

Scavenger Hunt™

GAME



For 2 to 4 players

You're invited on a very special "go seek" game. You and your opponents are challenged to find 4 very silly objects on a Scavenger Hunt list. If you're the first player to collect all of your items and return Home, you'll win the game. Have fun!

OBJECT

Collect the 4 silly objects in the order they appear on your Scavenger Hunt List and get your pawn Home first.

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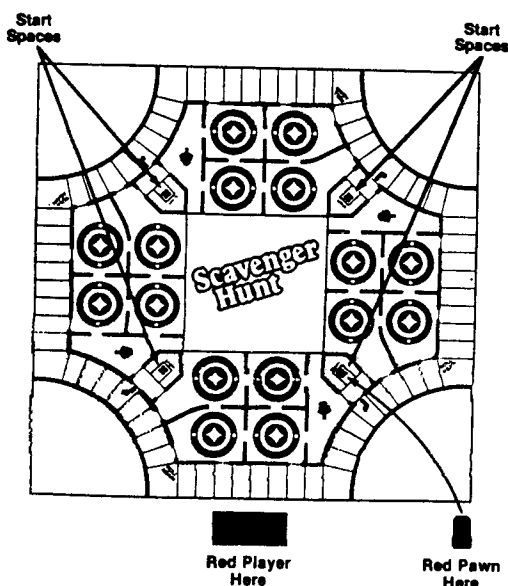
- 1 cardboard gameboard
- 1 plastic card tray
- 4 plastic pawns
- 2 plastic pawn stands
- 2 dice
- 1 deck of 60 cards
- 1 cardboard parts sheet
- 1 instruction booklet

HOW TO SET UP THE GAME

1. Open up the gameboard and place it on a flat surface so it's accessible to all players. Place the plastic card tray in the center of the board on top of the "Scavenger Hunt" name.

2. Choose one of the 4 colored plastic pawns to move and place it on its matching color START space on the board. START spaces are the 4 "house" shaped areas, shown in Figure 1, below. Your opponents pick and place their pawns in the same manner. Players should sit around the board, so that their chosen pawns are directly to their right, as shown with the "Red" player in Figure 1.

FIGURE 1



3. **Preparation of the Item Discs and the Dog Pawns:** carefully punch out the 16 silly item discs and the 2 Dog pawns from the cardboard parts sheet. Then do the following: the discs. . . mix up the discs and give 4 to each player (you do not have to keep them secret from your opponents). Your 4 discs are the 4 objects you must find on the board. They must be found in a particular order, however, and that sequence is explained in Rule 4, "How To Set Up The Scavenger Hunt Lists." Any remaining discs are put out of play; the Dog pawns. . . insert the 2 cardboard Dog pawns into the 2 plastic stands. Position them off the board until they are called into play.

4. **How to set up the Scavenger Hunt Lists:** each player must make up his or her own list of the 4 objects to be collected and the order in which they are to be collected. Here's how it's done. . .

A. Give each player paper and pencil (not provided).

B. Sift through the deck of cards. Remove 1 each of a GARAGE card, an ATTIC card, a CLOSET card and a KITCHEN card. Shuffle these 4 cards and place them (in a stack) facedown on the board. Notice that each card has 4 matching spaces on the board, each a different color. For example, there is a red ATTIC space, a blue ATTIC space, a yellow ATTIC space and a green ATTIC space. Also note that these identifying colors match players' pawns.

C. Turn the top card faceup so everyone can see it. It's telling you and all players to place any one of your object discs faceup on the space on the board that matches this card and also matches your pawn color! For example, if it's the CLOSET card and you're the blue player, you would place one of your 4 object discs faceup on the blue CLOSET space on the board. . . if your opponent is a red player, he or she would place an object disc faceup on the red CLOSET space on the board.

D. After everyone has positioned one disc, each of you must record the item you placed and where you placed it on your sheet of paper. *Suggestion:* just write down ITEM #1 and fill in which disc you placed and where you placed it.

E. Turn the next card faceup so everyone can see it and all players position their second object disc faceup on the board, as above. The items are recorded on players' sheets.

F. Position the third and fourth object discs, as above, and record them on your sheets. *The result:* each player has a list of 4 items to find and a particular order to find them in. . . for on your hunt, you must look for ITEM #1 first, ITEM #2 second and so forth. Collect all 4 objects in the order designated by your list.

