

PIJAMA-DRAMA

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For 3–5 players from 5 years of age.
Duration of the game: 10 minutes.
The set includes a simplified version of the rules suitable for children from 3 years of age.

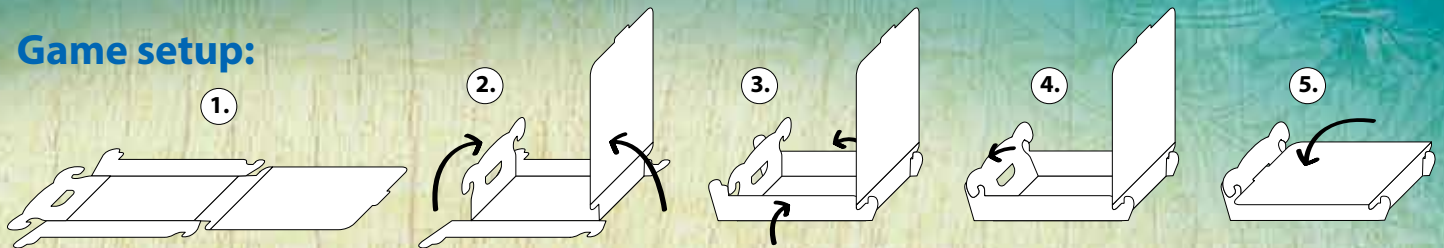
The royal family is getting ready for bed but there is one little problem – which colour sleepwear should they choose? As they keep getting in and out of their beds and changing their pyjamas, the ghost of the castle descends upon them, and the royal family hides under the duvet. But... which bed did the king go to? Was it the princess or the king who wore the blue pyjamas? Or was it both of them? Who managed to notice all the little details?

This game demands great attention to detail as the royal family keeps changing the colours of their pyjamas and switching beds during the entire game.

The set includes:

5 beds, 1 duvet,
50 cards (5 x 8 = 40 royal family members,
3 jokers and 7 castle ghosts),
36 gold coins, 6 joker chips, Rules

Game setup:



First, line up the beds next to each other in the middle of the table. The oldest player gets the duvet. Shuffle the cards **very thoroughly** and place them face down in the middle of the table so that all the players could reach them (Fig. 1). Place the gold coins tails up next to the cards. Each player gets one joker chip (when playing the complex version of the game).

The players can choose the difficulty of the game from several versions:

Easy

3 beds: **no bed switching**
(take out 2 royal family members)
For children from 3 years of age
(Course of game: A, C, D)

Average

4 beds: **beds get switched**
(take out 1 royal family member)
For children from 4-5 years of age
(Course of game: A, B, C, D)

Complex

5 beds: **beds get switched**
Joker comes into play
For children from 6-7 years of age
(Course of game: A, B, C, D)

Fig. 1



How to play

The player who has the duvet starts the game. Players take turns clockwise.

