

# MEMO MISSION



26 Missions and  
11 Blank Missions



16 Magic Potions



1 Sticker Sheet



50 Crystals



25 Idea Tiles



4 Books

Before the first game, carefully remove all the pieces from the cardboard punchboards

## Game Setup



1. Mix all the Idea tiles facedown and place them in a 5x5 grid in the middle of the play area.
2. Now, mix the Missions facedown and place them in a stack. Then, reveal the top 4 Missions and place them faceup next to the stack.
3. Take a set including the 4 Magic Potions and 1 Book with the same color frame.
4. Place the Crystals in a general supply.

## Sequence of Play

It's a magical day in the land of Fabulantica. There are many adventures to enjoy every day here. You'll meet mysterious creatures and visit magical places while collecting valuable crystals along the way. Are you eager to find out what missions are waiting for you today?

### 2, 3, and 4-part Missions

Several ideas are illustrated on each Mission. For example, they may show places, creatures, or objects that create a little story together. There are easy Missions that only have 2 parts, and more difficult ones with 3 or 4 parts. The order for the ideas are marked and play an important role in the course of the story.

**Do your best to tell an entertaining story.**



*Example: In the castle, they're having burgers today, which makes the little witch happy."*

At the beginning of the game, each player may secretly look at any 3 Idea tiles. Play then begins with the player who most recently read a fairy tale taking a turn and then other player take their turns in clockwise order.

Begin your turn by revealing any 1 Idea tile. If it matches the 1st Idea for a faceup Mission, you may reveal 1 additional Idea tile. You may continue revealing Idea tiles until you complete 1 Mission, or your mission fails for this round. You may use 1 of your Magic Potions on your turn and you may do so even if you have just revealed an incorrect Idea tile. See *Magic Potions* next page.

### Mission Failed

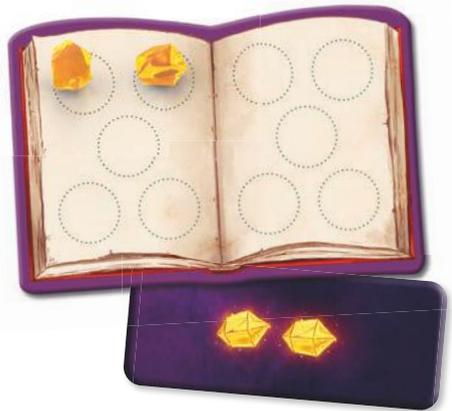
If you reveal the wrong Idea tile and don't have a Magic Potion to help you, your turn is over. This also applies if you reveal an idea tile in the wrong order.

### Mission Completed

Your Mission is completed If you successfully **reveal all the Idea tiles for it in the correct order**. Each completed Mission allows you to collect valuable Crystals.

The number of Crystals you can collect is shown on the back of each Mission. Take that number of Crystals and place them on your Book. The Mission is then discarded from the game. You may **only complete 1 Mission** each turn.

At the end of your turn, turn all the faceup tiles facedown. Then it is the next player's turn.



## Magic Potions

The Magic Potions give you advantages and sometimes may prevent a Mission from failing. You may use a Magic Potion **at any time during your turn**, but you can only use **1 Magic Potion each turn**. Also, **each Magic Potion can only be used once** per game and are discarded after use. Tip: Think carefully about when you will use your Magic Potions. They are often more useful later in the game than at the beginning.



**Clever Raven:** Secretly look at 2 Idea Tiles.



**Barter Leaves:** Replace up to 4 faceup Missions with the same number of new Missions. Missions protected by a Protective Shield may not be bartered.



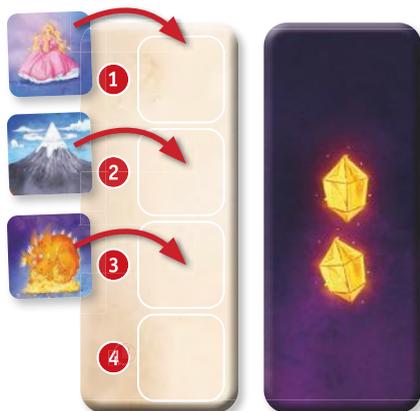
**Mermaid Vortex:** With the help of this Magic Potion, you can complete your Mission successfully even if you have revealed the correct Ideas in the wrong order.



**Protective Shield:** Place this Magic Potion on 1 faceup Mission of your choice to block other players from using it until your next turn.

## Game End

As soon as one of you has collected 10 or more Crystals, complete the current round so everyone will have the same number of turns. Then the game ends and whoever has the most Crystals wins. If there is a tie, the tied players share the victory.



## Blank Missions

Be creative and design up to 11 new Missions! You can decide what kind of stories will be available and whether the Missions are easy or hard by using the Stickers on the Blank Missions. Each Blank Mission can hold up to 4 Stickers. Remember to use the Sticker for the appropriate number of Crystals on the back of the Blank Mission: 1 Crystal for a 2 part Mission, 2 Crystals for a 3 part Mission, and 3 Crystals for a 4 part Mission.

*Example: You create a 3 part Mission and therefore stick 2 Crystals on the back.*

## For Beginners

- Play your first game without the 4 part Missions.
- Keep your completed Missions faceup to make it easier to remember the Ideas you have used.



## The authors: Christopher Garbe und Patrick Russell

We are Christopher and Patrick, two friends from Berlin who love to play games. The fun we have playing games brings us to the table together every week. Many creative sessions playing together resulted in our first work Memo Mission, which we played with our families and friends and even at work. At the Pegasus Designer Days in 2020, it also convinced the publisher.

Patrick teaches high school and Christopher works as a remedial teacher in a kindergarten. We are always interested in pursuing adventurous new missions and hope you feel the same.



Illustration: Anne Pätzke • Realization and Layout: Mühlenkind Kreativagentur Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany. © 2023 Pegasus Spiele GmbH.

v1.0 All rights reserved. Reprinting or publication of the rules, the game components, or the illustrations is permitted only with prior approval.



Playing is Passion!  
[www.pegasusna.com](http://www.pegasusna.com)



[/pegasusspieleNA](https://www.instagram.com/pegasusspieleNA)