



NIGHT SIGHT™ GAME

A Mystery Game of Memory and Masks!

Ravensburger® Game No. **21 392 4**

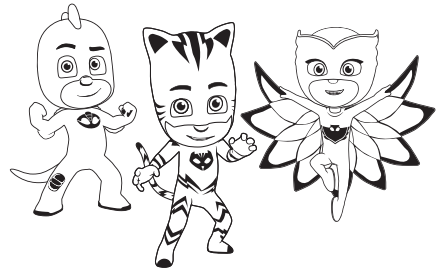
For **2 – 3** players aged **3** years and above.

Author: Game by Forrest-Pruzan LLC, produced under license of Ravensburger North America Inc.

Design: Forrest-Pruzan Creative LLC / Paul Windle Design, UK

Contents:

- 3 Masks with detector foil
- 3 Toy stores
- 9 Shelf tiles
- 27 Romeo tiles
- 1 Romeo's toy rack



Romeo, the mischievous inventor, is planning to steal five toys from the city's toy stores. At night-time, slip into the role of the PJ Masks Pyjama Heroes and use your memory to recall the secret locations of the toys. By working together as a team, you will ruin Romeo's plans and save the day!

Aim of the Game

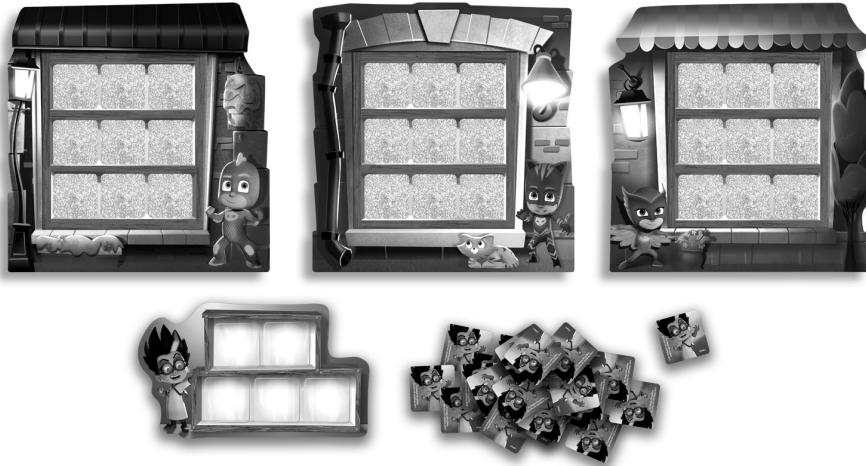
Players work as a team to deter Romeo from stealing five toys and placing them on his toy rack.

Preparations

Before the first game, carefully punch out all the cardboard pieces from the perforated boards.

Each player chooses a mask and places the matching toy store in front of them. All three toy stores will be used in the game, so if there are only two players, they will share the third toy store. Return the spare mask to the box.

Thoroughly mix up the nine shelf tiles, red-encoded side up. Randomly place three shelf tiles into the spaces of each toy store (also red-encoded side up). Mix up the 27 Romeo tiles face-down and place them in the centre of the table in a loose draw pile. Put Romeo's toy rack beside it.



Get ready

Before the game begins, transform yourselves into the PJ Masks heroes and put on your masks. With your masks on, you can see all of the toys in your toy store. Memorize what toys you have! Then the game starts.

How to play

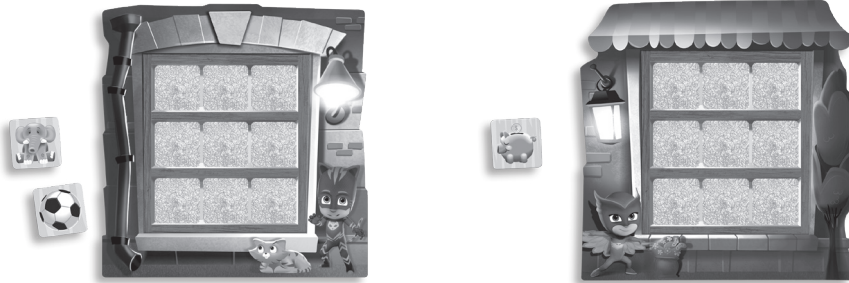
Everyone plays at the same time, alternating **between a day phase and a night phase**. Start with the Day Phase.

Day phase – masks off!

In the day phase, you are normal children and therefore remove your masks. A random player draws three Romeo tiles from the loose draw pile and turns them over. These are the three toys that Romeo is trying to steal. Can you remember which toy stores they are in? Working together, try to place each Romeo tile next to the toy store that the toy is found in.

Here's an example:

The Catboy player thinks the football and the furry elephant are in their toy store and the Owlette player thinks they saw the piggy bank in their toy store. Place the corresponding tiles next to these two toy stores.



After all three Romeo tiles have been placed next to a toy store, the **night phase** begins.

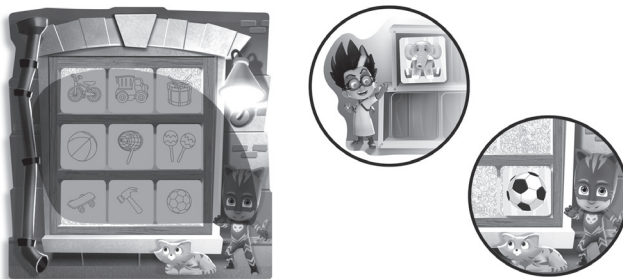
Night phase – masks on!

In the **night phase**, transform yourselves into the PJ Masks heroes and put on your masks. With the help of your masks you can recognize which toys Romeo has been able to steal and which toys you were able to save from him:

- Each Romeo tile that is next to the correct toy store has been protected. You may place these Romeo tiles on the corresponding shelves (on top of the matching picture on the shelf tile).
- Each Romeo tile that is next to an incorrect toy store was stolen by Romeo! Place these Romeo tiles on Romeo's toy rack.

Here's an example:

The Catboy player was correct about the football: This belongs to the Catboy toy store. However, the furry elephant is nowhere to be seen in it. They may place the football in their toy store. The furry elephant needs to be placed on Romeo's toy rack.



Before a **new day phase** begins, you may take a quick look at the toys in your toy stores once more. Then remove the masks and the next player draws 3 Romeo tiles from the draw pile...

The game ends after all of the Romeo tiles have been played. If Romeo's toy rack is filled with five toys, he completes his evil mission and wins the game. If Romeo stole **fewer than five toys**, then you've ruined his plans and the PJ Masks **win the game!**

Hints:

- If Romeo's toy rack is already filled with 5 toys before the tiles in the draw pile are used up, you must end the game and begin a new round.
- In a **game with younger players**, place one or more shelf tiles in the toy stores with the coloured picture face-up. This makes the game easier by making some of the toys visible to everyone.
- In a **game with older children**, you could agree that toys in the day phase should not only be allocated to the correct toy store, but must also be placed on the correct shelf space, before they count as being correct.



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