

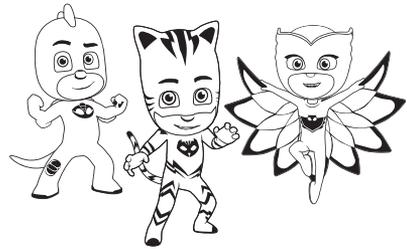


Ravensburger® Game No. 21 341 2

The PJ Masks game collection contains 6 different classic games: memory®, Dominoes, Lotto, Happy Families, Dice Puzzle Game, and “Race to the Headquarters” Board Game.

Contents:

- 1 Double-sided game board that can be puzzled together
- 24 Square picture cards
- 32 Playing cards
- 28 Dominoes
- 10 Counters
- 4 Puzzle pictures (6 pieces per puzzle)
- 4 PJ Masks playing pieces with stands
- 1 Coloured dice



memory®

The exciting search for matching picture pairs for 2 – 4 players aged 3 years and above.

For this game, you need: 24 square picture cards.

The aim of the game is to collect the most pairs of cards.



Preparation

Shuffle all cards picture-side down on the table, and arrange them in rows to make a rectangle.

How to play

The youngest player begins with play continuing in a clockwise direction. On your turn, flip over any two cards of your choice so everyone can see them. If both cards show the same picture you get to keep both cards. Place them in front of you on the table and turn over another two cards. This continues until you turn over two cards that do not match: If the pictures on the cards do not match, turn them face down on the table. The next player continues with the game.

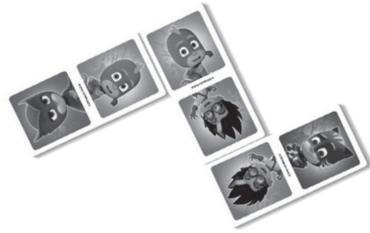
The game is over as soon as the last matching pair has been found. Each player stacks their matching card pairs in a single tower. The player with the most pairs of cards and thus the highest tower **wins** the game.

Game variation for 1 player

On each turn, always turn over two picture cards. If they match, lay them down next to you. How many attempts will it take to find all the matching pairs?

Dominoes

Dominoes for **2 – 4** players aged **3** years and above.
For this game, you need: 28 dominoes



The aim of the game is to correctly place all of your dominoes. The first player to put down all of their dominoes is the winner.

Preparation

Shuffle all dominoes with the picture face down. Then deal out 4 dominoes to each player (when there are only 2 players, each player will receive 6 dominoes). Put the remaining dominoes into a face down pile in the middle of the table. Turn over the first domino card from the pile and lay it down so everyone can see.

How to play

The eldest player begins with play continuing in a clockwise direction. On your turn, examine your dominoes: If you have a domino that matches the one in the middle of the table, lay your domino card either to the left or the right of that domino card. As you play, the line of dominoes will get longer and longer. If you don't have a matching card, you have to pick one up from the pile. If it matches, you can immediately play it. If it doesn't match, keep the domino card and the next player takes their turn.

The game ends as soon as a player manages to lay down their last domino card. This player **wins** the game. The game also ends if there are no more cards left in the pile and no one can lay down any more dominoes. In this case, the player with the fewest dominoes left **wins** the game.

Game variation for 1 player

Using all 28 dominoes, try to form the longest possible line of matching dominoes. How long can you make it?

Lotto

The placement game for **2 – 4** players aged **3** years and above.
For this game, you need: 24 square picture cards,
4 Lotto boards (you can find these on the back of the game board).



The aim of the game is to be the first player to find the cards that match the Lotto board.

Preparation

Each player chooses a Lotto board and places it in front of them. Shuffle the picture cards and spread them face down over the table. Return unused Lotto boards and cards to the box.

How to play

The shortest player goes first, with play continuing in a clockwise direction. On your turn, flip over a picture card of your choice and check to see if it matches your Lotto board. If so, lay it on the matching picture of your board. If the card does not match the pictures on your Lotto board or if you have already collected it, put it back in the middle of the table, face down. The next player then takes their turn.

