

# The Harry Lorayne Memory Game

T.M.



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## THE HARRY LORAYNE MEMORY GAME

This fascinating game was devised by Harry Lorayne, the world renowned author and memory training specialist, aided by Sid Sackson, noted game inventor. Here is a game that is fun to play, competitive, and one that will introduce you to some of Mr. Lorayne's fantastic memory-training systems. Any number of people can play. And children, as well as adults, will enjoy The Harry Lorayne Memory Game.

Begin by thoroughly reading the play rules and instructions. Then, in the section of this booklet headed "How to Win at the Memory Game", Harry Lorayne will show you how to apply parts of his systems. You will learn how to be a much better player at 'The Memory Game'. And after all the fun, you'll be amazed at how good your memory is!

## CONTENTS

Contents of the Harry Lorayne Memory Game include the Memory Board which is made of sturdy plastic and is in two pieces. Its use is described in the paragraph entitled 'How to Use the Memory Board.' Also included are a one-minute Timer, a Spinner, and 120 Cards. The cards divide into three categories which are: Object Cards (60) printed on 1 side, Face Cards (30) printed on both sides, and Name Frames (30) which are also printed on both sides. All cards are on a perforated sheet and must be detached from each other before playing the first game. (You may wish to carefully trim off the small bumps of paper that might remain along the edges where the cards were joined.)

## HOW TO USE THE MEMORY BOARD

The Memory Board is made of two sturdy plastic pieces. (Piece A and Piece B) To load the Memory Board before each game, follow these simple steps:

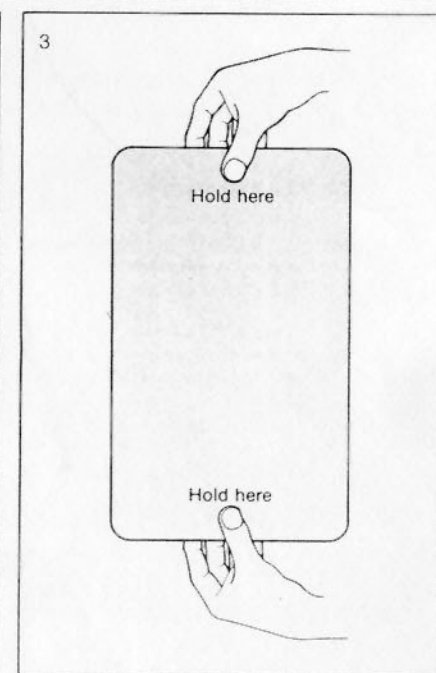
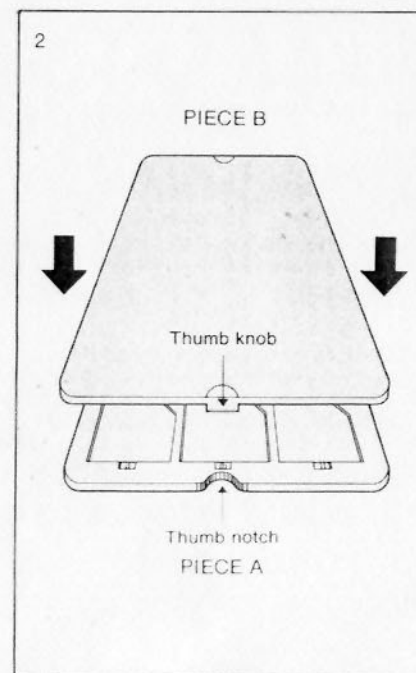
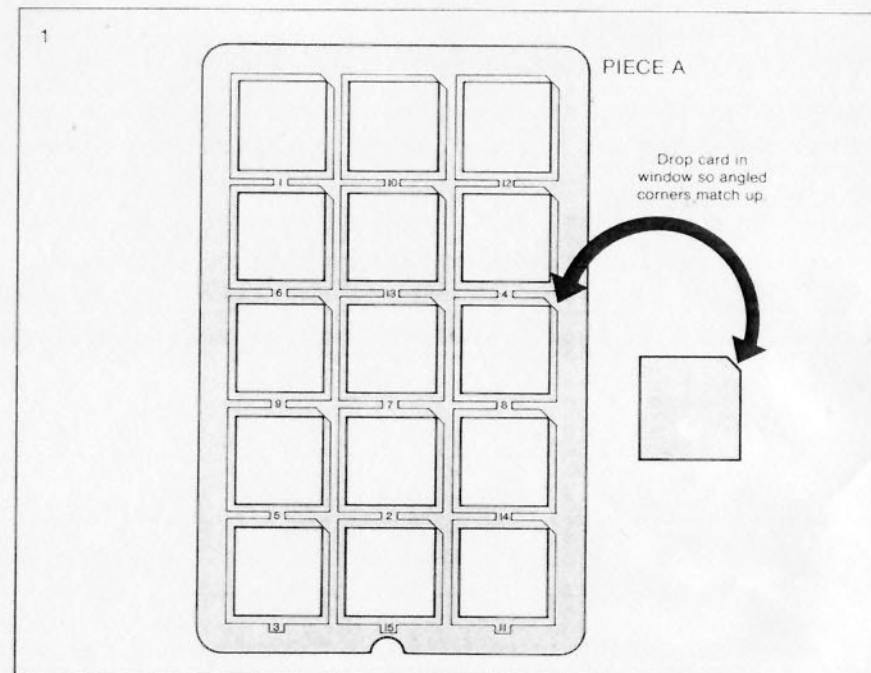
1. Place Piece A in front of you as shown in Illustration 1. There are fifteen square windows that are randomly numbered. The upper right corner of each window is angled. Also note there is a thumb notch on the bottom edge of Piece A.

