

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 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.
- 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," players couldn't point to a piano and say that they 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 among themselves. If they can't decide, they should flip a coin or ask an adult.

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Ages 6 and Up
2 or More Players

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SCAVENGER HUNT ACTIVITY GAME



INSTRUCTIONS

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50 Object Cards (100 Objects)

Magnifying Glass

OBJECT OF THE GAME

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

SETUP

1. Find a watch, smart phone 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!”, all players race 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 that player can find the number that matches that player’s score somewhere on one of the items any player has gathered in that round, the player earns a bonus point for the round.

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 players find only counts once during the game. A basketball could count as either “Something Orange” or “Something Round,” but not both. Players also cannot keep “re-finding” the same object over and over in different rounds.
2. Players may not take anything from another player’s pile.

If players need further clarification on what counts and what does not, they should read the Additional Rules section.

CAPTAIN CLEANUP™

After the fourth round is over, it’s time for the Captain Cleanup round.

For this round, one player yells “Go!” and all players race around as fast as they can, putting away the items they collected. When players are done cleaning up, they should come back and yell out “Done!”

The first player to finish cleaning up and return to the game area earns a point for this round.

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

WINNING THE GAME

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