5. Return the 4 cards to the deck, shuffle the deck and deal out 5 cards facedown to each player. Players look at the cards dealt to them but keep them secret from other players. The remaining cards are placed facedown in the card tray on the board.

HOW TO PLAY THE GAME

WHO PLAYS FIRST? Roll the dice. Whoever rolls the highest number plays first, followed to the left by the other players.

WHAT YOU DO ON YOUR TURN: on your turn, move your pawn from the START Home Space towards ITEM #1 on your list. Move your pawn by dice toss. Often, you will also use the cards in your hand to move your pawn. Here's how to move...

1. First, draw a card from the center deck and secretly put it in your hand.
2. Then roll the dice and move your pawn the full count either along the outer white path or through Room/Yard spaces or both! *Please Note: the dice toss determines not only how many spaces you move, but also how you move on the outer white path and through the Room/Yard spaces. Read, below, to discover the how to's of movement...*

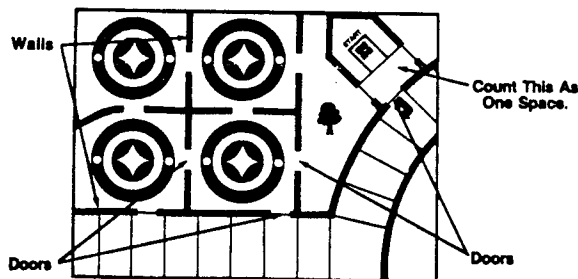
MOVEMENT ON THE OUTER WHITE PATH: count each of the game spaces on this path as one on the dice toss. You must always move the full count shown. Move your pawn in the direction of the arrows. *Exception:* the only time you can move backward on the outer path is when you "bounce off" a Dog Pawn. See "Dog Cards" on page 3 for more information.

MOVEMENT ON THE ROOM/YARD SPACES: there are 20 of these spaces: 4 CLOSET spaces; 4 GARAGE spaces; 4 KITCHEN spaces; 4 ATTIC spaces; 4 YARD spaces (with Tree symbols). Count each Room or Yard space you move to as one on your dice toss and play a card from your hand that matches each Room or Yard you move to (for more details, see "The Cards And How To Play Them," on this page). You can move up, down, forward or backward all in the same turn when moving from Room/Yard spaces... and you can return to the same Room in the same turn, as long as you have matching cards to play as well as that number of allowed moves on your dice toss!

MORE MOVEMENT RULES:

- USING DOORS: to enter and exit the outer white path and move among the room and yard spaces, you must go through Doors. You can never pass through solid black lines or Walls. See Figure 2 for a look at Doors and Walls.
- SPACES IN FRONT OF START SPACES: the spaces directly in front of the START Home Spaces are counted as one on your dice toss. Do not play a card to pass through or move a pawn to such a space. See Figure 2 for location of such a space.

FIGURE 2



—LANDING ON ANOTHER PLAYER: on the outer white path, if your dice toss directs you to land on a space occupied by another player, advance your pawn to the next open space... for two or more pawns cannot be on the same space at the same time; on Room/Yard spaces, your pawn cannot land on or pass through a space occupied by another player. *Strategy Hint:* during play, you might wish to plan your moves so that your pawn occupies a Room/Yard space preventing entry of an opponent's pawn to such a space!

- DOUBLES: if you roll doubles, as a bonus, immediately draw another card from the center deck, add it to your hand and move your pawn the number shown on the dice.
- "ROLL AGAIN" SPACES: if you land on a "Roll Again" space, draw another card from the center deck, add it to your hand, roll again, and move the number shown.
- MOVING THE FULL DICE COUNT: always move the full dice roll, even if it takes you past your destination. For example, if you're on a Room/Yard space, and do not have matching cards to move on your die roll, move out a Door to the outer white path and finish your moves there. See next section for two exceptions to this rule...

Two Exceptions to Moving the Full Dice Count:

EXCEPTION #1...Trapped in The Garage: all Room/Yard spaces except the GARAGE have doors that open to the outer path for easy exiting. If your pawn is in the GARAGE and you do not have a matching card in your hand to move your pawn to an adjacent space and you have more moves on your dice toss, then you are trapped. Your turn ends. You cannot complete the remaining moves on your dice toss and must wait until your next turn to draw a card and roll again. See the Blue trail example on page 4 for a look at being "Trapped in the Garage."