2. Put one card in each window. (The 'Names and Faces' game requires two cards per window.) Each card has an angled corner to correspond with the angled corner in the upper right of the window. Always match up these angled corners. (Object Cards are placed in the Memory Board face-down, thus the angled corners enable you to put all cards facing the same direction without actually seeing the objects printed on one side.)

3. Once the cards are securely placed in the fifteen windows of Piece A, join Piece B to Piece A as indicated in Illustration 2. The smooth side of Piece B should be facing you as it is joined to Piece A.

Piece A and Piece B are correctly joined together when the raised squares of Piece B meet the windows of Piece A, with the 15 cards 'sandwiched' in between. Check your positioning by seeing that the thumb knob has gone into the thumb notch on the bottom edge of both pieces.

4. Now you are ready to turn the Memory Board over and begin the Study Period. **NOTE:** Piece A is joined to Piece B but they are not locked together. Therefore, it is important to grasp both pieces at the top and bottom when turning over (Illustration 3) Once the Memory Board is turned over, place it on a table for the Study Period. Avoid extra handling of the board at this point by simply sliding it from player to player if a better view of the cards is necessary.
5. When the Study Period has been completed, turn the Memory Board over so Piece B is on top. (Again, grasp the two joined pieces at top and bottom while carefully turning.)
6. Remove Piece B leaving Piece A on the table with cards in place. You are now ready to begin play.



## THE MEMORY GAME

### For any number of players

#### EQUIPMENT

Memory Board, Object Cards, Spinner, and Timer.

#### TO START

Place the Memory Board in the center of the table and remove Piece B. Shuffle the Object Cards and put one, face-down, in each of the fifteen windows. Replace Piece B and turn the Board over. The pictures are now visible in the fifteen openings.

#### THE STUDY PERIOD

The players try to memorize the objects and the numbers of the windows in which they lie (the better players will use the 'Link' or 'Peg' systems as explained by Harry Lorayne in this booklet).

The amount of time allowed depends on the experience of the players. Beginners will need a few minutes; experts will need less time. If players are at different levels, handicaps can be given by allowing varying amounts of time. The enclosed sand timer is a one-minute timer. If you decide on two minutes of study time, turn it twice. For three minutes turn it three times. The timer may also be used to keep a player from taking too long to give an answer. One minute should be the longest thinking time allowed.

When the Study Period is completed, the Board is turned over and Piece B is removed. Only the backs of the Object Cards are now visible.

#### THE PLAY

Each player spins the Spinner and the one with the highest number becomes the first Memory Whiz (MW). In case of a tie, those tying continue to spin until the tie is broken.

