

# Pyjama Party at Baby Fox's

4+  
AGE

20  
minute

2-4  
PLAYERS

There's a giant sleepover at Baby Fox's: the whole kindergarten is invited, and everyone brought their friends too. Mother Fox put down big mats in Baby Fox's room, and made the bed for the cubs, everyone changed into their pyjamas. But no one actually wanted to sleep! Instead, they hid under the blankets. Help Mother Fox find where everyone's hidden, and put them all to sleep!

## Components

28 cards with animals in pyjamas

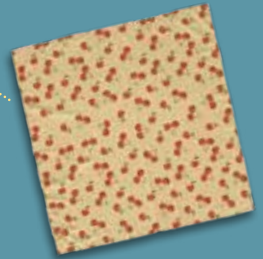
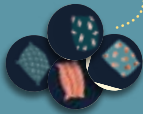
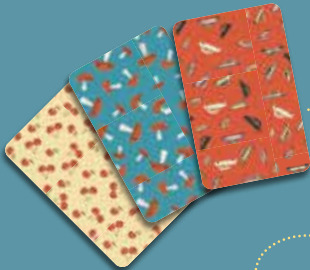
12 cards in the colour of the blankets

28 animal tokens with animal parts

22 small pillow tokens

3 blankets (cherry, car, and mushroom patterned)

1 small canvas bag



## How to play



You can find a tutorial video for the game using this QR code!

# Pyjama Party – Base game

## Setup

Before starting the game look thoroughly at the animal cards and tokens, and pair them up to get even more familiar with them.

1. Shuffle the **animal cards** to create a drawing deck! Leave space next to it for a discard deck.
2. Put the pillows into a pile on the table.
3. Put the animal tokens into the canvas bag, **then draw 9** (let everyone who wants to draw take their turn), put them all on the table with the pictures facing up. You can look at them for about a minute. Try to memorize them all.
4. Cover the tokens with the **blankets**, leaving three tokens under each blanket.



## Object of the game

The goal is to find all the animals hiding under the blankets. The ones you've found are immediately off to bed!

## Gameplay

The game consists of 3 rounds (with younger players, you can stop after any of the rounds to count your points). One round lasts until every card is drawn from the deck.

The players take turns, always in the same order. The player in turn can decide if they **want to draw a card or peek under the blanket!** If they choose to peek they can't draw a card until the next turn.

If the player decides not to peek, they can **flip a card up** and put it next to the deck.

- If the player guesses there's a token under the blanket matching the card, they place it in front of themselves, and the next player takes their turn.
- If the player guesses their card's animal doesn't have a matching token under the blanket, they may flip a second card. If they think the second card has a match under the blanket, they place it in front themselves. If they think there still isn't a match, they should leave both in the discard deck, and the next player takes their turn.!

If the next player thinks the previous player guessed wrong, and the discarded animal does have a match, they can take the top card off of the discard deck and place it in front of themselves. After this they can't draw another card. (So no one can place more than one animal in front of themselves in one turn.)

If the player **decides to peek**, they can lift one of the blankets and look underneath to check which animals are hiding there (the other players can't see the tokens). After this they don't get to draw a card, it's the next player's turn.

## The end of the round

When the drawing deck runs out, lift the blankets so everyone can check which of the animals placed in front of them are actually hiding underneath the blankets. You can take the tokens that match the cards you placed down. Collect these, face down, next

to yourself. Take a pillow token for every card that you placed down that doesn't have a matching animal token! It seems that pile under the blanket was only a pillow! (At the end of the game, pillows mean penalty points.) If there are animal tokens under the blankets without a match, place them in the game's box!

After this is done, take the animal cards and shuffle them back into a new deck, to be used again as a drawing deck. Draw another 9 animal tokens from the canvas bag, and the new round can begin (the animal tokens from the previous round DO NOT get mixed back into the bag: you get to keep the ones you've paired, and the rest are put into the box). If everything's done right, there should only be one animal token left in the bag at the end of the game.

### The end of the game

After finishing the 3 rounds, line up your animal tokens in front of yourself, and under them, in pairs, the pillow tokens. Every pair of pillows can cover one animal, that one hid again! The player with the most animals left wins.

