Hide N Seek

Play a friendly game of hide ´n seek around the house. The players are hidden in the house, the paddock, the wagon and at the campsite. The first player to find all the other players wins the game. Hurry up before the night comes…

Each player decides on a colour to play and take that colours pawns and dices. The 4 map cards are placed on the table so all players easy can reach them. Each player then put one of their pawns on each maps starting point except for the map they are in the goal area on (they place their pawns on 3 maps starting points). Shuffle the playing cards and place 4 Playing cards on the table face up.
The game is now ready to start…

To win the game a player must win cards by rolling dices and then play those cards to get one of his pawns into the goal area on all 4 maps. The map a player already has a pawn in the goal area on, is the map he can try to prevent other players from finding him on. He does this by placing and moving a pile of tree trunks on the road as an obstacle for the seeking players.

The pile of tree trunks can be placed on any arrows except on the hole in the ground (the hole already is an obstacle). A player can during the game move the pile of tree trunks he have placed on his map (read more under "card symbols), but only on his own map.

A game round:
Each turn a player gets to do 3 actions. The actions he can do is role the dices or play cards.
A player can role the dices 3 times /or role the dices 2 times and play 1 card /or role the dices 1 time and play 2 cards /or play 3 cards. As soon as he has played a card, he does what's indicated on that card (read more under "card symbols").

Cards:

In beginning of a game, you place 4 playing cards on the table (face up) and place the remaining of the card deck next to them. Once a player wins 1 of the 4 cards, a new card shall be drawn from the deck and placed faced up on the table. Once a playing card is played by a player it shall go back to the bottom of the deck. There shall always be 4 playing cards placed on the table face up.

To win cards a player needs to role the dices and match what he roles with what is stated on the card he wants to win. He places the matching dices he has rolled on the card he wants, and he can role the remaining dices again trying to get more dices to match (if he has more actions left to use).

Example: A player roll 2, 2, 3, 4, 6, 6. On the table there is a card that requires four sixes. He places the dices with the two sixes, on that card and then reroll his other 4 dices. He now rolls 2, 5, 5, 6. He adds the dice he rolled 6 on to the other 2 on the card and reroll the other 3 dices. On his last roll he rolls 2, 3, 5. He have now used all his 3 action and must wait until it's his turn again.

A player can at any time he wants, remove dices he has put on cards, but when doing so those dices needs to be rerolled before placed on another cards. As soon as a player has placed the correct amount of matching dices on a card, he gets to pick that card up, add it to his hand and take back his dices (all other dices on that card will also go back to their owners). A player can place dices on more than 1 card to widen his chances of getting a card. Example: A player place 2 matching dices on a card that require 3 dices and 2 matching dices on another card also require 3 dices. He then rerolls the 2 dices he doesn't place and hope that he can roll 1 dice that match any of the 2 cards. Whit luck he might roll so he gets a match on both cards and can pick them both up.

A player can hold max 6 cards on his hand, but he can always discard cards if he wants to.

All played or discarded cards are placed in the bottom of the deck.

Card symbols

All cards have two symbols on them explaining what they can be used for. Some cards have 2 different symbols on them, and some cards have two symbols that are the same. A player can only use one of the symbols a card has and decide himself what symbol to use then he plays the card.

You get to move <u>your pawns</u> the total amount of steps stated on the symbol.	You get to move <u>your pawn</u> over a hole to the other side.	You get to place or move, a pile of tree trunks on <u>your map</u>.
You can move <u>your pawn</u> over a pile of tree trunk to the other side.	You get to move a pawn <u>forward</u> over another pawn. Can be <u>any</u> players pawn you move.	You get to move a pawn <u>back</u> over another pawn. Can be <u>any</u> players pawn you move.

You get to move a Pawn 2 step back. Can be <u>any</u> players pawn you move.

- *Moving* – A pawn can never move to a spot another pawn is standing on. A player can only move a pawn over another pawn if he plays the card "move forward over" or "move back over" or the "2 steps back" card. If a player can't move all steps the card say, he don't have to. The same pawn doesn't have to move all steps on its own. Example: If a player has 3 steps to move, he can move 3 pawns 1 step each. A player can only move his own pawns.
- *Moving over* - When a pawn gets moved over something it will land on the closest free spot. Meaning: If a pawn move over a hole and that spot has a pawn on it, it will land on next spot after that pawn. So, moving over a pawn that stand next to another pawn that stand next to a hole, will result in that the moving pawn will move over both other pawns and the hole.
The "moving over" card you use must be for the closest thing you want to move over. Example: If it's a hole followed by a pawn, you must play the moving over a hole card. If it's a pawn followed by a hole, you must play the moving over a pawn card.
- *A pile of tree trunks* - You can only place a pile of tree trunks on the map you are hiding on. And you can only place 1 stack. If you play the tree trunk card and you already have placed a pile of tree trunks on you map, you get to move this pile of tree trunks to another spot.
A pile of tree trunks can be placed on any arrows between the square spots, except on the hole.
- *2 step back card* - When you play the card that move a pawn back two steps, it jumps over everything. If it lands on a spot that has another pawn on it, that pawn will be moved one step back (Also jumping over any obstacles). Same goes for all other pawns that might be affected.

If you play 2 players there will be 2 maps that will be without a pile of tree trunks. If you play 3 players there will be 1 map that are without a pile of tree trunks. If you want to, you can before the game starts agree to place a pile of tree trunks on each empty map. These piles of tree trunks can then not be moved once the game has started.

Note: You don't have to play a jump over pawn card to move out from the starting point even if you are standing in the middle or at the end on it. But if another pawn has moved out one step you need to play a moving over a pawn card to jump over him and out from the starting point.