The MW spins again. He then attempts to identify the object on the card in the window corresponding to the number spun. He states the object and turns the card face up in its window. If he is correct, he spins again, and continues as long as he correctly identifies the object.

If the spinner points to a number of a card that has already been identified (is face up in its window), the next number in a clockwise direction that has not been identified is used instead. For example: The MW spins 13. 13 has already been identified, and also 14, 15 and 1. The card in window #2 becomes the designated card.

If the MW spins a number which he doesn't think he can correctly identify, he may decline to do so. His turn ends and he scores one point for each object already identified. If the MW is incorrect in identifying an object, his turn ends and he scores **no** points for that turn.

At the end of a turn all the face-up cards are turned face-down and the chance to become MW rotates to the left. (All players should try to 'lock into their memories' any exposed items during play.)

If the MW identifies all fifteen objects, he scores fifteen points plus ten points bonus for a total of twenty-five points. The Object Cards are removed, shuffled together with all the Object Cards, and a new Board is set up. After the Study Period, the same player continues as the MW.

The first player to score 50 points is the winner. With experienced players the winning total can be increased up to 100 points, or more.

A faster method of play would be to play one full Board only. For this, remove or leave face-up the identified Object Cards. Play ends when the Board is empty or all Cards are face-up. The player with the highest score wins.

## CALL OUT

In this variation all players compete at the same time. All the rules of the regular game apply, except as follows:

The spinner is spun, by any player, to designate a Card to be identified. As soon as any player believes that he knows the object, he 'calls out' that object. He removes the Card from the Board and places it before him, face-up if he is correct, face-down if he is incorrect.

If no player 'calls out' a designated Card, that Card is turned and remains face-up in its window until the end of the game.

When all fifteen Cards have been removed or turned face-up in their windows, the game ends. A player scores one point for each face-up Card in front of him and loses one point for each face-down Card. The player with the highest net score is the winner.

## SUDDEN DEATH

This is a fast-moving variation where one mistake means you're out. All the rules of the regular game apply, except as follows:

The player chosen to be first spins the Spinner and must identify that object. He then turns over the Card. If correct, the Card remains face-up in its window and the player stays in the game. If incorrect, the Card is turned face-down in its window and the player is out of the game.

The next player (to the left) then spins to designate a Card to be identified. He stays in the game or is out, depending on whether he is correct or not. And so on, until only one player remains in the game. That player is the winner.

If all objects are identified and two or more players remain, a new Board is set up and play continues with these surviving players. If the remaining players become so expert that they continue to identify objects correctly, the Study Period for each new Board is reduced.

#### Strategy Tip

*Although it becomes increasingly difficult to identify objects as less and less remain face-down, this is balanced off if you think of using the process of elimination. If you've gotten a good picture of all the objects during the Study Period, and if you've concentrated on and looked at the objects being turned face-up during play, you'll have a better chance of identifying correctly. At least your guesses will be calculated and intelligent ones.*

## THREE BY FIVE

In this variation a shorter than usual Study Period should be used and players should concentrate on memorizing as many rows of three or columns of five as possible. All the rules of the regular game apply, except as follows:

The player chosen to be first spins the Spinner. He can select either the row (three objects) or the column (five objects) containing the designated window. He starts at either end of the designated row or column and identifies the Cards, in sequence, one at a time, turning them face-up. If the player correctly identifies all the Cards in the row or column, he scores one point for each Card and the Cards remain face-up in their windows. If **any** Card is incorrectly identified, the remaining Cards in the row or column are not turned face-up. The player receives **no** score and the Cards exposed in this turn are turned face-down in their windows. Players, in turn, spin and select the row or column containing the designated window. If the row or the column selected already has one or more face-up cards, only those that the player identifies are counted in determining his score.



Part of the strategy would be to try to select rows or columns that can give the highest score and/or that can keep other players from scoring too high.

When a player spins the number of a window and both the row and the column containing that window have been completely exposed, the player must attempt to identify, in any order, all the remaining face-down Cards. If successful, the player scores two points for each Card. If incorrect with any Card, the player receives no score and the Cards exposed in this turn are turned face-down in their windows. The next player then spins in the usual manner.

