

Quick Start Summary

1. Place about 5 cards with green backgrounds around your house. The clue on each card should point to where the next one is hidden.
 2. Have the last card point to where the Trickster – a toy of your player's choice – is hiding.
 3. Give your player the first card to begin their search!
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To learn more about how to use cards and set good hunts, continue reading!

*You could also scan this
weird box to find a video
explaining the game*



Overview

Track the Trickster is an ever-changing scavenger hunt for kids ages 3-6. In it, your players – let's call them Tricktectives – are on the hunt for the elusive Trickster, a sneaky troublemaker hiding somewhere nearby.

But there's no need to fear! The Trickster can't seem to stop themselves from leaving a trail of clues to their hiding spots. You – the parent, guardian, older sibling, friendly ghost, whoever you are – will set up a trail of cards that points your Tricktectives ever-onward to the next clue and, eventually, the Trickster.

Setting Up the Scavenger Hunt

For Your First Game

1. Choose a toy or stuffed animal with your Tricktectives to serve as the Trickster. This could always be the same toy or it could change each time you play.

2. Shuffle the deck of Standard (green) cards and draw 5. Choose any one of these cards to be the first clue.

Or just thumb through and pick the cards you want! I won't tell!
- T

about



3. Go to where the first card leads and hide the second card.

4. Figure out where that card leads, go there, and hide the next card.

5. Repeat step 4 until you've placed every card you drew. If a card would lead your Tricktective somewhere they cannot or should not go, replace it.

6. Hide the Trickster wherever the last card leads.

Hide me well. I've got a reputation to uphold

7. You're ready! Now you can either hand your Tricktectives the first clue card or put it in some agreed upon starting location, waiting to be discovered!

A Note About the Trickster

Remember the thing about using a toy or stuffed animal? Feel free to ignore it! Your Tricktectives can hunt anything you like with this game. Jelly beans? Yep.

Birthday presents? Of course!

Knives? Okay, not *anything*.

REALLY BIG KNIVES?! No!

Only have your players look for ***safe things!***

REALLY BIG JELLY BEANS?! That's probably okay...

Do you have really big jelly beans? Where did you get them?

Example Hunt:

2. At the tub,
they find the
laundry card



3. They race to the
hamper and find
the couch card





1. You give your
Tricktective the
tub card

6. They open the
fridge and find...
The Trickster!



5. At the shelf,
they find the
fridge card



4. They go to the
couch and find the
bookshelf card



Hiding Cards

“Hiding” is a strong word. Place the cards somewhere your Tricktectives might not see until they look closely.

Do not make cards hard to reach. The safety of your Tricktectives is important to us here at the Track the Trickster Secret Lab & Lemonade Stand.

A few of the cards (foot prints, X marks the spot, “There”) can lead wherever you like. Try pointing your Tricktectives to places other cards will not lead.

You control the difficulty. The closer you put foot prints in a

path, the nearer the X is to the card, or the fewer objects between your goal and the 'There' card, the easier that path will be to follow.

Play

To track the Trickster, Tricktectives excitedly and brilliantly follow the trail of clues you have set out from one card to the next. To win, Tricktectives must bring you the Trickster **and** all the cards, so if they stumble upon the Trickster or other out-of-order clues, their quest is not over. Why is this the rule, you ask? So the game cleans itself up. You're welcome.

A Note on First Times

We recommend going around with your players on their first hunt to help them understand how the game works. You should also do this whenever you introduce a new type of card!

Cards

Standard Cards

These green background cards form the base of the game. Each contains a simple illustration of a location or object you probably have in your home,

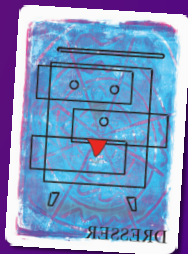


pointing your Tricktectives to that location. Tricktectives usually understand these cards without much explanation, but they may need more guidance in some situations. For instance, if you have many of that location in your home, if it is on another level of your home from where they currently are, or if you hid the clue too well.

Good job!

Exploded Cards

Oh no! There's been a metaphorical explosion down at the Figurative Factories. These dark blue background cards



take the illustrations of the Standard Cards and “explode” them by rearranging their lines so the picture is jumbled.

They also contain the name of the location they are meant to point to, printed backwards. This helps you as you set the cards out while maintaining the puzzle for your Tricktectives.

These cards are meant to be used after players are familiar with most or all of the Standard cards. Our Imaginary Scientists recommend you start by introducing just 1 exploded card at a time. *Or 6! Or 13!*

Start Letter Cards

Oh drats! Parts of the pictures have gone missing! But don't worry, we've managed to find the first letter (or two) to help your players.



These light blue background cards are for Tricktectives who are learning to read. You can use them like normal to lead to a location, or you can use them as a "Challenge Card."

When the Tricktectives find a Challenge Card, they bring it to you and solve a related, simple

challenge. The most basic version is to have them tell you the letter (or number) that appears, but you can expand upon this as they get better at it. You might ask what sound it makes, have them name a word that starts with that sound, or anything else you can think of.

When they succeed, give them their next clue card! If you are using these as Challenge Cards, be sure to explain this to your Tricktectors first by working with them on a few examples.



Number Cards

These cards share the same light blue background as the Start Letter Cards, but they each contain a number 1 - 9 with the Trickster's crude



drawing of a hand or hands holding up that many fingers.

Hey! I did my best!

Use these Challenge Cards as described above for Tricktectives who are learning their numbers – either learning to recognize the numerals or just learning to count.

That's what the "crude" drawings are for

With older Tricktectives who have started to develop strong logical reasoning, you may be able to use the number cards to modify another card.

For instance, you could put the 2 card and the Chair card out together, to let your players know they are looking for 2 chairs. *Probably won't work for the 9 and fridge cards.*

If you try this and find your Tricktectives are incapable of grasping it, do not be discouraged. It sounds simple to wise old adults like us, but this is a level of logic children simply cannot compute until they develop it.

Foot Print Cards

Use these to set out a trail for your Tricktectors from one clue to the next. With them you can take your players to areas that would not otherwise be highlighted by a card.



This is also a chance to be a bit whimsical. Have the trail disappear under the sofa, only to reappear on the other side. Tape part of the trail to the wall. Tape part of the trail to the ceiling. The possibilities are...well, they probably aren't endless, but they are numerous!

This trail will likely be visible to your Tricktectives before they find any cards. You can deal with this by letting it be the first thing they are supposed to follow, or by reminding

Tricktectives who have good self-control that they still need to follow the clues to collect all the other cards. *How many of those are there?*



X Marks the Spot Card

This card could simply represent the letter X as a Challenge Card, but it can also be used to tell your players to look

around for an X! For this, when you lay the card out, also put some big X somewhere. At first, make sure it's a place they can see from where you set this card, then set it farther and farther away as you aim to increase the difficulty. You can draw the X on a sheet of paper, build it in blocks on the ground, or beam it onto the ceiling with lasers from your secret lab.

There Card

This silly arrow card points *literally* somewhere in your home. Before using it, practice with your



Tricktectives so they know not to pick it up right away. *This may take some time.*

For particularly advanced Tricktectives – and if you're feeling especially cruel – lay the card face down so they are forced to pick it up. In this way they can practice observing and remembering information.

Credits

Game Design: Beau Gilbert

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