

KIDS SCAVENGER HUNT 3 PACK!

AGES 6+

2-6

~10
MIN

INCLUDES: 3 Themed Decks (60 cards each - 180 cards total!)

Goal

Only the quickest with their eyes and sharpest with their minds will be the *first* to find 5 objects from their cards and win the game.

Setting Up the Hunt

First, choose which themed deck to play with. This 3-pack contains cards perfect for **At Home**, **Outside**, or **In The Car** fun!



AT HOME

Great for a rainy day, a trip to the grandparents, or family game night.



OUTSIDE

Perfect for a picnic, on vacation, backyard event, or family game day.



IN THE CAR

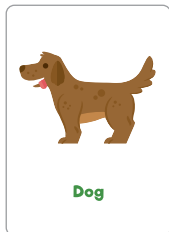
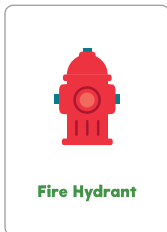
For quick trips to the store, road trips, or en route to grandma's.

Before you start, set up some ground rules to ensure maximum fun and safety. Here are just a few of our recommendations:

- **SET BOUNDARIES:** Ensure play stays within a safe distance of adults so you can always keep an eye on your kiddos. You may not want hunters scavenging in certain rooms or areas.
- **NO RUNNING:** We want to keep grandma's lamp safe and ensure nobody falls outside.
- **LIGHTING:** Make sure you have enough lights to see where you're going and to avoid bumping into things.
- **ALL CLEAR:** Clean up the play area(s) so that all potential hazards are identified and addressed.

The Hunt is Afoot!

1. Once you have chosen which theme to play and safety rules have been established, shuffle the cards and deal 10 to each scavenger.
2. Check out which cards you've been dealt! On the count of 3, players begin looking for the objects on the cards in their hand.



Some cards tell you exactly what object or animal you need to find, like **Fire Hydrant** or **Dog**.

Others make you find an object that fits a certain rule, like **Something Colorful** or **Something Blue**. Get creative!

Scoring Your Finds

Each time you find something to satisfy one of your cards, point to the object and call it out by name (no need to pick it up - your house stays clean! You're welcome.). For example if one of your cards says **Starts with S** and you find a pair of **socks**, shout "**SOCKS!**" and turn that card over in your hand to keep score.

Scavenger Champion

The first player to find 5 of the 10 items in their hand wins! Repeat the 5 items found to make sure all were found and valid (li'l sis doesn't count as **Something Gross**, nice try). Good eye, kiddo!



Questions or Comments?
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