Decide in advance how many Boards are to be played and the highest score at the end of the final Board is the winner.

For beginners the Board can be set up with only nine Cards in a square formation. The game would then be called 'Three By Three' and it is much easier and faster.

## WHAT'S MISSING

In this variation, neither the Spinner nor Piece B of the Memory Board is used. One player, out of sight of the others, places fifteen Cards face-up in the windows of the Memory Board (Piece A). These are shown for a Study Period and then taken out of sight again. The player removes one (or more, for a greater challenge) Card from the Board. For a still greater challenge, the player not only removes one (or more) Card but also re-arranges the remaining Cards.

The other players then look at the Board and have two minutes to identify the missing object (or objects). Each player writes his selection (or selections) on a piece of paper and scores one point for each that is correct and loses one point for each that is wrong (and may have a minus score).

Each player has a chance to set up a Board, each using the same level of challenge. After all players have set up a Board, the player with the highest net score is the winner.

## NAMES AND FACES

### EQUIPMENT

Memory Board, Face Cards, Name Frames, Spinner and Timer.

### TO START

Place the Memory Board in the center of the table and remove Piece B. Shuffle the Name Frames and put one in each of the fifteen windows of Piece A. Then shuffle the Face Cards and put one in each window, on top of the Name Frame. Replace Piece B and turn the Board over. The Face and Name combinations are now visible in the fifteen windows.

### THE STUDY PERIOD

Two minutes (two turns of the Timer) or three minutes, according to the expertise of the players, is the Study Period allowed.

### THE PLAY

Any of the games, methods of play, and scoring previously described can be used with 'Names and Faces.' A Card is identified by calling the name to match the face. To check the identification, the Face Card is removed to expose the name below.

The only difference in play is for the games where face-down and face-up Cards are important. The Face Cards cannot be turned face-down or face-up because the same picture is on both sides. For those games, instead of leaving a Card face-up when it has been identified, simply remove that Card completely.

For the scoring in 'Call Out,' when a player is correct he places the Face Card in front of him with the Name Frame on top of it. If he is incorrect, he places the Face Card in front of him with the Name Frame under it.

## HOW TO WIN AT THE MEMORY GAME

by Harry Lorayne

### ITEMS IN SEQUENCE

For the games where the numbers are not important (What's Missing, Three By Five) the objects should be memorized in sequence. There is no better way to do this than to apply a small part of my LINK system of memory. This takes advantage of the fact that all memory is based on reminders. In this case, you want one object to remind you of the next object; the next to remind you of the next, and so on.

All you have to do is associate (form a silly, ridiculous, and/or active picture in your mind between) any two, and only two, items at a time. For example: The first item is a DRUM, and the next item is a TREE. Form an impossible (not a logical) mental picture. You might, perhaps, picture drums growing on trees, or a tree playing the drums, or a drum growing like a tree, or a tree growing out of a drum, etc. I've given you a few examples so you'll see how easy it is. All you need is one ridiculous picture, and the one **you** think of is usually best for you. The important thing is to really try to see the picture you select in your mind! That's what makes the idea work.

Try it. Select one of the pictures between the drum and the tree. And see it. Assume the next object is a TELEPHONE. Do the same thing with tree and telephone. Perhaps a tree is making a telephone call, or millions of telephones are growing (and ringing) on a tree, or a gigantic telephone is growing instead of a tree, or you're talking into a tree instead of a telephone, etc. Select one of these pictures, or one you thought of yourself, and really see it in your mind's eye.

The next item is a SPOON. Form a ridiculous association between, or with, telephone and spoon. Perhaps you're eating with a telephone instead of a spoon, or a gigantic spoon is making a telephone call, or you're eating lots of telephones with a large spoon. Select one, and see it in your mind's eye.

The next item is a SHOE. You're wearing spoons instead of shoes, or you're eating with a shoe instead of a spoon, or a gigantic spoon is wearing shoes, etc. See the picture you select.

