

# A Small Book For Huge Memory



Games With Cards  
Memory And  
Concentration  
Development

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## **Games With Cards**

The book consists of cards (pairs of cards) and instructions “Eidos” (Moscow, 1999) how to play with them.

“Memory”, a German game, allows to play only one game, while this book contains 10 games for memory and concentration development.

These games can be used both with children (4 years and older) and adults.

While using these cards and playing the games, it is possible to learn to use rather complicated method of memorizing digits – Digit-Letter Code that is known worldwide and is considered to be quite difficult for learning. Our approach is making much easier to study this method, which is an important one in Mnemonics.

It is the first edition that includes the techniques for memorizing dates in History. This technique, which is called “Hide Numbers In The Card Or Mark Twain Method”, will help both adults and children memorize dates of world history studied at schools, universities, as well as the dates when the pictures were painted and the names of the painters without rote learning.

This book will develop not only visual, motor, associative memory, but concentration, switching between tasks and multitasking.

Our students say, “Not only spies and astronauts will have good memory, but everyone who will play these board games at home and at school.”

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### Game 1 “Your Game Is Up”

**Begin the game.** You take 5 pairs (=10 cards) and distribute them between two players: each person has its card of each pair – 5 cards in total.

**Play.** The first player puts his/her cards in a row in front of the second player. The first player waits for 5 – 10 seconds until he/she remembers them and turns the cards over. Now the second player takes his/her own cards, recalling the cards of the first player, and places them face down on the top of the cards of the first player to cover a card. The second player does not turn over the cards while covering them.

**Finish the game.** Every card is turned over and compared. If two cards match, it means that the second player managed with the task successfully. If two cards do not match – it is a mistake. Then these cards are put in one pile and the correct pairs – in a separate pile.

**Advice for beginners.** You use “Associations” method, the one that helps to memorise the cards, to memorise the order of the cards: 5-10 seconds is enough to find the connection between the content of the cards and make up a story. You try to have a lively, unusual and humorous story.



## Game 2. “4\*4 Square”

**Begin the game.** You take 16 cards (=8 pairs \* 2). You mix them and make 4 rows that have 4 cards in each one so that you see the picture of the card. It is better not to have 2 exact pictures in one row.

**Play.** The second player places the cards and the first player memorises the cards and then turns them over. The second player turns one card over again and the first player needs to find the pair to this card. After that the players change their roles.

**Advice for beginners.** It is difficult to memorise all the cards if you make up one story. It is better if make up a different story for every line and the topic can be said in advance. For example,

Sport	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Horror movies	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Traveling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Love	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

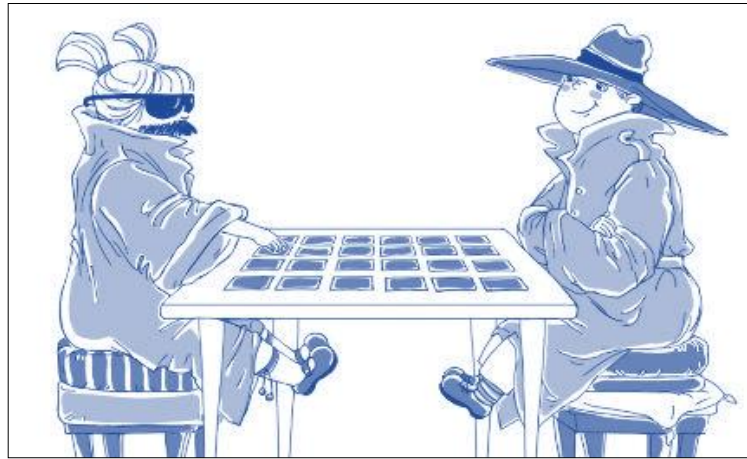
The stories about sport, horror, travelling and love will help to memorize cards (children like horror movies, they just need to remember a golden middle while making up a story).



### Game 3 “Mess”

**Begin the game.** 20 – 40 cards (=10 – 20 pairs) are mixed and placed in a random order on the table. The first player turns two cards over, if they match, he/she puts them away and keeps doing so until the cards do not match. After that the second player does the same. When there are no more cards, each player puts cards in a pile to see whose pile is taller. The winner has the tallest pile.

