

Good night

3 GAMES: MEMORY

MATCHING
& DEDUCTION

Boo!!



RULES

EN. GOOD NIGHT

THREE WAYS TO PLAY: MEMORY, MATCHING AND DEDUCTION

Players choose a way to play and put the sleepy little friends to bed

ONCE UPON A TIME...

...in the faraway land of the sleepyheads, 18 very snoozy friends are getting ready for bed.

Number of players: 2 to 5

Player age: from 3 years

Duration of each game: 10 minutes

PIECES INCLUDED

- 18 cardboard sheets (2)
- 18 double-sided characters (1): face up or face down
- 18 cotton bags (3)
- 2 monster cards
- 12 house cards

GAME 1: MEMORY GAME

BEFORE YOU START

- Make the beds by placing the 18 sheets (2) inside the 18 bags (3).
- Put the 18 characters (1) face up inside each bed with their pyjamas hidden.
- Shuffle the beds and spread them across the playing area (4).



THE GAME:

The aim is to find pairs of characters wearing the same pyjamas. Players take turns to take two characters out of their beds to look at the pattern on their pyjamas.

If they are wearing different pyjamas, the player leaves them face up in their beds as they were before, then the next player takes their turn.

If they are wearing the same pyjamas, they can now go to sleep; the player turns the characters face down in their beds and continues playing.

When the players have worked together to match all the pairs and have placed all the characters sleeping face down, it's time to turn off the lights and everyone goes to bed.

More challenging version

If you already know what pyjamas each character is wearing, try playing backwards:

start the game with the characters face down and take turns to turn them over as you find the matching pairs.

GAME 2: FAMILIES**BEFORE YOU START**

- Insert the 18 sheets into the 18 bags.
- Put the 18 characters randomly inside each bed, some face up and others face down with their pyjamas hidden.
- Shuffle the beds and spread them across the playing area.
- Make a pile of the 12 house cards and leave them face down.

THE GAME:

The aim for each player is to find all the members of the same family in just one go. Each player takes a house card from the pile. At the end of the game, the player who has completed the most houses wins.

Players take turns. The first player takes a character out of their bed and looks at them. The other players must also be able to see the card.

If on the player's house card there is a member of the family with the same characteristics, the player takes another character out of their bed.

If this character does not have the same features as any of the family members, the player returns the character to their bed and the next player takes their turn.

When a player manages to find all the members of the family on their house card in the same turn, with no mistakes, they win the game.

The player keeps the house card and takes a new one from the pile to continue playing on their next turn.

When there are no more house cards left in the pile, the game ends and we can all go to bed.

GAME 3: WHERE'S THE MONSTER UNDER THE BED?

BEFORE YOU START

- Make the beds by placing the 18 sheets inside the 18 bags.
- Put the 18 characters face up inside each bed with part of their pyjamas showing.
- Shuffle the beds and spread them across the playing area.

THE GAME:

The aim is to find where the monster under the bed is hiding.

In this game we need a game manager who is in charge of hiding a monster and answering the other players' questions.

To start, all the players close their eyes while the game manager hides a monster card under one of the beds.

The players take turns to ask the manager questions to discover where the monster is hiding. The players can only ask five questions in total, and the manager can only answer 'yes' or 'no'. For example:

- Is the monster hiding under a penguin's bed?
- Is the monster hiding under the bed of a character wearing glasses?

After asking their questions, the players point to the bed they think the monster is hiding under. If they guess correctly, they win the game. The players can turn characters face down if they are sure that the monster is not under their bed or they can play using their memories only.

More challenging version

The game manager hides two monsters under different beds. The questions must have the same format, but the answers are not always exclusive now there are two monsters.

At the end, the players point to the two beds they think the monsters are hiding under and they must get both right to win.

BEYOND THE GAME

Here you have a game which...

- Exercises memory.
- Encourages players to make logical connections.
- Requires some deductions.
- Stimulates the emotions.

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