



AMNESIA is a short-term memory game where you can score if you remember ... and score if you forget. To **WIN**, just start on **START** and make it around your triangle to the center of the board.

To the player who purchased this game I send my sincere thanks. As for the rest of you ...

Yours sincerely,
Inventor

We will be glad to try to remember to answer inquiries about these rules.

CHIEFTAIN PRODUCTS INC.
265 Champagne Drive,
Downsview, Ontario M3J 2C6



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The Game in a Nutshell

DEAR PLAYERS

If you read this page carefully, you should get a sense of how the game is played. The rest of the 'rules' describe scoring and strategy and are about as interesting to read as the federal budget.

So ... this is how it works: every player rolls the die in **clockwise order**. The number they roll will correspond to a number on a card set in the box. A card is drawn from this category and placed face down in front of the player to the **left** of the one who rolled.

When everyone has a card, the first card is read out loud once by the player on the left to player number one. Player number one had better listen because they are supposed to remember what has been read and repeat it a little later.

So ... **in order**, every other player will have their card read out loud by the player to their left, Oh ... I forgot to mention something. Be sure to read the phrase marked \triangle_1 ... the ∇_2 's are too hard so try them another time.

When everyone has heard their phrase, each player in turn must repeat theirs out loud while the player to their left watches the card to detect any change. This player (call him the "verifier") must give no indication to the others whether player one has **BLUFFED**.

In clock-wise order, the opposing players **PASS** if they believe player one, **CHALLENGE** if they think player one has **BLUFFED**, or **STEAL** if they give the correct phrase (while the "verifier" watches the card). Everyone can **PASS** but only one opposing player may **CHALLENGE** and only one opposing player could attempt to **STEAL**.

When each opposing player has declared, the "verifier" finally gets to speak and announces who is right and who is wrong and the pyramids are moved accordingly.

Player number two now repeats their phrase and the whole thing starts again.

When everyone has had their turn, cards are returned to the back of each deck. Next round begins with player to the left of previous starter.

Scoring and Bonuses

Scoring

A player who repeats their phrase exactly as it is printed on the card scores **one** space on the board (it is not necessary to remember any reference on the card in italics). Mind you, if this player **BLUFFS** without getting caught by a **CHALLENGER** or a **THIEF**, they score **two** spaces. If they do get caught, they retreat only **one** space ... it's not so bad.

Now for the bad guys: a **CHALLENGER** who is right scores **one** space, but a **CHALLENGER** who is wrong retreats **two** spaces. A thief who **STEALS** scores **two** spaces but if they blow it ... it's back **two**.

A STEAL attempt wipes out any CHALLENGE so if the thief fails, the BLUFFING player still scores two.

Bonuses

All bonuses are worth two moves. If a player **BLUFFS** successfully while sitting on **BLUFF BONUS**, they receive a bonus move of **two**. The same goes for a thief who **STEALS** while on **STEAL BONUS**.

Repeating your phrase exactly while sitting on **MEMORY BONUS** is worth a bonus of **two**.

If you are sitting on **YOUR CHOICE** at the beginning of a new round, you may choose a card from any category instead of rolling the die.

Long Shot

If a player lands on **LONG SHOT** they **may** request a card from the **LONG SHOT** category which, as usual, is placed face down in front of the player to the left. Now forget about this card until the end of the round in progress.

Okay ... round's over. The verifier now reads this **LONG SHOT** **twice** to the poor soul who requested the card. Everyone now sets up for a new round by rolling the die and having a card selected (but not read). **NOW** is the moment of drama. Can the player repeat the **LONG SHOT** exactly as it is printed on the card (no **BLUFFING**). The opposing players **cannot**

CHALLENGE but one player may attempt to **STEAL**.


If a player pulls off a **LONG SHOT** it is worth **four** spaces and if they blow it, it's back only **one** ... worth a try don't you think?

A thief who can **STEAL** scores **five**, but if they blow it it's back **two**.

Only **one LONG SHOT** (the first to ask for a card) may be attempted at the end of a given round.

Since you will forget all this we have printed the score card on the board for each player for handy reference.

Notes on Play

1. The slightest change is a **BLUFF**, even "a" to "the." If you don't **BLUFF** even once ... people will boo you.
2. Please don't paraphrase anything on the cards when you read them ... I can't stand violence.
3. If you want to play the ∇^2 's that's okay but don't blame me. You could also play both by telling the verifier which you want (increase the scoring values for the ∇^2 's by one). ∇^2 's may be read twice.
4. It is not necessary to land in the center on the board with the exact move. The first player there ... **WINS**.
5. If you have to retreat from the **START** position, move down the left column of spaces and turn your pyramid over to expose the hollow underside ... a reminder that you have yet to pass **START**. I hope this isn't too embarrassing.
6. **TEAM PLAY**: If you're not the loner type or there are just too many people in the room, by all means play teams. I would suggest you make up your own "house" rules, but please ... remain friends.
7. **SHORT GAME**: If you and your friends are fooling around too much you will have fun but slow down the game ... so skip one side of your triangle if you want to.
8. The board centre  is loose in the box; I think it's rather attractive. If you agree you may plug it into the centre once the board is unfolded. Match **ORANGE** side on the plug with the top **BLUE** section to fit.

Have fun!