**Advice for beginners.** The most difficult thing is that the cards are in a random order. When the player has turned two cards over, you can see them for several seconds and that is the only time that you can use for memorizing. It is better to use Cicero method and to attach the card either to the other player’s appearance, or objects on the table or things on the wall. As a rule, the winner is the person who is more attentive and who is faster as well as he/she is highly concentrated throughout the game. This game is similar to the game “Skyscraper”, but a random order makes it more difficult. This game is top-rated by children.

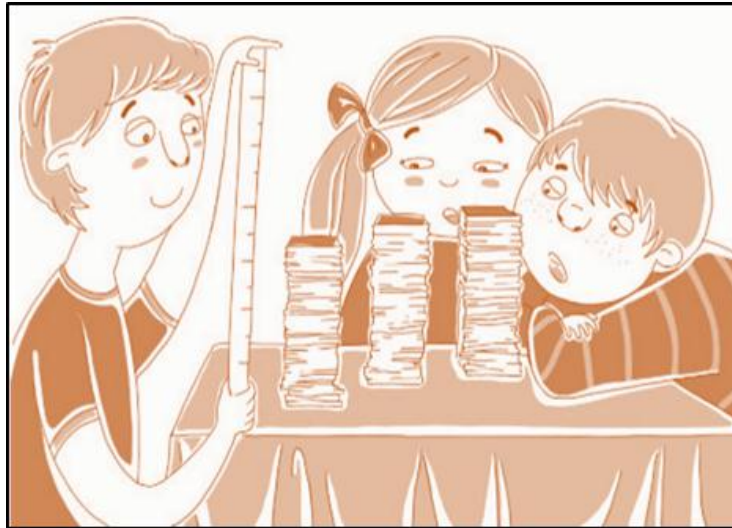


### Game 4 “Spies”

**Begin the game.** You take 8 – 10 pairs of cards and divide between players. The first player places his/her cards one by one, as if it is a snake or a geometric figure, but not symmetrical, so that you see the pictures on the cards. In addition, you can name the shape you are going to make. The second player is a spy and he/she needs to memorize this shape. Then the cards are hidden (using a blank piece of paper, for example).

**Answer.** The spy takes his/her own cards and makes the same shape. After that you compare two shapes. If they match, the spy wins. Then the players change their roles.

**Advice for beginners.** The most difficult thing is that you need to memorize the pictures on the cards, their order and the shape. Not only associative, but spatial memory is being developed. The shape is easier to memorize if you compare it with some figure, an object or animal.



### Game 5 “Skyscraper”

**Begin the game.** All the cards (that have pairs) are mixed and are placed in one pile. The pile is on the table and looks like a skyscraper (the pictures of the cards are hidden). You can start with 10 card – floors.

**Play.** The player starts to take one “floor”: he/she takes the first card from the top, looks and memorizes it and puts face down on the table. Then the player takes the second card:

1. If the second card matches the first one, then the player keeps both cards and builds his/her skyscraper;
2. If the second card doesn’t match the first one, then both cards are put aside in different “houses”, just like a small “house” beside the skyscraper.

After that you take the next “floor” and if it matches the next card or some of the cards that are put aside, then that pair goes into your skyscraper - with the pairs that the player has already found. If it doesn’t match, then it builds a new small “house” around the skyscraper again. The players take turns.

**Advice for beginners.** The most difficult thing is that you need to remember the cards that do not have a pair yet (small “houses” around the skyscraper): where the card is and what the picture is, otherwise it will be complicated to find the pair. It is easy to remember them, if you use associative memory (it means to make up a story using the cards).

The skyscraper is slowly disappearing and new “houses” are being built with cards that do not have a pair yet.

**Finish the game.** When there are no more cards in a skyscraper, that is the end of the game. You measure the height of new skyscrapers. An ideal option is when a new skyscraper has the same height as an old skyscraper has had and there are no small “houses” around.



## Game 6 “Stairs”

**Begin the game.** 5 pairs (=10 cards) are divided between players. You mix the cards beforehand, so that each player has 5 different cards.

