

Thing One and Thing Two Where are you? Game

Instructions

Ages 3+

2 or More Players

15 Minutes

Contents: Things Squishy, Sand Timer, Yes Tile, No Tile, 7 Go Look! Tiles, 23 Question Tiles, Instructions

Thing One and Thing Two want to have some fun with you! Will you play hide-and-seek with them? There are so many places in the house where these Things can hide! First the Hider helps them find a good spot. Then the other players follow clues to see if they can find Thing One and Thing Two!



Set Up

- 1 Choose one player to be the Hider and place the sand timer in front of them.
- 2 Everyone else closes their eyes while the Hider hides the Things Squishy somewhere in the house, following these rules:
 - Hide the Things in a room where all players may go.
 - Hide the Things so that some part of them can be seen when you're standing in the room. You can't hide them inside something closed (like a box or cabinet) and you can't completely cover them (like under a blanket or shirt).
 - Hide the Things somewhere safe where they won't get messy or wet.



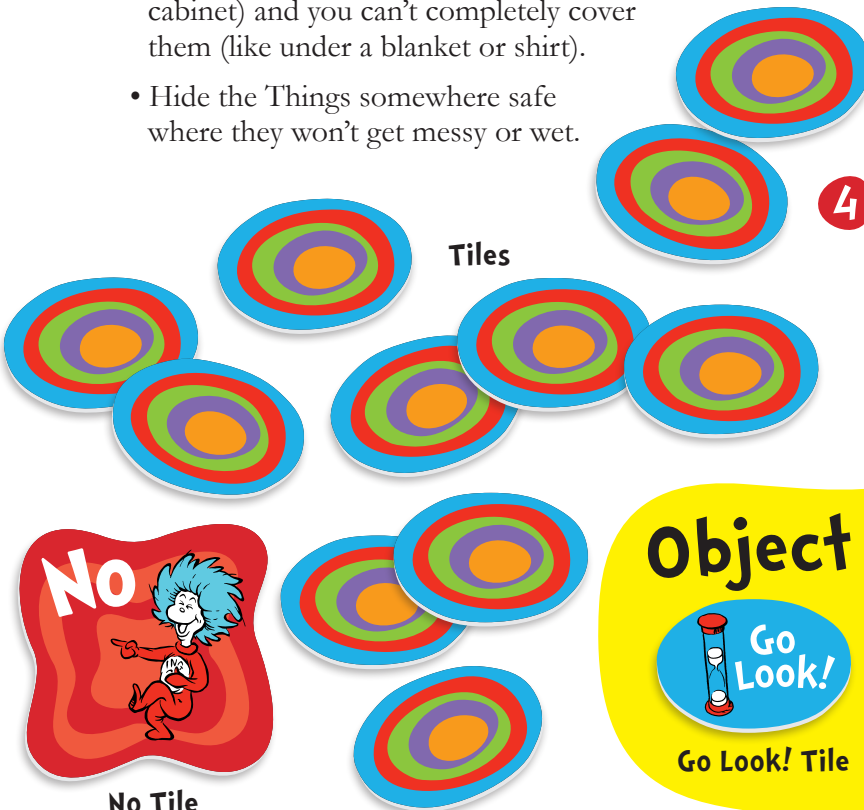
Sand Timer



Things Squishy



Yes Tile



Tiles

No Tile

- 3 Put the Yes and No tiles in the middle of the play area, about an arm's length apart from each other.

- 4 Mix up all the other tiles face down in a pile between the Yes and No tiles.

The youngest player who's not the Hider goes first.

Object



Go Look! Tile

Flip tiles to ask the Hider questions about where the Things are. When you flip **Go Look!**, follow the clues you've been given and find the Things before the timer runs out to win!

On Your Turn, Flip a Tile from the Pile:

If you flip a **Question tile**, ask the Hider the question on the tile to get a clue about where the Things are hiding.

The Hider must answer the question as truthfully as they can with “Yes” or “No.” If the Hider isn’t sure, they may check before answering, but other players must close their eyes while the Hider checks. Then place the Question tile **face up** next to the Yes or No tile matching the Hider’s answer.



Example: You flip this and ask the Hider, “Are the Things in a room with a mirror?” The Hider says “No” and you place the Question next to the No tile.



If you flip a **Go Look! tile**, the Hider turns over the sand timer and you go look for the Things!

Before you go, be sure to check the Question tiles that are face up around the Yes and No tiles for clues on where to look. When the timer runs out, the Hider shouts “Time’s Up!” and you must stop looking.

Now it’s the next player’s turn.

Note: The Hider does not take turns. They answer questions and control the sand timer.



End of the Game

After flipping a **Go Look!** tile, if the player finds the Things before the timer runs out, they win!

If three **Go Look!** tiles have been flipped but the Things weren’t found in time, then the Hider wins!

