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諾亞與方舟動物
CRITTER CRUISE

在一切沒入水中前找到正確的行李箱吧！

Go Kids 玩家小子

諾亞與方舟動物

一款合作型記憶遊戲,適合2-4名3歲以上玩家。

作者: Antje Gleichmann
插畫: Benjamin Petzold
遊戲時長: 約15分鐘

雨已經下了幾個小時!這時候地面也開始積水。因此諾亞邀請所有動物到方舟的棚下避雨,每隻動物可以攜帶一個裝有最重要物品的手提箱。但場面真是一團亂,所有行李都橫七豎八的亂放著!為動物們找到正確的手提箱絕非易事。請你幫助諾亞,確保動物和牠們的手提箱,並以乾燥的狀態登上方舟。

遊戲配件

1艘方舟(由遊戲盒、4塊隔板、3個配件組成)、10塊圓形鋪路石、15個手提箱、10個動物模型(大象、駱駝、馬、牛、羊、豬、狐狸、貓、老鼠、刺蝟)、1個遊戲人偶(諾亞)、1份說明書。

第一場遊戲前:
小心地從紙板中取出配件。配件之外不需要的部分,可以將其丟棄。

將空盒子放到桌子中央。拿取4塊隔板,如圖所示將其接在一起,然後將得到的格架裝入盒內。

> **提示:**遊戲結束時,隔板可以不拆下來,並與盒子組裝在一起。只需將所有遊戲用具放在隔間,然後將紙板和說明書放到最上方。

遊戲準備

可讓大人協助組裝方舟。

1 　將**方舟甲板**（帶溝槽的板塊）放在盒子中的隔板上。

2 　將**頂棚**從中間折疊並插入槽溝中，
　　在方舟上搭建一個棚子。

3 　將坡道放到方舟上與頂棚相對的短邊那側。

4 　從坡道開始，用圓形**鋪路石**鋪出一條道路（有水圖案的
　　一面朝下）。

5 　在每塊鋪路石上放一隻**動物**，可以依照自己的喜好擺放
　　動物順序。

6 　將**諾亞**放在任意鋪路石的旁邊。

7 　洗勻**手提箱**（有動物或水珠圖案的一面朝下），然後放
　　到方舟旁。

遊戲流程

從最近曾經坐過船旅遊的玩家開始，順時針方向進行遊戲。

你可以讓諾亞保持目前位置不變，也可以將諾亞向前或向後移動一個鋪路石。現在，你需要找出屬於距離諾亞最近的動物的手提箱，接著翻開一個手提箱。

這個手提箱上出現了什麼？

這是距離諾亞最近的動物的圖案嗎？
• **真棒！這是正確的手提箱。**
  拿起這個動物，並從坡道移動到方舟上。
  另外還需要將正確的手提箱放到甲板上。
  如果後面的鋪路石上還有其他動物，
  應將最後一隻動物拿起，並放到已經空出的鋪路石。

注意： 動物列隊中不能有空的鋪路石！

是另一隻動物的圖案嗎？
• **真可惜！沒有找到正確的手提箱。**
  將這個手提箱翻回正面朝下。你的回合結束。

是水珠嗎？
- **真可惜！你翻開了一個已經浸濕的手提箱。**
  現在翻開與顯示的**水珠**顆數相同數量的鋪路石
  （翻到帶有水圖案的一面）。
  從動物列隊中的最後一個"乾燥"鋪路
  石開始翻動。

如果這些鋪路石上站有動物，情況也
不會影響遊戲，動物們只是把腳弄濕
而已。

最後將已浸濕的手提箱翻到另一面，以便重新掩蓋圖案，將它留
在原位，並繼續在遊戲中使用。

記住已浸濕的手提箱位置喔！你的回合結束。

現在輪到下一位玩家。

遊戲結束

遊戲會在以下情況下結束：
- 在所有鋪路石都被翻過來（全部位於水下）之前，你們將所有乾
  爽的動物安全地放置方舟上。
  恭喜，你們一起贏得遊戲勝利！

- 所有鋪路石都被翻過來（全部位於水下），但是鋪路石上仍站有
  動物。真糟糕，你們一起輸掉遊戲了。再重新嘗試遊戲吧！

> **針對年齡較小孩子的提示：**
> 可以減少已浸濕的手提箱來進行遊戲，這樣遊戲進行更
> 簡單。只需收起一些帶有水珠圖案的手提箱，就可以開
> 始遊戲！

中文

Critter Cruise

A cooperative memory game for 2 to 4 players ages 3 years and up.

Game Designer:	Antje Gleichmann
Illustrator:	Benjamin Petzold
Playtime:	about 15 minutes

It's been raining for hours! Even the ground is starting to get soggy. That's why Noah is inviting all the animals to shelter under the roof on his ark and take a cruise. Each animal can bring one suitcase with their most important items. But it's crazy – the suitcases are laying around in a complete mess! It's hard to find the right one. Help Noah get the animals and their suitcases onto the ark before they get completely soaked.

