

How to play...

Preschool

AGE
3+



2-6
PLAYERS

Where's that Chipmunk?



What's in the Box?

Plush Chipmunk, 40 Indoor Clue Cards, 40 Outdoor Clue Cards,
5 Create-Your-Own Indoor Clue Cards, 5 Create-Your-Own Outdoor Clue Cards,
6 Score Cards, and 13 Acorn Tokens.

Game Rules for a 3-6 Player Game

Object of the Game

Earn an acorn token by being the first player to find the chipmunk.
The first player to earn three acorn tokens wins!

Setting up the Game

- 1** Decide if you want to play indoors or out. If playing indoors, use the blue deck of clue cards. If playing outdoors, use the green deck of clue cards. Or, play an indoor and outdoor game and use both decks!
- 2** The game is best played starting from a central area (table, coffee table, couch, deck, patio, picnic table, etc.).
- 3** Each player takes a score card and places it in the central starting area. Remember where you put it; this is your score card! Place the acorn tokens in the central starting area so all players can access them.

Playing the Game

- 1** The youngest player will be the 'hider' first. The hider takes the deck of cards and chooses three clues to their liking. Depending on how silly you want to get, all three chosen clue cards don't have to be in your play area. **However, you must choose at least ONE clue card that is in your playing area.** Don't show the clue cards to the seekers yet.
- 2** The seekers stay in the starting area and all close their eyes.
- 3** The hider takes the plush chipmunk and hides it near or at one of the clues shown on the chosen clue cards. It's more fun if you don't hide the chipmunk in an impossible hiding place.

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Playing the Game (continued)

- 4 After hiding the plush chipmunk, the hider returns to the starting area and the seekers all open their eyes.
- 5 Now, the hider places the three clue cards face up so all seekers can see them. After the seekers have all seen the three clue cards, the hider says "READY! SET! GO!"
- 6 The seekers then all go and search for the chipmunk in the areas on the clue cards. Remember, only one of the three clues is correct!
- 7 The player who finds the chipmunk returns to the starting area, claims an acorn token, and places it on their score card.
- 8 The seeker that last found the chipmunk is now the hider. Play continues this way until one player has earned three acorns.

Winning the Game

The first player to place three acorn tokens on their score card wins the game!

Game Rules for a 2 Player Game

Object of the Game

In this game version, players take turns leaving a trail of clues to the chipmunk. There are no winners or losers in this version. It's for fun! What's wrong with fun?!

Setting up the Game

- 1 Decide if you want to play indoors or out. If playing indoors, use the blue deck of clue cards. If playing outdoors, use the green deck of clue cards. Or, play an indoor and outdoor game and use both decks!
- 2 The game is best played starting from a central area (table, coffee table, couch, deck, patio, picnic table, etc.).

Playing the Game

- 1 The youngest player will be the 'hider' first. The hider takes the deck of cards and chooses five clues to their liking. **IMPORTANT!** - All five of the clues must be in your play area!

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Playing the Game (continued)

- 2 Decide which one of these five clue cards will be the first clue. This is the card you will give the seeker. Save this card and don't give it to the seeker yet. This is the first clue! Have the seeker close their eyes.
- 3 Hide a second clue card near or at the clue shown on the first clue card. Then hide a third clue card near or at the clue shown on the second clue card. Continue this way until you have hidden the second, third, fourth, and fifth clue cards.
- 4 Now, you will hide the plush chipmunk near or at the clue shown on the fifth clue card. The hider returns to the central starting area and has the seeker open their eyes. Hand the seeker the first clue card.
- 5 The seeker now searches for the second clue card based on the clue on the first clue card. After finding the second clue card, the seeker will then look for the third clue card based on the clue on the second clue card. Play continues this way until the seeker has found all the clue cards and then the chipmunk.
OPTIONAL: While the seeker is searching for the clue card, the hider may follow the seeker and say "hot" or "cold" to help the seeker.
- 6 After the seeker finds the chipmunk, it is now this player's turn to be the hider. Play continues this way for as long as you want. Have fun!



Advanced Game Rules for a 3-6 Player Game

Object of the Game

Earn an acorn token by being the first player to find the chipmunk by following a trail of clues. The first player to earn three acorn tokens wins.

Setting up the Game

- 1 Decide if you want to play indoors or out. If playing indoors, use the blue deck of clue cards. If playing outdoors, use the green deck of clue cards. Or, play an indoor and outdoor game and use both decks!
- 2 The game is best played starting from a central area (table, coffee table, couch, deck, patio, picnic table, etc.).
- 3 Each player takes a score card and places it in the central starting area. Remember where you put it; this is your score card! Place the acorn tokens in the central starting area so all players can access them.

Playing the Game

- 1** The youngest player will be the 'hider' first. The hider takes the deck of cards and chooses five clues to their liking. **IMPORTANT!** - All five of the clues must be in your play area!
- 2** Decide which of these clue cards will be the first clue. This is the card you will give the seekers. Hold this card and don't give it to the seekers yet. This is the first clue!
- 3** The seekers stay in the starting area and all close their eyes.
- 4** Hide a second clue card near or at the clue shown on the first clue card. Then hide a third clue card near or at the clue shown on the second clue card. Continue this way until you have hidden the second, third, fourth, and fifth clue cards.
- 5** Now, you will hide the plush chipmunk near or at the clue shown on the fifth clue card. The hider returns to the central starting area and has the seekers open their eyes.
- 6** Show the seekers the first clue card. After the seekers have all seen the clue card, the hider says "READY! SET! GO!"
- 7** The seekers now go and search for the second clue card based on the clue on the first clue card. After finding the second clue card, seekers will then look for the third clue card based on the clue on the second clue card. Play continues this way until a seeker has found all the clue cards and then the chipmunk.

It is important the clue cards are not touched or moved when they are found. Players should quietly discover the cards. This way you will not reveal to the other players that you have found a card!

- 8** The player who finds the chipmunk returns to the starting area, claims an acorn token, and places it on their score card.
- 9** The seeker that last found the chipmunk is now the hider. Play continues this way until one player has earned three acorn tokens.

Winning the Game

The first player to place three acorn tokens on their score card wins the game!

Other Stuff

- ★ Use the included "Create Your Own" cards to draw or write your own custom clues!
- ★ Be safe! Don't hide the Chipmunk in an area that might be considered unsafe. Not sure? Ask your parents.