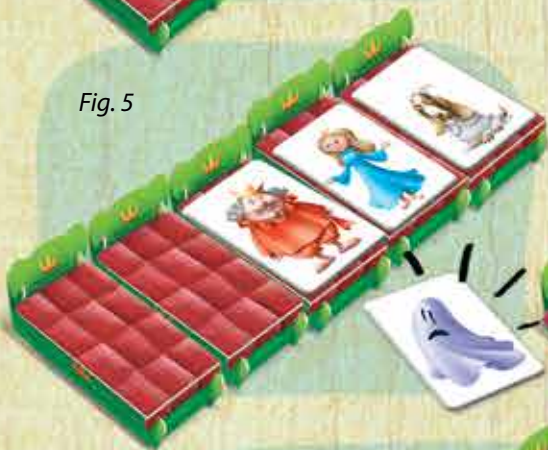
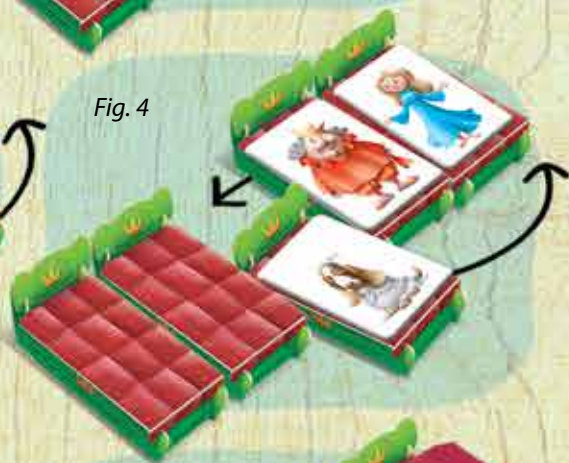
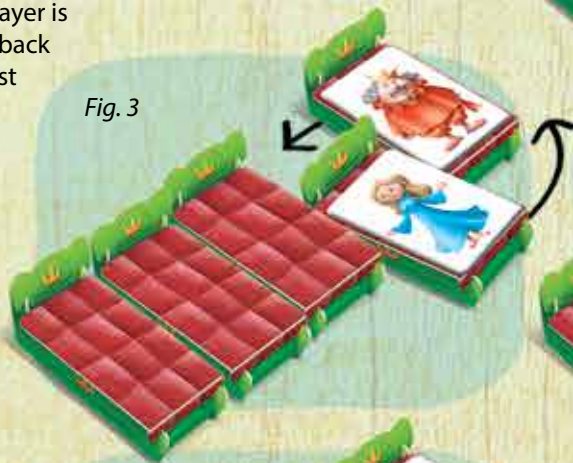
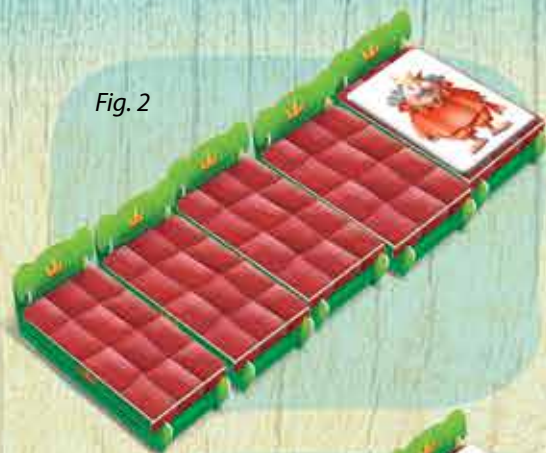
B. Changing pyjamas: One by one, the players draw cards with the royal family members from the stack of cards in the middle of the table. Each player takes one card, flips it over and places the royal family member on the bed already containing the same character. This means that the King card must always be placed on top of another King card, the Royal Dog card must always go on top of another Royal Dog card and so on. (Please note that the game starts with all the beds being empty. Hence, the first card is placed on an empty bed furthest to the right (Fig. 2).

If the first card drawn out by a player is a joker, the card must be placed back into the stack and the player must draw another card.)

B. Switching beds: When a new character gets placed on an empty bed next to the already occupied bed, the beds must switch places and the new character's bed must be moved to the furthest right (the beds are always repositioned in the same direction). All the beds are again lined up next to each other. For more information on bed switching please see Figures 3 – 4.

C. Castle ghost: The player who draws out the card with the castle ghost must **immediately** place the card on the table face up, so that everyone could see it (Fig. 5). The player who has the duvet must **quickly** place it on all the beds covering all the characters in the beds. (Fig. 6).

D. The player who had the duvet takes as many gold coins as many players there are in the game (excluding himself) and places them heads up on the table (e.g. when the game is played by 4 players, the player who had the duvet takes 3 coins). Each coin depicts either a character or a colour of the pyjamas (Fig. 7).



Starting with the player to the left of the player who had the duvet and taking turns clockwise, the players one by one choose a coin each (either a character or a colour) and place the chosen coins next to the beds they believe to correspond to the respective coins, i.e. either matching the character or the colour of the pyjamas (Fig. 8).

The player who covered the beds with the duvet does not take any gold coins.

If the player is absolutely sure of his choice, he can also place the joker chip next to the chosen bed (Fig. 9).

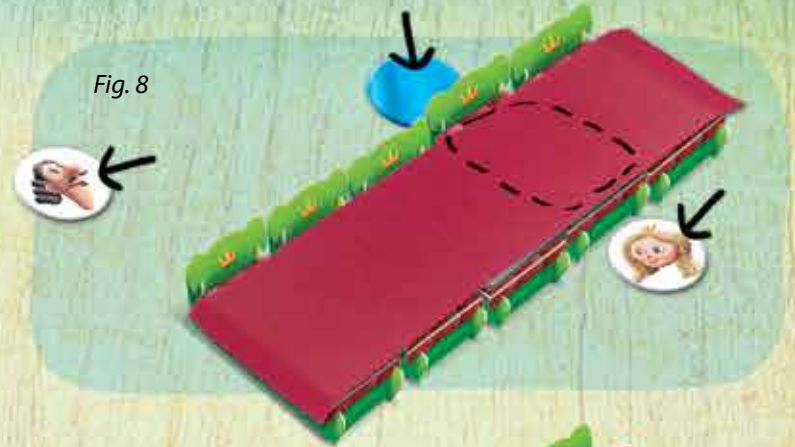
If the player thinks that the coin does not match any character or pyjamas under the duvet, he can keep the coin. The joker chip can also be placed near the coin (Fig. 10).

Several coins can be placed next to the same bed.

