

## What is a Memory Palace?

The Memory Palace is a game that uses a mnemonic device based on an ancient Greek technique whereby you visualize and organize information so that you can easily recall it. This method of memory enhancement is called Memory Palace or Mind Palace.

In its simplest form, you create a Memory Palace to remember something – a deck of cards in a specific order, a series of dates for a history test, or even a grocery list.

• Grocery List •

- Eggs
- Avocado
- Raisins
- Bread
- Peanut Butter
- Orange Juice

To remember this grocery list without writing it down, you place each item in a specific location in your “mind palace.” The crazier the visual, the easier it is to remember. Many people who practice this technique use their own home as the “palace.”

Imagine this . . . you walk in the front door of your house and Elvis is juggling **Eggs**. The eggs are white and Elvis is in his white suit. A toddler is sitting at Elvis’s feet eating an **Avocado** and smearing it all over Elvis’ white suit. You walk into the den where a conga line of dancing **Raisins** is carrying a loaf of **Bread** across the marble coffee table. You turn to see a giant painting of a jar of **Peanut Butter** on the wall when all of a sudden a monkey in a tutu screeching like a banshee throws a glass of **Orange Juice** at the painting.

Now close your eyes and see if you can remember the list of items in the wacky story. You probably can, but if you can’t, try to create your own memory palace using the same grocery list in your own house with your own story. Or play The Memory Palace game with your kids!

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# The MEMORY PALACE™

## Instructions

Ages 5+  
2 – 4 Players

The Memory Palace is a game that uses storytelling and association to build memory skills and imagination.

Includes



### Object

To use your imagination to create silly stories about the animals and remember where you have placed all of the animal tokens BEFORE 1 Memory Monster token is turned face up in the game.

### Set Up

1. Lay out the 16 Palace Tiles in a 4x4 grid. Or any way you want!
2. Randomly place the 3 Memory Monsters FACE DOWN in 3 separate Palace Tiles in the game.
3. Determine the number of animals you want to put into play and randomly take that number of tokens. Mix up those tokens and set them FACE DOWN in a pile near the board. Place the rest of the tokens back in the box. They won't be used in the game.



PLAYING TIP!  
Play your first game with 6 animals and add more as your memory and storytelling abilities improve!



## How to Play

On your turn pick one Animal Token from the pile near the board. Show it to the other players and make up a little story about that animal in a specific location in the palace. The sillier the story the better. Place the token FACE DOWN in that location on the board. It is now the next player's turn to pick a token, tell a story, and place the token in the palace.



Example:

"It was 100 degrees outside and the PENGUIN wanted to cool down. He waddled over to the BATHROOM, filled the tub with cold water and 6 buckets of ice cubes and jumped in with a big splash!"

After all the animals have been placed in the palace, it's time to remember the silly stories and where all of the animals are. Choose one player to be the Memory Master. The Memory Master is the person who will remember the stories about the animals and the animals' locations.



**PLAYING TIP!**  
You can play as many games as there are players so that everyone has a chance to be the Memory Master.

The Memory Master starts in one corner of the palace, points to a token and repeats the story (doesn't have to be word-for-word) and the name of the animal. She then turns over the token. Is she correct? If yes, leave the token on the board FACE UP and move to the next room. If no, turn the token face down in its same location. You can come back to any tokens you got wrong. Move through each room of the palace, telling the gist of the story and guessing each animal. Avoid the Memory Monsters!

**PLAYING TIP!**  
It helps to move through the palace room by room in an organized way rather than jumping around.



## Game End

If at any point in the game you turn over a Memory Monster token, the game is lost. Choose new tokens and start again! If you can remember all of the animals and their stories, you all win!

## Alternate Play

For younger players, try playing a game of "Can You Find" with the Palace Tiles. The adults or older players ask the younger players to find certain objects in the rooms. Can you find the clock? Can you find the bat? Keep going until you have explored every room in the palace!



### COOPERATE TOGETHER!

The Memory Palace is a cooperative game. Players can help the Memory Master remember each animal or parts of the story and should definitely help him avoid the Memory Monsters!

To learn more about the mnemonic device The Memory Palace game is based on and how to use it to improve your memory, turn the page.