

## Additional Rules

### Rules For Finding Things

- Players may not do anything, go anywhere or touch anything they wouldn't normally be allowed to. Anything found which normally is off limits does not count. 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. For instance, players may not use the Scavenger Hunt For Kids box for the "Find Something Blue" card.
- Players may not count living things as something they've found (that includes dogs, cats, brothers, sisters, parents and so on).
- If a player finds something that is too big or heavy to move, it should not be moved. Find something else instead.
- Scavenger Hunt for Kids is an INDOOR game. Everything should be found indoors, and players should stay indoors while playing.

### Rules For 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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# SCAVENGER HUNT™ for Kids

## Amazing Indoor Search Game

## INSTRUCTIONS

# SCAVENGER HUNT FOR KIDS

## Amazing Indoor Search Game

### Contents

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

### Overview

The basic idea of Scavenger Hunt For Kids is pretty simple. At the beginning of every round, one player places 6 cards on the board. Each card shows something to find around the house. Players race around the house looking for all 6 items. After 2 minutes, players return to the game board and show what they've found. Players get to move their pawns ahead 1 space for every object they've collected. The first player to move his/her pawn to the Finish space wins the game.

### Playing the Game

To begin, each player takes 1 pawn and places it on the space labeled "START." Next, one player places 6 blue cards face-up on the empty spaces on the board and turns over the 2 minute timer. As soon as the timer begins, all players start looking around for the items shown on the cards. Players have 2 minutes to find all 6 items. As each item (or several items) are found, players should run back to the board and make a pile of the things they've found. When a player notices that the timer has run out, he or she should yell "TIME'S UP," and all the players must immediately stop looking for things and go back to where the game is set up.

One player 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 on the game board. When everyone is done moving their pawns, the round is complete. Play continues for 3 more rounds, following the directions of the game board.

### Rules For Finding things

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

- Each item players find only counts once during the game. So, if a player finds a basketball, he/she could count it for either his/her "Find Something Orange" card or his/her "Find Something Round" card but not both. Players also can't keep "re-finding" the same object over and over in different rounds.
- Players may not take anything from another player's pile.

If players need more help on figuring out what counts and what does not, they should read the Additional Rules section on the back of these instructions.

### 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 the players race around as fast as they can, putting away all of their collected items. When players have finished cleaning up, they should come back to the board 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 spins the spinner first. The second player to finish cleaning up spins the spinner second, and so forth until everyone who has cleaned up has spun the spinner. Players who do not clean up do not get to spin the spinner.

### Winning the Game

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

