

## Additional Rules

Rules for finding things:

- Players may not do anything, go anywhere or touch anything they wouldn't normally be allowed to touch. Anything found which is normally off-limits does not count. Parents might want to set up certain places and objects as OFF LIMITS.
- Players may not count parts of this game as things they've found.
- Players may not count living things as something they've found (including pets and siblings).
- If a player finds something that is too big or heavy to move, it should not be moved. Find another object.
- To count, all items must be in a player's pile.

Example: A player cannot point at a piano for the "Find Something Made of Wood" card.

- Scavenger Hunt is an INDOOR game. Everything can be found indoors. Players should stay indoors while playing.

Rules for Dealing with Disagreements:

- It is possible that players may have different views on what counts for some cards. If there is a disagreement, players should first try to work out a decision amongst themselves. If they cannot decide, they should flip a coin or ask an adult.

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2 to 4 Players

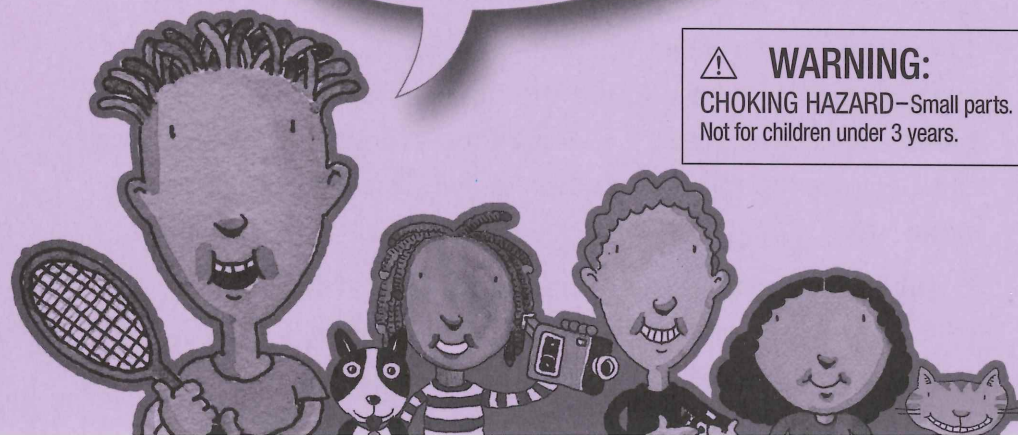
**BRAIN  
QUEST®**



**The Amazing Indoor Search Game**

**Rules  
of Play**

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



## Contents

- 4 Pawns • 100 Cards • 1 Game Board
- 1 Spinner • 1 Two-Minute Timer

## Overview

The basic idea of Scavenger Hunt™ is pretty simple. At the beginning of every round, one player places 6 cards on the board and turns over the timer. Each card shows something to find around the house. Everyone races around the house looking for all 6 things. After 2 minutes all the players come back and show what they've found. The first player to move onto the "You Win" space wins the game!

## Playing the Game

To begin, each player takes 1 pawn and places it on the space labeled "Go." Next, place 6 cards with blue borders face-up on the empty spaces on the game board. Turn over the timer. Players should start to look for items shown on the cards as soon as the timer begins. Players have 2 minutes to find all 6 items. As each or several items are found, players should run back to the board and make a pile of the items they've found. When a player notices that the timer has run out, he or she should yell "Time's up!" All players must immediately stop looking for things and go back to where the game is set-up.

One player now reads the cards one by one. As each card is read, players who have found the object should hold it up, and move their pawn ahead 1 space. When everyone is done moving their pawns, the round is complete. Play 3 more rounds in the same way.

- for the 2nd round use 6 orange border cards
- for the 3rd round use 6 purple border cards
- for the 4th round use 6 green border cards

## Rules for Finding Things

When looking for things, keep in mind a few important rules:

1. Each item you find only counts once during the game. If you find a basketball, you could count it for either your "Find Something Orange" card or "Find Something Round" card, but not both. You cannot re-find the same object over and over in different rounds.
2. You may not take anything from another player's pile.

If you need more help on what counts and what does not, read the Additional Rules section on the back of these instructions.

## Captain Cleanup

After the 4th round is over, it's time for the Captain Cleanup round. Do not select any more cards for this round. Instead, one player yells "Go" and all the players race to put their own things away. When players finish cleaning up, they should come back to the board and call out "Done."

Note: Parents may want to confirm players put things back where they belong.

The first player to finish cleaning up spins the spinner first. The second player to finish cleaning up spins second, and so forth, until everyone who has cleaned up spins. Each player moves his or her pawn forward, or another player's pawn back, depending on where the spinner arrow lands. If you don't clean up, you do not get to spin.

## To Win

Players continue taking turns spinning the spinner in this order until 1 player lands on or crosses the "You Win" space, winning the game.