The game ends as soon as one of you has covered all of the pictures on your Lotto board. This player **wins** the game.

Game variation for 1 player:

One after the other, turn over the picture cards and match them with the right Lotto board. Cover each picture on the Lotto boards with its matching picture card until all boards are completely covered with cards.

Happy Families

The card-collecting game for **3 or more** players aged **3** years and above.

For this game, you need: 32 playing cards.

Remove the decorative cover card, as it is not needed for game play.



The aim of the game is to collect the most quartets (a quartet consists of 4 identical cards).

Preparation

Shuffle the cards face down and deal them evenly among all players. Hold your cards so that nobody else can see them. Look at your cards: If any of you already has a quartet, lay it down in front of you as a winning stack.

How to play

The player to the left of the dealer goes first. On your turn, ask any one of the other players for a certain card that you need to form a quartet. For example: “Do you have a Catboy card?” If the player you asked has the card, it must be handed over to you. You can keep asking for cards until the player you ask doesn’t have the card you asked for. Play then passes on to this player and they ask the other players for cards they need. When a player has collected a complete quartet, they lay the matching 4 cards down in front of them.

The game ends as soon as a player has no cards left in their hand anymore. The player with the most quartets **wins** the game.

Dice Puzzle Game

The puzzle game for **2 – 4** players aged **3** years and above.

For this game, you need: 4 puzzle pictures (6 pieces per puzzle), a coloured dice.



The aim of the game is to be the first to collect and assemble your puzzle.

Preparation

Each player chooses the picture that they want to puzzle together by rolling the dice. Return any remaining puzzles to the box. Place the selected puzzle pictures facing up in the middle of the table and make sure that all of the pieces are separated.

How to play

The tallest player goes first, with play continuing in a clockwise direction. On your turn, roll the dice and take the corresponding puzzle piece from the middle of the table. The coloured dice symbol should be the same colour as the coloured symbol on the puzzle piece. For example, if you roll “blue”, look for the puzzle piece with the blue dice on it. Play continues like this in turns. Piece by piece you will assemble your puzzle.

If the dice shows a colour that you have already collected, you don't receive a puzzle piece on this turn and play passes to the next player.

The game ends as soon as the first player has completed their puzzle. This player **wins** the game.

“Race to the Headquarters” Board Game

A race game for 2 – 4 players aged 3 years and above.

For this game, you need: game board (4 pieces), PJ Masks playing pieces with plastic stands, 10 counters, a coloured dice.



The PJ Masks trio Catboy, Owlette and Gekko are in a rush to get to the headquarters before sunrise. Can you help them to get there in time? With a little luck of the dice and by turning over the right counters you'll be able to move quickly along the coloured path.

The aim of the game is to be the first player to bring your PJ Masks team to the team's Headquarters (green square next to it).

Preparation

Put the four-piece game board together and place it in the middle of the table within everyone's reach. Each player chooses a PJ Masks playing piece, inserting it into its stand and placing it on the starting position (fist bump icon) at the bottom left. Shuffle the 10 counters face down and put them into a pile next to the game board. Have the dice ready.

How to play

The youngest player begins, with play continuing in a clockwise direction. On your turn, roll the dice and move your playing piece to the next square with a matching colour. If this square is already occupied, you get to move the other playing piece back to the starting position. The closer you get to PJ Masks headquarters, the more exciting it becomes: If you roll a colour that doesn't exist on the path before you, you have to move your playing piece back along the path to the next square with the matching colour.

If you roll the colour “white” you get to draw a counter from the pile. Turn it over – what's on it? Find the matching image on the game board and place your playing piece on the corresponding square. You can keep the counter. When the counter pile is used up, each player hands in their counters. Shuffle them and put them back into a draw pile next to the game board.

The game ends as soon as the first player reaches the green square directly before the PJ Masks Headquarters. This player **wins** the game.

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