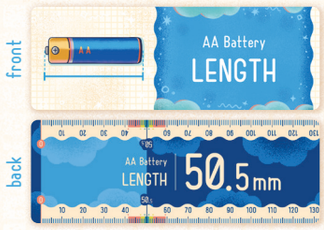
ミリメモリー
MILLIMEMORY

1-6 Players
10 Minutes
Ages 10+

Millimemory is a fast-paced estimation game where players test their sense of scale by guessing the size of everyday objects.
Each round, a Question Card shows a familiar object, such as a battery, coin, etc. All players secretly predict the object's size by lengthening or shortening their Prediction Card. When the correct size is revealed, players score points based on how close their guess was. The closer your prediction, the more points you earn!
The game continues until one or more players reach 10 points, at which point the game ends and the winner is declared the Millimemory Master!

COMPONENTS

72 QUESTION CARDS



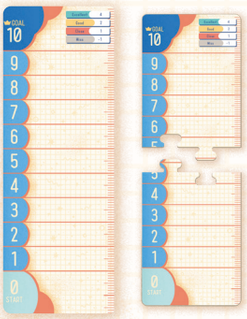
6 PREDICTION CARDS



6 PREDICTION SLEEVES



2 PIECE SCORE BOARD

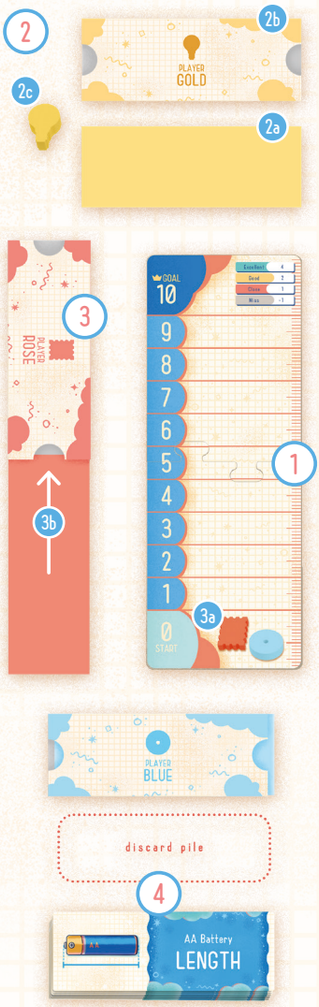


6 SCORE MARKERS



THIS RULESHEET

SETUP



1 Assemble the Score Board

Combine the two Score Board pieces to form one complete board. Place it in the center of the table.

2 Choose Colors

Each player chooses a color and takes the following components of that color:

- 2a 1 Prediction Card
- 2b 1 Prediction Sleeve
- 2c 1 Score Marker

Place these in front of you and return all unused components to the box.

3 Prep Your Pieces

Place your 3a Score Marker on the 0 space of the Score Board.

Slide your 3b Prediction Card into your Prediction Sleeve.

4 Prepare the Question Cards

Shuffle all Question Cards and place them face up (object image side up) as a deck next to the Score Board.

Leave space for a discard pile.

Solo Play: Use the same setup.

GAMEPLAY

The game is played over a series of rounds until a player(s) reaches 10 Points or more on the Score Board. Each round follows the steps below:

Reveal a Question Card

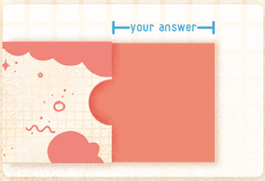
All players look at the top Question Card of the deck. This card shows an object and what part of the object is being measured this round.



Note: If a player does not recognize or understand the object being shown, discard the Question Card face up and reveal the next card. Repeat until all players agree on an object.

Make a Prediction

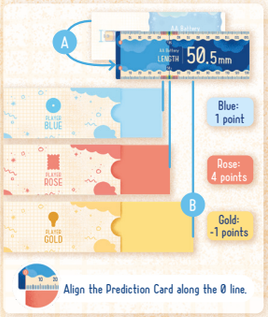
Each player simultaneously and secretly predicts the size of the object shown. To record your guess, slide your Prediction Card into/out of your Prediction Sleeve so that the amount the card is sticking out indicates your predicted size.



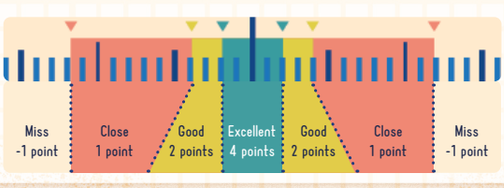
Remember: The visible portion of the Prediction Card is your answer!

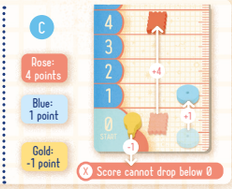
Reveal the Answer and Score

Once all players have locked in their prediction, flip the Question Card over to reveal the correct size (A). Each player compares their prediction to the answer on the back of the Question Card and scores points based on how close their guess is, according to the scoring guide (B). Move your Score Marker on the Score Board by the number of points you earned (C).



Note: A player's score can not drop below zero.





After scoring is complete, discard the Question Card face up into the discard area. If no one has reached 10 points or more, begin the next round by revealing a new Question Card.

Solo Play: Use the same rules.

END GAME

When one or more players reach 10 points or more, finish scoring for the current round. After that round is complete, the game ends. All players with 10 or more points win and are certified Millimemory Masters!

If you prefer to determine a single winner, the player with the highest score wins.

In the case of a tie, a single winner-takes-all playoff round is played between the tied players. The player closest to exact measurement wins! They alone are the Millimemory Master!

Solo Play End Game Scoring

In Solo Play, you follow the same Setup and Gameplay rules but during scoring, you are given a Rank. Your Rank is determined by the number of Question Cards it took you to reach 10 or more points. Use the discard pile as a counter to record how many Question Cards you have played.

A RANK	B RANK	C RANK	D RANK	E RANK
3 Question Cards	4 Question Cards	5 Question Cards	6 Question Cards	7+ Question Cards
Amazing! Certified Millimemory Master!	Excellent! Certified Millimemory Instructor!	Good! Millimemory Success!	So-so! Keep Measuring!	Try Again! Maybe keep a tape measure with you!

game design
Nonoyo (Todonotsumari)
graphic design & illustration
Misaki Shimada (Arclight) | Nadia Carrim (Arcane Wonders)
editing
Atsushi Hashimoto, Kunihito Nozawa (Arclight) | Dustin Wessel (Arcane Wonders)
manufacturing
Boda Games Manufacturing
production support
Sho Goto, Naoki Hashimoto, Atsuhiro Koike, Akihiro Kusano, Kensuke Suzuki, Nilgiri, Aiku, Namiki, Patrick Flanagan and the playtesters!

This game is a work of fiction. Any resemblance to any real person, group or event is entirely coincidental.
© 2023 Todonotsumari / Arclight, Inc. All rights reserved.
©2026 Arcane Wonders®, LLC. English edition. All Rights Reserved.