

SearchQuest[™]

For Kids!

Rules of Play

Ages 7+ For 2 or More Players

GETTING STARTED

(a) Select a game piece and place it on the START Circle. Then take a pad of tracing paper and a pencil.

Note: if there aren't enough pads to go around, some players may have to use a sheet of tracing paper from one of the pads instead.

(b) Take the card box out, making sure that the blue sides of the cards are facing the players.

HOW TO PLAY

(1) To start off the round, everyone needs to take a game card from the card box. The youngest player takes the first card and places it underneath the first sheet of tracing paper on their pad, with the blue side of the card facing up and the red side (showing the answers) facing down. Once they have done so, they must place their pad containing the card down in front of them. This player cannot look at the card just yet, nor can they pick up their pad - they must wait until everyone else has a card. No peeking or touching allowed!

Moving clockwise, the next player does the same thing: they take a card from the card box and place it beneath the first sheet of tracing paper on their pad, and then put their pad and card down in front of them - but again, no peeking. Then on to the next person, and so on until everyone has done this. Now you are ready to play.

(2) When the youngest player says "Let's Start," the race begins. You and the other players must pick up your pencil and the pad containing your game card. You are looking to find the three words listed at the top of your card, which are hidden in the word grid. When you find a word, circle it on the tracing paper and look for the next word on your card.

These words may appear in any direction: from left to right, backwards, up to down, down to up, or diagonally. Some words may even overlap with other words you are looking for. Here's an example of some of the ways you may find the words:



(3) **The first player to correctly find and circle all three words on their game card wins the round.** If you announce that you have found all three of your words, everyone must put their pads, cards and pencils down. Then take your card from under the sheet of tracing paper and turn it over to check your answers in front of the other players. If you have correctly circled all three of the words you were looking for, you win the round and move your game piece ahead **5 spaces on the board**.

But if you made a mistake and circled an incorrect word, you get disqualified and don't get to move your game piece at all. The other players pick up their pencils, pads and cards and continue the round until someone else finds all of their words.

Note: There may be 'trick words' on your card that closely resemble a word you are trying to find - don't get fooled!

(4) Even if you don't win the round, you may still be able to move your game piece ahead. If you managed to find two of the words you were looking for by the time the round ended, you get to move your game piece ahead **2 spaces** on the board. If you found only one word, you move your game piece **1 space** ahead. If you didn't find any words, you don't move ahead at all (but better luck next time).

(5) After all players have finished moving their game pieces on the board, you get ready for the next round. Everyone should tear off the sheet of paper they were using before and put it away. Then everyone puts the game cards they were using at the back of the card box.

(6) Just like the last round, the new round begins with the youngest player taking the first card from the card box, placing it beneath a sheet of tracing paper on their pad, and then putting the pad down. Everyone takes turns doing the same. When you are ready, the youngest player says "Let's Start", and everyone starts looking for their three words.

(7) The first player to reach the Finish Circle wins the game - good luck!

GROWN-UPS CAN PLAY ALONG!

Playing along with the kids is easy. Just follow the general rules given above, but here's the catch: you must find all *three words* on your card before any one of the kids finds *two words* on their card! If a child finds two words first, they win the round and move ahead **5 spaces** - and you get to move ahead 1 space for each word you found on your card. But if you find your three words first, and win the round, you only move ahead **3 spaces** on the board (to help level the playing field) - and the kids move ahead 1 space for each word they have found.

DO YOU WANT TO PLAY ON YOUR OWN?

Do you want to challenge yourself? If so, try the "3 Minute Challenge". You'll need a watch or clock to look at. Here's what you do. Take a pencil and a pad of tracing paper. Then take your first card and place it beneath the top sheet of tracing paper. Now look at the watch or clock until you are ready to start. Your goal is to find the three words on your card before three minutes are up.



WARNING:
CHOKING HAZARD - Small parts. Not for children under 3 years.



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