EXCEPTION #2...Collecting An Item Disc: when you collect one of your discs by landing on a Room space where the disc is sitting and you still have more moves left on your dice toss, your turn is over. Do not complete the remaining moves on your dice toss and wait until your next turn to draw a card and roll the dice. See "Collecting A Disc," on page 3 for more details.

WHEN YOUR TURN ENDS: in most cases, your turn is over when you move your pawn the full count on the dice.

If you wish to extend your turn, however, you can do so by trading in cards. Here's how you do it: at the end of your turn, if you have two matching cards in your hand, place them faceup in the discard pile in the center tray and take another turn by drawing a card in the center pile, by rolling the dice and by moving your pawn.

Important: you may trade in as many pairs as you wish on a turn to gain extra turns!


As you can see, it is possible to take many turns on your same turn, if you continue to trade in cards or land on a Roll Again space.


Important: you cannot trade cards in for extra turns after getting trapped in the GARAGE or after collecting an item disc.


RUNNING OUT OF CARDS: it is possible that on your turn, you may have played all the cards in your hand. If this happens, your turn is over after you complete your dice toss. Draw 5 new cards from the center deck and wait until your next turn to play them.


THE CARDS...AND HOW TO PLAY THEM: by now, you know that to gain entry into a Room or Yard space, you must play a card that matches it. These matching cards are called Location Cards and there are 51 of them in the deck. Here they are...


Location Cards:


 8 KITCHEN cards
...play to pass through or land on a KITCHEN space

 8 CLOSET cards
...play to pass through or land on a CLOSET space

 8 ATTIC cards
...play to pass through or land on an ATTIC space

 8 GARAGE cards
...play to pass through or land on a GARAGE space

 8 YARD cards (with Tree symbols)
...play to pass through or land on a YARD space.

 11 Four-Arrow cards
...these are wild cards and can be played to pass through or land on a KITCHEN, CLOSET, ATTIC, GARAGE or YARD space. *Important:* Four-Arrow cards cannot be used to enter the Room space housing the disc you must collect. For more details, see "Collecting a Disc," on page 3.



Here's how you play a Location Card:

1. First, place the desired card from your hand faceup in front of you.
2. Then move your pawn to the appropriate matching space.
3. If your dice roll allows, continue to place, and move as above.
4. Then place all played cards faceup into the discard pile of the card tray.

Remember, your dice toss determines how many moves you can make; where you can move, however, is determined by how you play your Location Cards.



Dog Cards:

In addition to the Location Cards, there are 9 Dog Cards in the deck. Dog Cards are played to place a Dog pawn on any empty space on the outer white path. Once positioned, Dogs act as barricades. . . no pawn can pass through them or jump over them. If your pawn moves into a Dog Barricade, it "bounces-off" the barricade and your pawn finishes the move on its die toss by moving backward along the path, counting each space "in reverse" as one on the toss!

Here's how to play a Dog Card:

1. First, place a Dog Card from your hand faceup in front of you.
2. Then place one Dog Barricade on an empty game space on the outer path.

Why would you place a Dog Barricade on the path?

A Dog Barricade is a good defensive move. . . you can halt an opponent's advance on the outer path by positioning a Dog on just the right spot; a Dog Barricade is also a good offensive move . . . by "bouncing-off" a barricade, you can reverse your movement along the outside path and remain in the desired area. See Figure 3, in next section, for a look at "bouncing."



Other Dog Card And Barricade Rules:

- playing a Dog Card does not count as a move on your dice toss.
- Dog Cards can be played at the beginning or end of your turn.
- once Dog Barricades are placed on the board, they can be moved only when another Dog Card is played.
- you can play more than one Dog Card at a time during your turn.
- do not place Dog Barricades on outer white spaces that abut Doors. . . they cannot be positioned on spaces that would block entranceways or exits!
- if "trapped between two Dog Barricades", you must count out the available open spaces between the two barricades and bounce off them back and forth, finishing your dice toss until you or your opponent plays a Dog Card to move a barricade.

See Figure 3 in next section for a look at being trapped between two dogs.