After all the players place their coins and make their guesses, the player who covered the beds with the duvet carefully takes the duvet off (Fig. 11). Now the players can see who made the correct guess.

The player who has guessed correctly gets one coin (1 point awarded). If the player who has guessed correctly had also placed the joker, he gets one *additional* coin from the stack of coins (2 points are awarded in total). The player who has guessed incorrectly must put his coins aside (0 points awarded). If the player who guessed incorrectly had also placed the joker, he must give away one of the coins he had won (-1 point).

The ghost card remains on the table face up.
The joker chips are returned to the respective players.
The duvet is given to the next player clockwise.



Joker card: when a player draws out the **joker card**, the royal family members jump out of their beds to watch the joker's performance. All the beds remain empty and all the character cards are placed aside (Fig. 12 and 13).

The players continue playing the game.



Fig. 12

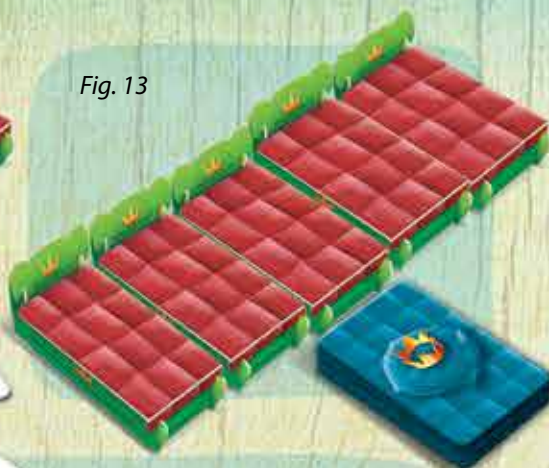


Fig. 13

End of the game

When the 7th ghost card is drawn out, the players have their last chance to get coins and win points (Fig. 14). The game closes at the end of the last round. The game also ends when there are no cards or coins left.

The player who has collected the most coins (points) wins the game.



Fig. 14

Simplified version for children from 3 years of age

Game set up. Place 3 beds next to each other in the middle of the table. Remove the cards of two royal family members leaving only three different characters in the stack of cards. Shuffle the cards thoroughly and place them face down in the middle of the table. The oldest player gets the duvet. Place the gold coins tails up next to the cards. The joker chips are not needed in this version of the game (Fig. 15).

The gameplay remains the same as in the more complex version, only the beds are not repositioned and remain stationary.

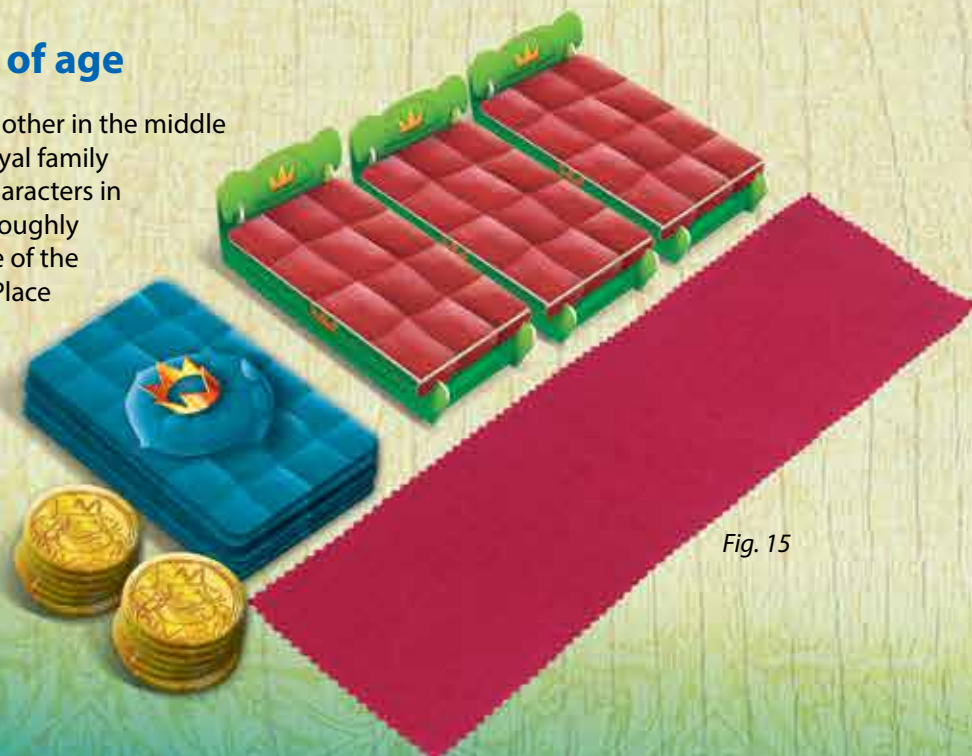


Fig. 15