

ZIRKUZIA

Every nearly-made toy ends up here. 82 cards · 3 games.

QUEST MATCH

2–5 players

6+

15 min

- 1 **Set up.** Stack the Challenges face down and flip the top one. Shuffle the rest and deal 5 cards each. Dealt an Event? Shuffle it back and deal again. The youngest player starts.
- 2 **Can your crew do it?** Match every icon on the Challenge with up to **2 cards from your hand** plus the cards on **your stage**. Each icon covers one icon. Your crew needs at least one **Zirkie**. Did it? Shout **“Zirkuzia!”** and tell it: **WHO** did it, **WITH WHAT**, and **WHERE**. If a Mischief Zirkie helped, say what went wrong first! Keep the Challenge, discard your crew and your stage, draw back up to 5, flip the next Challenge.
- 3 **Can’t yet?** Put 1 card face up on your stage (in front of you, max 3 – if a 4th arrives, discard the oldest). Draw 1.
- 4 **Wobbly is wild.** Only Mischief Zirkies have it. It covers any one icon. A wobbly *on a Challenge* needs a real wobbly.
- 5 **Events.** Drew one? Read it out. It happens now. Draw again. (See page 2.)
- 6 **Winning.** First to 3 Challenges. Finish the round so everyone gets the same number of turns – ties win together! Longer game: first to 5. Draw pile empty? Shuffle the discards.

Example. *Teach a Cloud to Juggle* needs wobbly + wobbly + clever. *Oddessa, Taking a Shortcut* brings a wobbly. *Sparkler, Too Early to the Party* brings another. *A Pocketful of Marbles* on your stage is clever. Done! “Oddessa and Sparkler taught the cloud with marbles at the Welcome Tent – after Sparkler ate the practice cake.”



THE TEN ICONS



Sparkly



Cuddly



Clever



Brave



Speedy



Strong



Fancy



Noisy



Tasty



Wobbly

STORY BUILDER

1–6 players

4+

10 min

- 1 Deal 5 each. Flip a Challenge: that's what the story is about.
- 2 Take turns: play a card and add one sentence that uses it.
- 3 The story needs a **WHO** (a Zirkie), a **WITH WHAT** (a Tactic) and a **WHERE** (a Place).
- 4 Events are twists everyone must follow. A Mischief card means something goes wrong – in a good way.
- 5 After everyone has played 3 cards, the youngest tells the ending. Everyone wins. Take a bow!

BEAT BEDTIME – play together

1–5 players

5+

15 min

- 1 Play with your cards face up and talk it over. Put a button on the first step of the Moon track on the Beat Bedtime card.
- 2 Play Quest Match together, but with **one shared stage in the middle** that everyone can use.
- 3 Can't do it? Put 1 card in the middle for the next player, draw 1, and the Moon moves one step.
- 4 Solve **6 Challenges** before the Moon reaches bed and you all win. Easier: start the Moon off the track. Harder: solve 7.

EVENTS

WILD

Glitterstorm, Snack O'Clock, Teddy-Bear Rain, Fancy-Dress Friday

That icon counts as a wobbly until someone wins the Challenge.

SKIP

The Monday, The Baby Is Finally Asleep, Moon Hiccups

Nobody needs that icon on this Challenge. (Moon Hiccups: you pick which.)

PASS

Tax Deduction of Doom

Everyone passes one card to the left.

SWAP

Where Are the Keys?

This Challenge goes to the bottom. Flip a new one.

GIVE

The Great Un-Stitching

Everyone puts one card on their stage.

DRAW

Birthday for Everyone

Everyone draws a card.

AGAIN

Five More Minutes

Take another turn!

Grown-ups: the stories are the point. Help the youngest tell theirs, be generous with “that counts!”, and let the Mischief Zirkies make a mess.