

# Scavenger Hunt™

**2 or More Players**  
**Ages 6 & Up**

The Amazing **For Kids** Indoor Search Game

## Instructions

### CONTENTS

102 Object Cards • Magnifying Glass • Instructions

### OBJECT

To be the player with the most points at the end of five rounds of play.

### SETUP

1. Find a watch or timer that is easily readable and choose someone to be the Timer.
2. Get a piece of paper and a pen or pencil to keep score. Choose a Scorekeeper.

### PLAYING THE GAME

1. Place five cards with blue borders face-up where all players can see them. Each card shows something to find around the house.
2. When the Timer says "Go!", everyone races around the house looking for all five things. As items are discovered, players should run back and make a pile of the things they've found.
3. When the Timer yells, "Time's up!", all players must immediately stop looking for things and go back to where the game is set up.

4. One player now reads the cards one by one. As each card is read, players who have found the object hold it up. The Scorekeeper gives players one point for each object they found.
5. When everyone is done showing their items, the player with the lowest score picks up the magnifying glass. If s/he can find the number represented by his/her score somewhere on one of the items any player has gathered in that round, s/he gets a bonus point. The round is now complete.
6. Play three more rounds in the same way, using five cards with orange borders, then purple, then green.

## **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. A basketball could count as either “Something Orange” or “Something Round,” but not both. You also can’t keep “re-finding” 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.

## **CAPTAIN CLEANUP™**

After the fourth round is over, it’s time for the Captain Cleanup round. For this round, do not select any more cards. Instead, one player yells “Go!” and all players race around as fast as they can, putting away their things. When players are done cleaning up, they should come back and yell out “Done.”

*Note: Parents may want to confirm players actually put things back where they were supposed to.*

The first player to finish cleaning up gets a bonus number of points equal to the number of players (if there are four players, s/he would get four points). The second player to finish cleaning up gets one point less than the first player (three points, in this case). The third player gets one point less than the second player (two points), etc. If you don't clean up, you don't get any bonus points.

## **WINNING THE GAME**

The player with the most points after the Captain Cleanup round wins the game!

## **ADDITIONAL RULES FOR FINDING THINGS**

- Players may not do anything, go anywhere, or touch anything they wouldn't normally be allowed to. Additionally, parents may want to set certain parts of the house or certain objects 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.
- If a player finds something that is too big or heavy to move, it should not be moved.
- To count, all items must actually be in a player's pile. For example, for "Something Made of Wood," a player couldn't point to a piano and say that s/he found it.
- This game is an INDOOR game. Everything can be found indoors. Players should stay indoors while playing.

## **RULES FOR DEALING WITH DISAGREEMENTS**

For some cards it is possible that players may have different views on what counts and what does not. If there is a disagreement, players should first try to work out a decision amongst themselves. If they can't decide, they should flip a coin or ask an adult.

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