Contents

1 ark (consisting of the box bottom, 4 dividers, 3 cardboard pieces), 10 round path tiles, 15 suitcase tiles, 10 animals (1 each of an elephant, camel, horse, cow, sheep, pig, fox, cat, mouse, hedgehog), 1 wooden Noah, 1 rulebook

Before the First Game:

Carefully separate the cardboard pieces from the punchboard. The cardboard edges are no longer required and can be discarded.

Place the empty box bottom in the center of the table. Take the four dividers, and place the created grid into the box base.

Tip: At the end of the game you can leave the dividers together in the box bottom. Simply put all of the game materials into the compartments, then place the punchboards and rulebook on top.

Game Setup

Put the ship together. You can have an adult help you with this.

1 Place the **ark's deck** (punchboard with slits) on the grid in the box bottom.

2 Fold the **roof** in the middle and insert it into the slits to create a roof on the ark.

3 Place the **ramp** on the short side of the box opposite the roof.

4 Starting at the bottom of the ramp, place the round **path tiles** with the water side facing down to form a path.

5 Randomly place an **animal** on each path tile.

6 Place **Noah** beside one of the path tiles.

7 Now shuffle the **suitcase tiles** (with the side showing the animal tags or water spots facing down) and place them suitcase side up spread out next to the ark.

ENGLISH

How to Play
Play in a clockwise direction. The player who was most recently on a ship or boat goes first.

On your turn, you may leave Noah where he is, or move him forward or backward along the path by one tile. Then look for the suitcase that belongs to the animal that Noah is standing next to. Turn over one suitcase tile.

What does the suitcase tile show?

· **The tag for the animal that Noah is standing next to?**

Fantastic! You found the right suitcase. Take the animal and walk it up the ramp onto the ark. Place the matching suitcase on the deck too. If there are other animals that were behind the animal that boarded, take the last animal out of line and place it on the path tile that is now empty.

Note:
The line of animals should never have gaps in the line!

· **The tag for a different animal?**
What a pity! This isn't the suitcase you were looking for.

Turn the suitcase tile over again.

8

Water spots?

- **Oh no! You found a soggy suitcase.**

Count how many **water spots** there are on the suitcase and then turn that many path tiles to the water side. Start with the last "dry" path tile.

It's OK if there are animals on the path tiles, turn the tiles over anyway and the animals will just get wet feet.

Now flip the soggy suitcase over so that it's hidden again. It should stay in the same spot and is still part of the game.

Make sure everyone remembers where it is.

Now, your turn is over and the next player takes their turn.

End of the Game

The game ends when either:

- you have managed to get all the animals safely and (mostly) dry onto the ark before all the path tiles were turned over and everything is flooded.
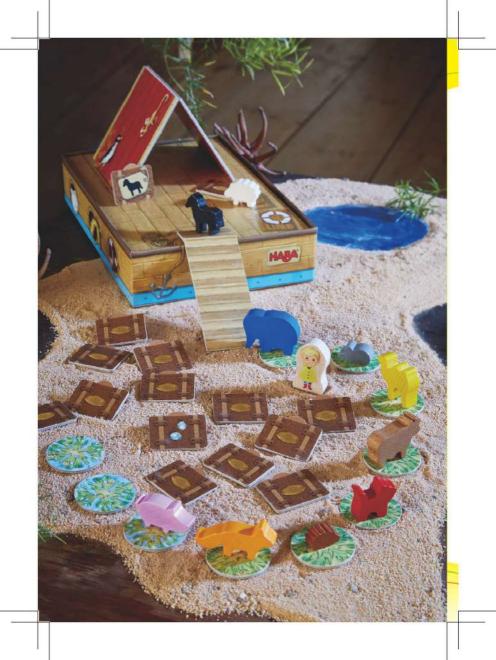Congratulations, you all win together!

- all the path tiles are turned over and everything is flooded while there are still animals on the path tiles. Unfortunately, you all lose together.
Why don't you give it another try right away?

> **Note for younger children:**
> You can also play with less soggy suitcase tiles to make the game easier. Simply remove as many soggy suitcases as you want.
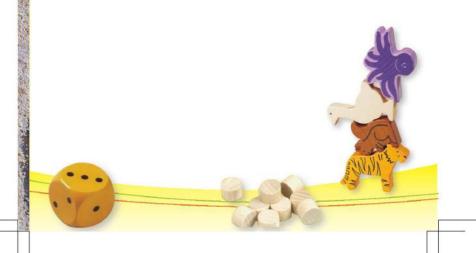
中文翻譯：Demi
中文校稿：光濠
中文編排/LOGO設計：Gru.Tsow
中文出版：Gokids玩樂小子

遊戲時間
到囉！

⚠ **WARNING:**
CHOKING HAZARD -
Small parts. Not for
children under 3 years.

HABA