Let's take one more. The next item is a BOOK. Associate shoe to book. Use the same ideas as I've already suggested. You're wearing books instead of shoes, or a shoe is reading a book, or a book is wearing shoes, or you are reading a shoe instead of a book. (Usually, the sillier the picture the better, and easier, it is to remember the items.) Select a picture between shoe and book, and see it in your mind.

If you've tried to see the pictures as I've just suggested you'll remember the objects. Try it; see if it works. Think of the first item (DRUM) and that will remind you of the next item (TREE). Continue on your own. You'll know all six objects, in sequence. Try it backward. Think of BOOK; that will remind you of SHOE, and so on, to DRUM.

Remember, you always work with only two items at a time. Make the pictures as silly or ridiculous as possible and see each picture (or try to) in your mind. If you can do this with six objects, you can do it with 12 or 15, or more. Try it. Practice with the game Object Cards. You'll gain speed as you use the idea. You'll find that once you have 'seen' a good clear picture, you can stop thinking about it and go on to the next one. And, to remind you of the first item in each game, associate that item to yourself. If DRUM is the first item, you might see yourself being a drum, or playing a million drums!

During play, you have the opportunity to strengthen associations as Object Cards are turned up and down again. That is, if you're not sure of one or two objects, and one of these is turned face-up, see your association or picture again, clearly, this time.

**ITEMS BY NUMBER AND IN AND OUT OF ORDER**

When playing one of the games where it is necessary to remember an object with a number, use this small part of my PEG system of memory. You now know how to associate two objects at a time. But how do you handle an object with a number? Easy. Turn each number, from 1 to 15, into an object!

Here's one way to do this: Study the Peg System Chart on the following page, now. Each number will be represented by an object that either looks like the number, or that simply reminds you of the number. These are easy to learn. Just go over them once or twice. They will never change, and you can always use them to great advantage.

Now, go over the pictures in the chart mentally; you'll know them in a few moments. And the more you use them, the faster they will come to mind. After a while it will be the picture that comes to mind, not the word. For example, when you think five, you'll visualize a star, not the word s-t-a-r. You'll know the words in any order. Get to know them well. The better you know the fundamentals, the easier it is to apply them. How do you apply them? Well, now each number is an object (to you). So you can use the same ridiculous association idea as you did with the LINK system. Only, now it's much more fascinating.

You're looking at the filled-in Memory Board during the Study Period. Obviously, you want to remember which object is in which window. All right; assume that TV SET is in window #5. How do you 'lock' that into your mind, or memory? You can visualize a TV set, but up to now you couldn't visualize the number 5. Now you can. Because STAR represents, or means, 5. So do exactly as I taught you before. Form a ridiculous picture (association) between TV set and star. For example: TV sets are twinkling in the sky instead of stars, or you turn the knob on a large star and a picture comes on (it's a TV set!), or you turn on a TV set and millions of stars fly out of the screen, filling your room. Select one, or one you thought of yourself, and be sure to see it in your mind's eye. That's all. Now when you think star (5) that must remind you of TV SET.




Let's say that a finger ring is in window #15. 'See' a gigantic ring being a route sign at the side of the road, or see yourself wearing a route sign instead of a ring, etc. See the picture. Number 12 is a house. Picture a gigantic clock (12) being a house. People are walking in and out of it. See the picture.



Do you see that now when you have to know the object in window #5, you'd automatically think of STAR. And STAR, in turn, will automatically remind you of TV set, in this example. Number 15 will make you think of ROUTE SIGN. That, in turn, reminds you of ring. Number 12 makes you think of CLOCK. Clock reminds you of house.

It works either way; the number reminds you of the object, and the object will remind you of the number. (If you think of TV set, that will make you think of STAR. And STAR can only represent #5.) For The Memory Game, you'll always want the number to remind you of the object. And, of course, you can remember the number and object for each window moving left to right, starting at the top row. Or, go in any sequence you like. You can practice with 15 Object Cards by yourself, or wait until the next time you play. You'll be amazed at how much better your score will be!

