



### OBJECT OF THE GAME

Try to collect as many OBJECT discs as possible by being the first player to find each disc. But there's a fun catch! Players may only move about while walking like the object they are looking for.

### SETTING UP THE GAME

One person acts as the REFEREE for the entire game (this is a perfect job for an adult). While all the other players patiently sit on a couch with their eyes closed, the REFEREE hides the OBJECT discs around the house.

The discs have three different background colors.

- If you only have time for a super quick game - hide 8 of the OBJECT discs, making sure all the discs have the same background color.
- If you have a little more time, but not enough time for a full game - hide 16 of the OBJECT discs, making sure to use only two of the background colors.
- If you have enough time to play a full game - hide all 24 of the OBJECT discs.

### TIPS ON HIDING THE DISCS

- This game is about active play, creativity, and role-playing. Don't make the OBJECT discs too hard to find.
- Use every room in the house. Don't worry about players seeing other OBJECT discs while on the hunt. This helps develop memory skills. If a player happens to spot a Kangaroo disc while searching for a Turtle disc, that is okay! When it comes time to search for the Kangaroo later in the game, the player will know exactly where to go - but only if they were paying attention of course!

### HOW TO PLAY

After the REFEREE has placed all the OBJECT discs around the house (8, 16, or 24 discs depending on the length of play desired) all the other players can now open their eyes.

Using the disc chart (pictured to the left) as a checklist, the REFEREE calls out one of the OBJECT discs.

When the REFEREE says 'go' all the other players begin to search the house for that particular OBJECT disc. Players may only move by walking like the object they are looking for. The REFEREE should also move around observing the players. If a player stops being "in character" and the REFEREE spots them, that player should go back to the starting couch and wait until the round is over.

The round is over when one player has found and collected the OBJECT disc. Once this happens, all players return to the starting couch, and the player who found the OBJECT disc gets to keep it.

Play continues with the REFEREE calling out another OBJECT disc.

### WINNING THE GAME

The game ends once all the OBJECT discs have been found. The player with the most discs wins the game.

### PARENT NOTES

You may need to suggest movements for a few of the OBJECT discs. Some of them are more challenging than others.

While players must walk like the objects they are looking for, you can also encourage players to make appropriate sounds and noises as well. For example, if you are searching for the Robot disc, players can talk in a robot voice and make beeping noises. This makes the game more fun for everyone!

If there is a wide range of ages or abilities, you can give a head start to some players.

You may need to make a special rule for stairs. For some of the OBJECT discs, it is challenging to stay "in character" while going up and down stairs.

The discs are well built. This was done to make the game durable enough for outdoor play. However, if it is damp outside, the discs will get damaged.

If playing outdoors, you must define the boundaries before the game starts.

