

Game Rules



1 2 3 Good Night

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I. Overview

Place all animal tiles on the table. Everyone, except the Seeker, tries to find a pair of the same animal by turning the facedown tiles and revealing them. The tiles with the same animal have different backgrounds, night and day, so you need to look carefully.

When the game begins, the Seeker needs to find the animal tiles on the Seeker card in the right order: 1, 2, 3 and good night. When the Seeker says "Good night!", everyone needs to stop and make a pose according to their pose card in front of them before the Seeker finds four tiles. If they are late to pose, they do not receive any point.

II. Contents

<Front>



<Back>



48 Animal Tiles

<Front>



<Back>



12 Seeker Cards



63 Score Tokens



1 Seeker Tile

<play with sitting>



5 Pose Tiles

<play with standing>



III. Game Setup

- 1 Choose a player to be the Seeker. The person who has visited a zoo most recently becomes the first Seeker and takes the Seeker tile.
- 2 Place all 48 tiles facedown on the table and shuffle them well.
- 3 The Seeker shuffles all Seeker cards and makes a deck, then places it to the appropriate space of the table.
- 4 The Seeker takes the top card of the Seeker card deck, then place in front of her/him facedown.
- 5 Everyone, except the Seeker, takes a Pose tile and places it in front of them.
- 6 Place all the score tokens on the table.
- 7 Return the remaining Pose tiles in the box. They will not be used during the game.

Ex. Setup for a 4-player Game



IV. How to Play

When everyone is ready, the round begins on the count of “Three.”
The Seeker and the other players all play simultaneously.

Animal tiles

There are 24 pairs of animals tiles, 48 tiles total. A pair will show the same animal with a signature object, but they will show different backgrounds (Day and Night).





Role of the Seeker

When the round begins, the Seeker must play as shown below:

- 1 Flip the Seeker card face up in front of you. Now you should find the tiles in the order of the numbers on the Seeker card. Turn over the tiles in the pile and find 1st animal tile. you only need to find one tile with the corresponding animal. If another player already found the animal tile, you can take it and place it in front of you.
- 2 If you found the 1st animal tile, place it in front of you and shout out "One!" Then start finding the 2nd animal tile.
- 3 Likewise, if you found the 2nd animal tile, shout out "two!" and take the tile, then start finding the 3rd animal tile.
- 4 If you found 3rd animal tile, take the tile and shout out "three!"
- 5 When you find the last animal tile, shout out "Good night!" and place the tile face up in front of the Seeker.



Role of the other players

While the Seeker is looking for the tiles on the card, the other players begin searching for the pairs of animal tiles.

- 1 Turn over the tiles in the middle of the table and look for the pairs. Players can flip the tiles one by one, as many as you want. They may use their both hands.
- 2 If a player finds a pair of the same animal, that player should shout the name of the animal and take the pair and place them in front of her/him. She/he should spread the tiles, so the Seeker can also see them. Then, continue searching for other pairs.
- 3 Players may continue searching for matching pairs until the Seeker shouts "Good night!"
- 4 All players must stop searching and make the pose as shown on their pose tile before the Seeker shouts "Good night!"

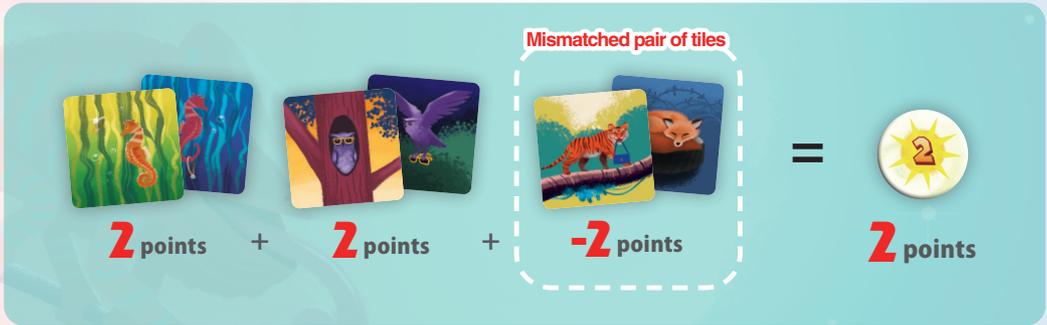
Note If you are playing the game for the first time, take some time to learn all the pictures on the tiles before you play the game.

When the Seeker shouts "Good night!"

The Seeker must look at the other players have stopped searching and have adopted the pose shown on their pose tile. If a player is still moving or does not hold the right pose, the Seeker may point out that player who then loses all the pairs they found during the round.

Scoring

Check the pairs you found during the round. Verify them with the other players and receive points. You receive 2 points per pair. If you have found a pair with different animals, and thus made a mistake, you lose 2 points. If the Seeker takes an animal tile from you, then the remaining single tile will be score 0 point.



The diagram illustrates the scoring process. It shows three pairs of animal tiles. The first pair (two seahorses) and the second pair (a purple bird and a purple owl) are each labeled "2 points". The third pair (a tiger and a fox) is enclosed in a dashed box and labeled "Mismatched pair of tiles" above it, with "-2 points" below it. An equals sign follows, leading to a single tile labeled "2 points".

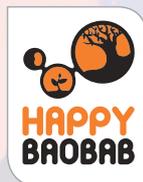
Next Round

- 1 The person on the left of the Seeker becomes the new Seeker for the round. The new Seeker takes the top card of the Seeker card deck, then place in front of her/him facedown.
- 2 Return all Animal Tiles on the table facedown and shuffle them on the table.
- 3 Each player gives their pose tile or seeker tile to the person on their left.
- 4 Play a new round as described above.

Game End

The game ends when everyone has played the Seeker once. For 2- or 3-player games, the game ends when everyone has played the Seeker twice.

The player with the highest total of points wins the game. In case of a tie, the victory is shared.



Credits

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