**PEG SYSTEM CHART**

<p><b>1. PENCIL</b></p>  <p>An upright pencil looks like the digit 1.</p>	<p><b>2. SWAN</b></p>  <p>With a bit of imagination, a swimming swan looks like the digit 2.</p>	<p><b>3. 3-LEAF CLOVER</b></p>  <p>Obviously, a three-leaf clover will always represent the number 3.</p>
<p><b>4. TABLE</b></p>  <p>A table has four legs. Table will always represent 4 in your mind.</p>	<p><b>5. STAR</b></p>  <p>A five-pointed star will always represent the number 5.</p>	<p><b>6. ELEPHANT</b></p>  <p>The curled trunk looks like the digit 6. Elephant will always represent the number 6.</p>
<p><b>7. FLAG</b></p>  <p>A waving flag looks like the digit 7.</p>	<p><b>8. VIOLIN</b></p>  <p>A violin is shaped almost like an 8. It will represent 8.</p>	<p><b>9. PIPE</b></p>  <p>A man's pipe, standing on its stem, looks like a 9. Pipe will always remind you of the number 9.</p>
<p><b>10. BAT &amp; BALL</b></p>  <p>A bat (1) and a ball (0) look like 10. A bat and/or ball will be your Peg for 10.</p>	<p><b>11. SPAGHETTI</b></p>  <p>Two strands of spaghetti can look like 11. So, spaghetti will always represent the number 11.</p>	<p><b>12. CLOCK</b></p>  <p>Picture a clock with its hands at 12 o'clock. Once you do that, clock will be your Peg for number 12.</p>
<p><b>13. BLACK CAT/LADDER</b></p>  <p>The number 13 makes you think of bad luck, superstition. A black cat or (walking under) a ladder are also, supposedly, bad luck symbols. (So is a broken mirror.)</p>	<p><b>14. FOR TEA</b></p>  <p>See yourself coming 'for tea' (sounds like 14) After that, simply visualizing a cup of tea will suffice.</p>	<p><b>15. ROUTE SIGN</b></p>  <p>Picture a route sign that says 'Route 15.' From now on a route sign will represent the number 15.</p>

Even though you'll be using the same Pegs for each game (where the numbers are important) it will still work well. Just make your associations strong and clear during each new game's Study Period. Or, if you like, you can easily make another Peg list from 1 to 15. Whatever each Peg you've just learned makes you think of . . . use that. For example:

- |                     |                                  |
|---------------------|----------------------------------|
| 1. Pencil—Paper     | 9. Pipe—Tobacco Pouch            |
| 2. Swan—Lake        | 10. Bat & Ball—Catcher's Mitt    |
| 3. Clover—Meadow    | 11. Spaghetti—Cheese             |
| 4. Table—Chair      | 12. Clock—Wristwatch             |
| 5. Star—Moon        | 13. Black Cat—Ladder (or Kitten) |
| 6. Elephant—Zoo     | 14. For Tea—Tea Bag              |
| 7. Flag—Parade      | 15. Route Sign—Road              |
| 8. Violin—Orchestra |                                  |

Of course you can make up your own. These are the ones I thought of. You may have thought of Eraser when you thought of Pencil, etc. Once you think of this secondary Peg list, the Pegs will automatically come to mind. And, Paper will represent the number 1, Lake will represent 2, Meadow will represent 3, and so on, to Road which will represent 15.

Now you can alternate during play. Use the first list (Pencil, Swan, Clover, etc.) for the first game. Then use the secondary list (Paper, Lake, Meadow, Chair) for the next game, and so on.

### NAMES AND FACES

The problem of remembering names and faces is really about the same as remembering objects and numbers. Names are intangibles; they do not usually conjure up a definite image in the mind. Numbers are also intangibles. I have, however, shown you how to make numbers (at least from 1 to 15) tangible. The same can be done with names. It's even easier! Once you understand that there's a way to picture a name, or at least picture something that will remind you of a name, you can see that you can associate that picture to a face.

Faces are usually recognized anyway. My system simply takes advantage of that simple truth. All right, most of the names I've selected for use in the game are names that already have meaning, or names that can easily be changed to thoughts that have meaning. Therefore, they can be pictured.

