



A GAME FOR 1 TO 8 PLAYERS
DURATION: 10 MINUTES
AGE: 7 TO 97 YEARS OLD

PAT THE CAT HAS INVITED ALL OF HER FRIENDS TO A PAJAMA PARTY. DEEP IN THE NIGHT, AS MANY DRINKS ARE DRUNK, ALL THE ANIMALS SIT IN A CIRCLE AND START A SPIN-THE-BOTTLE GAME OF THEIR OWN.

GOAL

STACK THE ANIMALS TO CREATE THE HIGHEST TOWER AND BOO UNRESTRAINEDLY THE PLAYER WHO CAUSES THE TOWER TO FALL.

CONTENT:

-PAT THE CAT
-GÉRARDE THE FOX
-BOUSSON THE TIGER
-HEIDI THE EWE
-MANETTE THE COW
-BERTO THE CAMEL
-DÉDÉ THE CHICKEN
-FRANÇOIS-JEAN THE SNAKE
-CLOCHON THE PIG
-DIDINE THE BUNNY
-GERMAIN THE HUMAN
-A BOTTLE
-THIS RULES BOOKLET

RULES

THE PLAYERS SIT IN A CIRCLE AROUND THE TABLE AND SPIN THE BOTTLE (LIKE A SPINNING TOP). THE PLAYER DESIGNATED BY THE BOTTLENECK BECOMES THE THROWER. THE THROWER GRABS ALL THE ANIMALS ON THE TABLE AND ROLLS THEM LIKE DICE. THEY THEN ORGANIZE THE ANIMALS IN A LINE, IN THE SAME ORDER AS THEY FELL. THIS IS THE ORDER IN WHICH THE ANIMALS WILL BE STACKED.

THE THROWER PICKS ONE OF THE TWO ANIMALS FROM EITHER END OF THE LINE AND PLACES IT IN THE MIDDLE



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JIHAN THE DUCK HAS INVITED ALL OF HER FRIENDS TO A PAJAMA PARTY. DEEP IN THE NIGHT, AS MANY DRINKS ARE DRUNK, ALL THE ANIMALS SIT IN A CIRCLE AND START A SPIN-THE-BOTTLE GAME OF THEIR OWN.

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STACK THE ANIMALS TO CREATE THE HIGHEST TOWER AND BOO UNRESTRAINEDLY THE PLAYER WHO CAUSES THE TOWER TO FALL.

CONTENT:

-TESS THE TIGER
-GÉRARDE THE FOX
-BOUSSON THE TIGER
-HEIDI THE EWE
-MANETTE THE COW
-BERTO THE CAMEL
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THE THROWER PICKS ONE OF THE TWO ANIMALS FROM EITHER END OF THE LINE AND PLACES IT IN THE MIDDLE

THEY THEN SPIN THE BOTTLE TO DESIGNATE THE FIRST PLAYER WHO CHOOSES ONE ANIMAL FROM EITHER END OF THE LINE AND TRIES TO PLACE IT ON THE ANIMAL TOWER. IF SUCCESSFUL, THEY THEN SPIN THE BOTTLE TO CHOOSE THE NEXT PLAYER AND SO ON...

ENDGAME

THE GAME ENDS WHEN A PLAYER CAUSES THE TOWER TO COLLAPSE (BOOO!) OR IF THERE ARE NO ANIMALS LEFT (YEAH!)

THEY THEN SPIN THE BOTTLE TO DESIGNATE THE FIRST PLAYER WHO CHOOSES ONE ANIMAL FROM EITHER END OF THE LINE AND TRIES TO PLACE IT ON THE ANIMAL TOWER. IF SUCCESSFUL, THEY THEN SPIN THE BOTTLE TO CHOOSE THE NEXT PLAYER AND SO ON...

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CLARIFICATIONS

-THE ANIMALS SHOULD ALWAYS BE STACKED ON THEIR EDGE.

-THE ANIMALS CAN LEAN ON SEVERAL OTHER ANIMALS, BUT ONLY THE FIRST ONE IS ALLOWED TO TOUCH THE TABLE.

-IF A PLAYER ONLY CAUSES THEIR OWN ANIMAL TO FALL WHILE TRYING TO STACK IT, THEY ARE ALLOWED TO TRY AGAIN.

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-PLAYERS CANNOT HOLD THE TOWER WHILE STACKING ANIMALS.

-SOMETIMES, A PLAYER WILL BE DESIGNATED BY THE BOTTLE SEVERAL TIME IN A ROW, SOMETIMES A PLAYER WILL NEVER BE DESIGNATED. C'EST LA VIE.

-IF THE PLAYERS MANAGE TO STACK ALL 11 OF THE ANIMALS THEY'RE ALLOWED TO TAKE A PICTURE AND BRAG ABOUT IT ON TWITTER WITH THE HASHTAG #BESTPYJAMAPARTY, ON FACEBOOK.COM/BESTPYJAMAPARTY OR ON WWW.BESTPYJAMAPARTY.COM

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EASY(ER) VARIANT : REMOVE GERMAIN THE HUMAN.

FAIR VARIANT : PLAYERS TAKE TURN TO PLAY INSTEAD OF USING THE BOTTLE.

SOLO VARIANT : YOU PLAY ALONE, DUH !

A GAME BY HÉLÈNE MENANTEAU & PIERRE CORBINAIS

ILLUSTRATIONS

DZIFF
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