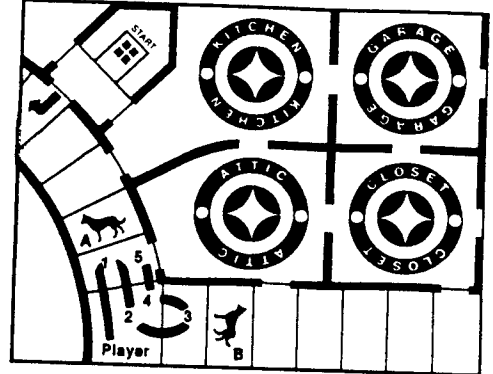
SUMMARY OF WHAT YOU CAN DO ON A TURN

1. You must draw one card from the center deck.
2. You must roll the dice and move your pawn the full count.
3. If you roll doubles, draw a bonus card.
4. Either move your pawn clockwise around the outer white path or into Room/Yard spaces or do a combination of both.
5. If you enter a Room or Yard space, play a matching Location Card.
6. To collect a disc, play only a matching Location Card (not a Four-Arrow card).
7. You can play Dog Cards at the beginning or at the end of your turn. Place Dog Barricades on an empty outer path space to block opponents or to enable you to move backwards along the outer path.
8. If you land on a "Roll Again" space, draw a card and roll again.
9. If you trade in paired cards, draw a card and roll again.
10. If you play all of your cards, draw 5 new ones from the center deck.

Trapped Between Two Dogs

At the beginning of your turn, you're on the space marked "player." You do not have an ATTIC card or a DOG card. You draw a GARAGE card and roll a "5."

FIGURE 3



MOVE #

- 1 Move 1 space forward on the outer path, bounce off Dog Barrier A.
- 2 Reverse movement on the outer path 2 spaces and bounce off Dog Barrier B.
- 3 Finish off your dice count moving 2 spaces towards Dog Barrier A.

Now you know how to move, and how to play your cards. Read, below, to discover how to collect a disc.

COLLECTING A DISC: players can only collect their own item discs and they can only be collected in the order that appears on their Scavenger Hunt List.

Here's how to collect a disc:

1. First, move your pawn onto the space occupied by the disc you want to pick up. You do not have to land there by exact count of the dice toss. To reach this space, however, you must play a card from your hand that matches the space the disc is sitting on. . . this card cannot be a Four-Arrow card.
2. Then, pick up the disc and place it on your START space.
3. Your turn is now over even if you have more moves on your dice toss. You also cannot trade cards in for an extra turn.

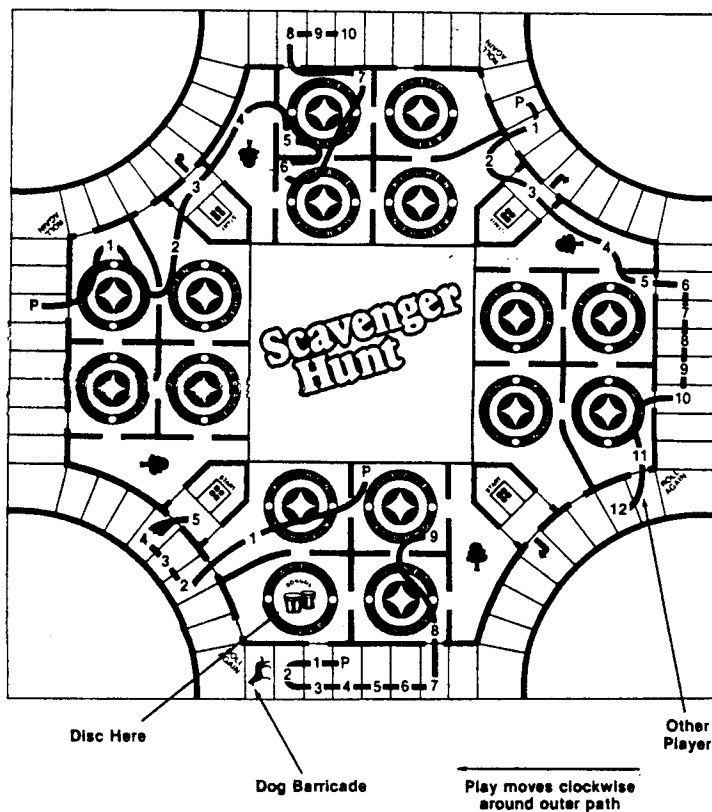
Play as outlined above, moving your pawn by dice roll and strategic card play. If all the cards in the center deck have been played and discarded, shuffle them and place them facedown in the tray again and continue to play until someone collects all 4 of their discs in the right order and returns home!

HOW TO WIN THE GAME

If you're the first player to move your pawn back to your START space after having collected all 4 of your item discs in their proper order, then you'll win the game. You do not have to enter your START space by exact count. . . but the space that the discs sit on is considered one game space!

