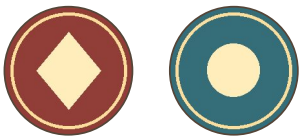
The Biscuit Tin

Put both counters on 0. Make a row of three tiles with the first set. The other player looks, covers the row and copies it from memory with the second set.





The Biscuit Tin

Someone has shuffled the pictures beside the cooling rack.



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Sequence tiles × 16 · Game board × 1 · Cardboard counters × 2

1. Put both counters on 0. Make a row of three tiles with the first set. The other player looks, covers the row and copies it from memory with the second set.

2. Move one space for a correct row. Swap roles. From space 4, use four tiles. The first player to reach 6 wins.

3. Add one more picture when everyone remembers the last row.