



Sleepover

Oh dear, there aren't enough beds for everyone at the sleepover! One person has to sleep on an air mattress. Quickly visit all the rooms to claim a bed. But beware: only a maximum of 2 people are allowed in a room. Whoever does not have a room at the end of the game will sleep on the air mattress.



5-20



6+

Getting started

- ✖ Start the game with the game card.
- ✖ The game doesn't start immediately; first, the different roles are shown:
 - The tagger is blinking yellow
 - The runner is blinking blue
 - All other players see the color of their duo. In case of an odd number of players, one player plays alone.
- ✖ The duos (players with the same color) sit down on the ground. Ensure that each duo is at least 2 meters away from another duo.
- ✖ Press the button on the playmaker again to start the game.

Rules of the game

- ✕ As a runner, try not to be tagged by the tagger.
- ✕ The tagger may only tag the runner.
- ✕ As a runner, run as quickly as possible to a sitting duo.
- ✕ Sit down with the duo. The player of the duo who has been sitting the longest now becomes the runner.
 - The new runner has a brief moment to run away without being tagged.
- ✕ Then the runner looks for a new duo to join.
- ✕ If the runner is tagged, the tagger and the runner switch roles.

End of the game

- ✕ The player who is the tagger at the end of the game loses the game.

Colors and interaction

 *Yellow + vibration*
tagger

 *Blue + vibration*
runner

 *Various colors*
duos