All you have to do in order to make a face remind you of a name is to associate the meaning of the name to an outstanding feature on the face. That's all! The outstanding feature can be anything . . . hair, moustache, forehead, lines, wrinkles, warts, pimples, eyes, lips, cheeks, eyebrows, nose, dimples, nostrils, chin, jawbones, clefts, ears, ear lobes, beard, anything that strikes you as outstanding at first glance. Bear in mind that the basis of the idea is that when you look for, and decide on, an outstanding feature, you are forcing the entire face to register in your mind.

Let's say the name is Stone and the outstanding feature (to you) is a large nose. All you have to do is what I've already taught you. Associate Stone to that nose with a silly picture. You can see a stone instead of a nose, or lots of stones flying out of the nose, or see yourself hitting the nose with a large stone. If you really try to see that picture, the next time you see that face you'll also see that large nose, and you'll know the name is Stone.

Names that already have specific meanings (Coyne, Green, Payne, Wolf, Fox, Wood, Carpenter) are no problem. But once you know the idea, other names are no problem either. Vanderbilt would be easy to remember if you thought of 'van built.' If Mr. Vanderbilt had large, wide-apart eyes, you might see 'vans' being 'built' right in those eyes! Then, the face would remind you of the name.

**Horowitz**—horror wits (brains)  
**Douglas**—dug glass; dug less  
**Caruthers**—car udders  
**Kessler**—cast law  
**Gordon**—garden

**Smith**—blacksmith's hammer  
**Cohen**—ice cream cone  
**Bregman**—break man; brag man  
**Ronstead**—run steady; run dead  
**Goldberg**—gold (ice)berg

Use a little imagination and you'll be able to think of something that sounds like almost any name. Once you do that, you're off the hook; simply associate that to an outstanding feature on the face. Try it. Use the Face and Name Cards that come with the game. Then, apply the idea during the Study Period when you're playing the Names and Faces game. Your score will go way up. This is easy to prove to yourself. Play one game without applying the system; then apply it to the next game you play. You'll see the difference in your scores.

## YOU CAN BE A MEMORY WHIZ ALL THE TIME

The very small parts of the memory system that I've taught you here can be applied to memory problems in your school, social, or business life. Whenever you have to remember a list of things, use the LINK system. This is a fantastic help for shopping lists (associate the first item to the second, second to the third, third to the fourth, etc.). For daily appointments, again associate the first thing you have to do (go to the bank) to the next thing (perhaps, pick up a dress at the cleaners), and the second thing to the third errand (say, visit the dentist), etc. You might see millions of dresses (no women in them) in a bank, or see yourself depositing dresses in the bank! Then associate dress to dentist. Perhaps the dentist is pulling a dress out of your mouth instead of a tooth! Try it. The next day one appointment will automatically remind you of the next.

If you like you can use the PEG list. Associate your first appointment (bank) to pencil, second appointment (dress) to SWAN, third appointment (dentist) to CLOVER, and so on. The following day, you'd simply go over your Peg list mentally. Each time you think of a Peg word, it would tell you what errand has to be taken care of and what number that errand is, if that's important to you.

For studies, you can make each item in a list meaningful (just as with a name) and then Link them. You'll find many uses for the idea. If the list you're working on must be remembered by number (and in and out of order), you must use the PEG idea. If you were trying to remember the Amendments to the Constitution, a picture of flags (7) sitting in a jury box could remind you that the seventh amendment is the right to trial by jury. Again you'll find many practical uses for the idea, not the least of which is to show your friends what a fantastic memory you have.

If you'd like to go deeper into the memory system and learn how it is applicable to any memory problem, and to numbers of any length or complexity, I suggest you obtain one of my books on the subject. *THE MEMORY BOOK*, among others.

The idea I've taught you for names and faces is probably the most practical. Try to apply it whenever you meet new people. When you try (and just trying it will better your memory) to come up with something tangible that sounds like the name, you are forcing yourself to hear and pay attention to that name. Looking for an outstanding feature forces you to look at and pay attention to the face. And, it's easier to do with real people than with pictures of faces. The system *must* better your memory for names and faces!

If you'd like to learn to handle ANY name you may ever hear, under any and all circumstances; if you'd like to really learn the system . . . pick up my latest book, *REMEMBERING PEOPLE—The Key To Success*.

