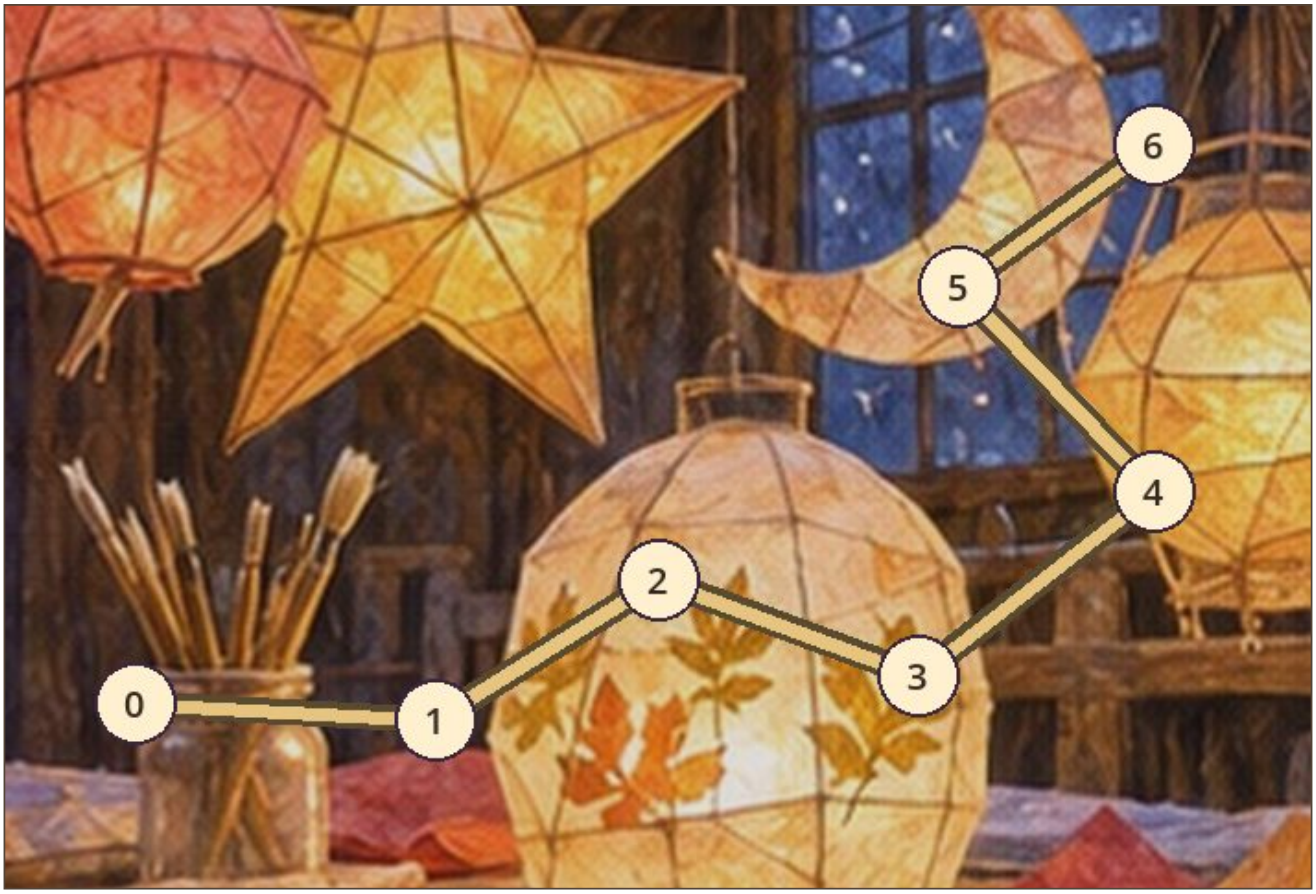
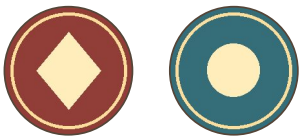
The Lantern Makers

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.





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A paper lantern in the window marks the start of the walk.



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Sequence tiles × 20 · 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.