Place the teepees in a circle around the pawns in the center of the table. If four players are playing use all twelve teepees; three players use nine teepees; two players use seven teepees. Set aside any unused teepees.

HOW TO PLAY THE GAME

1. Choose a player to go first. Play then proceeds to the left.
2. **BASIC TURN:** on your turn, spin the spinner to find out how many teepees you can pick up and look under. Then, one at a time, pick up and look under 1, 2 or 3 teepees depending on the number spun.
Please Note: at the beginning of the game all the teepees are empty but as the game is played they will be occupied by Indians.
3. If you look under a teepee and it is **EMPTY**, you can place an Indian pawn of your color under it.
4. If you look under a teepee and it is **OCCUPIED** by an opponent's pawn, remove the opponent's pawn and put it back in the center of

the table. **THEN**, place an Indian pawn of your color under the teepee. **Please Note:** not more than ONE Indian pawn can be under the same teepee at the same time.

5. If you look under a teepee and it is **OCCUPIED** by an Indian pawn of your color, just re-cover it but it counts as part of your turn. For example, if you spin a 3 and the first teepee you look under contains a pawn of your color, it counts as one of your moves but you can still look under two more teepees to complete your turn.
6. If you spin "MIX UP" on the spinner, you **CANNOT** look under any of the teepees. However, you must move the teepees around to new positions in the circle **WITHOUT LIFTING THEM UP**. Try to confuse your opponents so they can't remember whose Indian pawn is under which teepee.

HOW TO WIN THE GAME

Be the first player to hide the five Indian pawns of your color under teepees and you'll win the game.

ALTERNATIVE GAME PLAY

For more of a challenge, play the game as outlined but with one addition to the rules. **BEFORE** you pick up and look under a teepee, you must guess whether it's **EMPTY OR OCCUPIED BY AN OPPONENT'S INDIAN**. You must announce your guess out loud, either Empty or Occupied. **THEN** pick up the teepee to see if you're right or wrong.

1. If you guess **EMPTY** and it is **EMPTY**, you can place an Indian pawn of your color under the teepee.
2. If you guess **EMPTY** and it is **OCCUPIED**, just re-cover it but it counts as part of your turn.
3. If you guess **OCCUPIED** and it is **OCCUPIED BY AN OPPONENT'S PAWN**, remove the opponent's pawn then place an Indian pawn of your color under the teepee.
4. If you guess **OCCUPIED** and it is **OCCUPIED BY YOUR OWN PAWN**, just re-cover it but it counts as part of your turn.
5. If you guess **OCCUPIED** and it is **EMPTY**, just put it back down on the table. You **CANNOT** place a pawn under the teepee but it counts as part of your turn.