Good Night
Monsters

Hartwig Jakubik

10-20 min

Pegasus Spiele
Hello, my name is Hartwig Jakubik and I live in Düsseldorf. Engineer by trade, I have also been tinkering about and inventing games for years. Even as a child I loved to play, which I did a lot. Playing with others makes you feel good.

When you are playing you are creative, discover new things and skills in a playful manner, have great fun and a laugh. I like games that children, youths and adults can all play equally well and enjoy playing with each other. “Good Night Monsters” is one such game.

Have fun! Yours, Hartwig Jakubik

As soon as night falls, a mysterious rustling and a tittering can be heard. And aren’t that little eyes flitting backwards and forwards through the dark? How on earth are you supposed to sleep with all this going on? There’s something under the bed! Whatever can it be?

Let’s risk a peep: Of course, it is full of little blue monsters! Or is it only Teddy and his friends playing a joke? Quick, put that light on!
Place the game board in the middle. Every player chooses a token. Place this token on the space “1” of the game board.

Take each 6 of the tip cards with the numbers 0-5 which are the same colour as your token.

Shuffle the task cards well, and place them face-down next to the game board.

Place the lid of the box such that it is at hand.

The objective of the game is to remember what was on the dice and to be the first player to hit the light switch.

The game is played in a clockwise direction. The last player to have touched a light switch starts the game.

When it is your turn, roll all 6 dice. If all the dice display the same symbol, you get to roll again. Otherwise, continue as follows:

Remember what you saw on each of the dice well! Remember both the form (monster and/or teddy) and the colours (yellow, red, blue).

The first player to think that they have remembered all the symbols well covers the dice with the lid of the box, and then turns over the top task card.
Now it’s tip time! Without showing the other players, every player gets to choose the 1 tip card they think contains the same number of form/colour as on the dice, and puts them face-down in front of them.

Once everyone has tipped, on the command of “Good Night Monsters”, you turn your tip cards over. You then lift the lid of the box to check your tips.

If you have **tipped correctly**, you may move your token **forward by 1 field**. The players who have tipped incorrectly are not allowed to move, and have to stay where they are.

Exception: if the player who covered the dice in this round has tipped incorrectly, they must move their token backwards by 1 field if possible.

The game is over as soon as one or several players have landed on the field with the “8” in front of the light switch. This player or these players are the winners.

Switch the light on - the nightmare is over!