

Greenopolis Memory Game



Game objective

Pair all cards, matching corresponding DO's and DONT's, one card showing an unsustainable behavior and the other card showing the corresponding sustainable one.

For example: the **deforestation** card matches with **planting trees** card.



Players
2-3 players

Game materials
24 cards

Instructions

Turn all cards facing down and shuffle them.
Organise the cards in a recognisable pattern (e.g. square).
In turn, each player turns 2 cards (facing up).
If they match, the player keeps the pair and may turn 2 additional cards.
The player will keep playing till failing to form a pair.
If the cards don't match, the player turns over the 2 cards (facing down).
When all cards have been paired, the game ends and the player with the most matching pairs wins.

