Regioncard-Memory

You game is played with METW-Regioncards exclusively. Normal Memory-rules apply: There is a certain number of cards, that are randomly put on the table (face down). Of every card there is another copy of it on the table. A player chooses two cards. If it´s a pair, he may take it. The one with the most pairs in the end is the winner.

Playing with regioncards is similar: you are not gathering pairs, but two regions that are adjacent to each other. (Of course there will be some remaining cards in the end without any adjacent region)

It´s fun in-between or if it´s very late and brains aren´t working good enough for more serious MECCG games. At least after some Sealed Deck tournament there should be enough regioncards to be able to play.

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