Look below for a quick summary of what you could do on a turn. See page 4 for a look at 4 illustrations of 4 possible moves on the board. All are included to make your Scavenger Hunt the best it can be. . .

FOUR POSSIBLE MOVES



Pictured here are 4 possible moves, shown by 4 different color trails. An explanation of each move, displayed by step-by-step movement, appears below. Refer back and forth from picture to explanations to see 4 clever moves well-charted and strategically executed.

Card Play and Path Movement — SEE GREEN TRAIL

At the beginning of your turn, your pawn is on the space marked "P" for player, and you have a Four-Arrow card, an ATTIC card, a CLOSET card, a KITCHEN card and a YARD card. You draw another CLOSET card and roll a "10."

MOVE

- 1 Play the ATTIC card and move into the ATTIC.
- 2 Play the KITCHEN card and move into the KITCHEN.
- 3 Move into the space in front of START.
- 4 Play a YARD card and move into the YARD.
- 5 Play a CLOSET card and move into the CLOSET.
- 6 Play a Four-Arrow card and move into the GARAGE.
- 7 Play your last CLOSET card and move into the CLOSET (you've used up all your cards).
- 8 Move to the outer path to finish the last 3 moves on your dice toss.
- 9
- 10

Your turn is over, draw 5 new cards and wait until your next turn to play them.

Forced To Move — SEE ORANGE TRAIL

The item disc you must collect is in the ATTIC. At the beginning of your turn, you're in the GARAGE marked "P" for player. You have only one card in your hand and it's a KITCHEN card. You draw a KITCHEN card and roll a "5."

Here are 2 approaches. . . choose either A or B:

APPROACH A (shown)

MOVE

- 1 You MUST play the KITCHEN card and move into the KITCHEN.
- 2 Move onto the outer path to complete your dice toss even though it directs you past your disc.
- 3
- 4
- 5 Move into the space in front of START.

You still have one KITCHEN card in your hand and your turn is over!

APPROACH B (not shown)

- 1 You MUST play the KITCHEN card and move into the KITCHEN.
- 2 Move onto the outer path for one move.
- 3 Play your other KITCHEN card and move back into the kitchen.
- 4 Move back onto the outer path to complete your dice toss even though it directs you past your disc.
- 5

Your turn is over, you have no cards left in your hand. Draw 5 new cards and wait until your next turn to play them.

Card Play and Path Movement — SEE PURPLE TRAIL

At the beginning of your turn, your pawn is on the space marked "P" for player, and you have a CLOSET card, a KITCHEN card, an ATTIC card and a YARD card. You draw another ATTIC card and roll doubles, a "12." Draw again and get another ATTIC card. You then move the "12" showing on the dice.

MOVE

- 1 Move one space on the outer path.
- 2 Play the KITCHEN card and move into the KITCHEN.
- 3 Move into the space in front of START.
- 4 Play a YARD card and move into the YARD.
- 5 Play a CLOSET card and move into the CLOSET.
- 6
- 7
- 8 Move out onto the outer path for 5 moves.
- 9
- 10
- 11 Play an ATTIC card and move into the ATTIC.
- 12 Move out onto the outer path again to finish your dice count. . . another player is on that space, so advance to the next open space.

You still have 2 ATTIC cards in your hand, which you can trade in for an extra turn, if you wish.

Trapped In The Garage — SEE BLUE TRAIL

At the beginning of your turn, you're on the space marked "P" for player. You want to collect an item disc from the ATTIC and you do not have an ATTIC card. You do have a CLOSET card and a GARAGE card. You draw a Dog Card and roll an "11." Your dice count could direct you past the ATTIC space, so you do the following.

MOVE

- First, play your Dog Card, place Dog Barricade as shown. This uses no moves on your dice toss.
- 1
 - 2
 - 3 Move forward on the outer path two spaces, bounce off the Dog Barricade and move backward until you reach the door to the CLOSET (you've used up 7 moves).
 - 4
 - 5
 - 6
 - 7
 - 8 Play the CLOSET card and move into the CLOSET.
 - 9 Play the GARAGE card and move into the GARAGE.

You still have 2 moves left on your dice toss, but you have no cards left in your hand. You are "trapped in the GARAGE." Your turn is over. Draw 5 new cards and wait until your next turn to play them.