**Play.** The second player closes his/her eyes. The first player takes his/her own cards and places them on the table so that one card is partially covered with the next one, and card 2 is covered with card 3, and so on. It should remind the stairs.

Then the second player opens his/her eyes and tries to memorize the cards, while the first player is moving the stairs from both sides to the centre until they form one pile. It should take 4-5 seconds which is enough to remember the pictures and the order.

Now the second player recalls the cards and the order to build his/her own stairs using 5 cards. After that you compare both stairs and define mistakes if there are any. The game goes on and now the first player closes his/her eyes while the second player is building stairs using 5 new cards.

**Advice for beginners.** While moving the cards towards the centre, you lose concentration, because your eyes are moving fast, as you are either memorizing the right or the left side. You get a mini stress. You'd better avoid doing so: your eyes are moving in one direction and you make up a story or use your photographic memory. This game develops the speed of thinking.



### Game 7 “Start again”

**Begin the game.** 20 cards (=10 pairs) are divided between players so that each player has one card from every pair, that is why each player has 10 different cards. You mix 10 cards.

**Play.** The first player places the first card face down on the table, then he/she places the second card on the top of the first one, but you say what is drawn on the first card. Then you place the third card and say what is drawn on the first and second card. After that you add the forth card and say – the first, second and third and so on, so each time you start from the beginning. The players do so until he/she makes a mistake or there are no more cards.

**Advice for beginners.** It is a complicated game which trains attention span and memory. You can memorize better if you make up a story. Each time recalling a story, players will have fewer mistakes and will not get tired so fast.

## Game 8 “Expert”

**Begin the game.** 4 pairs (=8 cards) are divided between two players so that each player has one card from every pair. Every player has 4 different cards.

**Play.** The first player chooses one card and places face down on the table, then he/she places the second, the third and the forth card. While placing the cards, you say in your thought what is drawn on the cards. The second player behaves as if he/she is an expert and tries to guess the thoughts of the first player: it means the second player places his/her cards face down on the top of the cards of the first player. Then you turn over all of them and check how many cards an expert guessed. The players change their roles.

## Game 9 “Catch The Card”

**Begin the game.** You take any 10 cards.

**Play.** The first player holds the top of the card with two fingers so that the second player can see the picture. The second player is ready to catch it and tries to memorize it. The first player holds the card and lets it fall one by one and the second player catches and memorizes it. After that you name the order of the cards to check your memory (keep in mind the order they have been falling down). The players change the roles.

**Advice for beginners.** In the beginning it is not easy to catch the cards. It is so, as the player sees how it falls and only then starts to catch it – but it is already too late, the card has fallen down. It is better if you focus your attention on the moment when the player lets it fall down, then you have enough time to catch it.

## Game 10 “Hide Numbers In The Card Or Mark Twain Method”

**Begin the game.** You take a card. The player reads the name of the picture, the name of the painter and the date of creation (use the Appendix). And you memorize 3 to 10 cards (it depends on the player’s age and experience).

**Play.** You mix the cards and divide them between players. Taking turns, each payer should tell the name of the painter, the name of the picture and the year of creation. If he/she makes a mistake, the player keeps the card to himself/herself. If the player makes no mistake, he/she puts his/her card aside.

**Finish the game.** The player who has the bigger amount of cards, he/she loses.

**Advice for beginners.** Numbers are hiding from the left to the right side or from top to bottom (and vice versa). Be prepared for some difficulties: you sometimes need to place the numbers upside down, use this “V” instead of a “5” and you can even use shades. It is not effective to look for associations based on the quantity of objects in the picture: for example, 1913 – one tree, nine branches, one wheel and three crows. You take, for instance, the picture by Bryullov “Italian Middy” (1831).

First of all you look for a word that sounds similar to the painter’s last name: Bryullov – bruise. Then you look for a bruise in the picture and you can find it on the left hand of the lady. “Italian Middy”: Italian is associated with grapes and midday – with half-lit lady. The picture was painted in 1831: “1” is a branch, “8” is grapes, “3” is folded clothes and 1 is an arm band on the left hand. So all the information is placed in one card.

**Attention.** You can make this game simpler. You can only memorize either the year of creation, or the name of the painter, or the name of the picture.  
Examples of placing numbers in the picture.