

ZIRKUZIA

Every nearly-made toy ends up here.



82 cards • 3 games

Rules inside • secret cards at zirkuzia.com

+ FULL ART

HOW TO PLAY

Quest Match

2-5 players 6+ 15 min

- Set up.** Challenges face down, flip one. Shuffle the rest, deal 5 each. Youngest starts.
- Can your crew do it?** Match **every icon** with up to **2 cards** from your hand + **your stage**. You need a **Zirkie**. Shout "Zirkuzia!" and tell **WHO** did it, **WITH WHAT, WHERE**. Keep the Challenge.
- Can't yet?** Put 1 card on **your stage** (max 3), then draw 1.
- Wobbly is wild.** Only **Mischief** Zirkies have it. A wobbly on a Challenge needs a real wobbly.
- Events!** Read it out. It happens now. Draw again.
- Winning.** First to **3 Challenges**. Finish the round: ties win together!

HOW TO PLAY

Story Builder

1-6 players 4+ 10 min

Five cards. One story. No losers.

- Deal 5.** Flip a Challenge: that's the story.
- One card, one sentence.** Play a card and add a sentence that uses it.
- Who? With what? Where?** The story needs a Zirkie, a Tactic and a Place.
- Twists!** Events are twists. Mischief means something goes wrong, in a good way.
- The end.** After 3 cards each, the youngest tells the ending. Everyone wins. Take a bow!

PLAY TOGETHER

Beat Bedtime

1-5 players 5+ 15 min

- Play together.** Cards face up. Talk it over. Put a button on the first Moon step.
- Quest Match rules**, but with **one shared stage** in the middle for everyone.
- Stuck?** Put 1 card in the middle for the next player, draw 1, and **the Moon moves one step**.
- Beat bedtime!** Solve **6 Challenges** before the Moon reaches bed. Everyone wins together!



ZIRKIE

★ GOOD



Marmalade the Ringmaster

01/78 One wonky tooth. Your biggest fan. ZIRKUZIA

ZIRKIE

⊙ MISCHIEF



Marmalade, Showtime Already

02/78 Starts every show five minutes early. ZIRKUZIA

ZIRKIE

★ GOOD



Sparkler

Breathes confetti. Means it.

17/78

ZIRKUZIA

ZIRKIE

⊙ MISCHIEF



Sparkler, Too Early to the Party

18/78 Ate the cake. Before the candles. ZIRKUZIA

ZIRKIE

★ GOOD



Prince Ribbiton

The crown's crooked. The confidence isn't.

19/78

ZIRKUZIA

ZIRKIE **GOOD**

Mushroom Marshal
Finds everything. Gives it all back.

13/78 ZIRKUZIA

CHALLENGE

Cheer Up the Moon
She's been hiccupping all week.

33/78 ZIRKUZIA

CHALLENGE

Save the Birthday Cake
Candles lit. Wobbling badly.

39/78 ZIRKUZIA

CHALLENGE

Teach a Cloud to Juggle
Needs two wobbly friends.

43/78 ZIRKUZIA

TACTIC

Bear Hug
Fixes most things. Try it.

52/78 ZIRKUZIA

TACTIC

A Pocketful of Marbles
For counting, rolling and emergencies.

65/78 ZIRKUZIA

PLACE

The Welcome Tent
Everyone's expected. Especially you.

69/78 ZIRKUZIA

EVENT

Snack O'Clock
The best time. Every time.

22/78 ZIRKUZIA

EVENT

Five More Minutes
Nobody wants it to end.

26/78 ZIRKUZIA