*Example: Julie found 6 animals hiding under the blankets during the game, so she's collected 6 animal tokens. She also played 5 animal cards without a match underneath the blanket, so she also has 5 pillow tokens. When she lined up her tokens at the end of the game, she saw that 2 of her animals hid again (the ones she placed above 2 pillows), in the end she got 4 points total.*



Now, if you want to, you can look for these animals out of the cards and you can put them to bed in the box, you can even tuck them in, using the blanket cards.

**Have fun!**

## Game for advanced players

If you've mastered the base game, or if the older players in a mixed group want some extra challenge, this is what you do:

- During the setup give every advanced player 3 blanket cards, one of each colour, and place them in front of yourselves for collecting the animal cards.
- During the game when you're placing down an animal card, you not only have to remember if that animal is hiding under the blankets, you also have to remember which of the blankets that animal is hiding under. You have to put the animal cards under the matching blanket card.



Counting points at the end of the round:

- If you've got both the animal and the blanket colour correct, you get the animal token.
- If the animal is hiding under the blankets, but you put it under the wrong blanket card, you don't get the animal token, instead you have to put it back in the box.
- If the animal isn't there at all, you get a pillow token.

Count the points at the end of the game the same way as the base game.

# Cooperative game for the youngest players

Find the animals hiding underneath the blankets together and put them to bed!

## Setup

The setup is very similar to the base game, but here you place 12 animal tokens under the blankets (4 under each blanket). You'll also be using blanket cards and the box. Empty it before the game and place the top and the bottom part next to each other, so that the beddings are visible. You'll be placing the animal cards here.

## Gameplay

The gameplay is similar to the base game but with some important changes:

- there's only one round,
- you can't peek,
- you can debate if the drawn card is under the blanket (but the player whose turn it is gets the final say),
- if you decide an animal is under the blanket, put that card in the box, on one of the mattresses (the box fits 12 animals),
- the game ends when the box is full, or the drawing deck runs out.

Now take the blanket off the tokens. If you've found someone under the blanket, tuck them in by putting a blanket card on the animal card in the box (you can use any of the blanket cards). You've succeeded in getting that one to fall asleep! The ones you didn't tuck in are still awake! Count how many animals you've managed to put to sleep!

- 0-4: Oh no, the guests will be very sleepy in the morning!
- 5-8: Hopefully the sleepy animals can get some rest while the others keep up their noise...
- 9-11: You've succeeded at getting a good chunk of the animals to sleep!
- 12: Amazing! All the little animals are sleeping soundly, you are real professionals!

*Example: After the box filled up, the kids lifted the blankets, and looked at the tokens. They tucked in all the animals (in the box) matching the tokens, but they didn't find 5 of the animals, who are still up and going wild, but they still managed to put 7 animals to sleep.*



# Cooperative game for absolute pros

## Setup

The setup is the same as the previous cooperative game.

## Gameplay

After you've memorized the tokens underneath the blanket in the usual manner, the game will again take 3 rounds:

- in the first round you only have to find the animals under the cherry blanket,
- then in the second round the ones under the car blanket,
- finally, in the third round the ones hiding under the mushroom blanket.

You can only memorize the tokens before the first round! You can't look again before the second and third round!

You can't assign blankets to each other; everyone has to pay attention to everything!

The game is very similar to the base game, with three differences:

- you can't peek,
- you can debate if the drawn card should be placed down (the player whose turn it is gets the final say).
- the round ends when there's been 4 animal cards placed down (counting the cards of all players, not 4 each), or the drawing deck runs out.

So in the first round you're only collecting the cards under the cherry blanket. When you've placed down 4 cards, the round ends. Lift the cherry blanket and compare the tokens underneath with the cards placed down.

- If there's a match, you found those animals, and you've put them to bed. Put the animal cards in the box, and discard their matching animal tokens.
- If you've put down a card that doesn't have a matching token under the blanket, shuffle it back into the drawing deck, and put its token back in the canvas bag.

Shuffle the animal card deck again (except for the ones already asleep in the box, don't wake those ones up), you can begin the second round. Don't forget that you can't look under the blankets again!

The game ends at the end of the third round. Count how many animals you've managed to put to sleep out of the 12.

- 0-4: Oh no, the guests will be very sleepy in the morning!
- 5-8: Hopefully the sleepy animals can get some rest while the others keep up their noise...
- 9-11: You've succeeded at getting a good chunk of the animals to sleep!
- 12: Amazing! All the little animals are sleeping soundly, you are real professionals!