

Hide and Sheep

The sheep are playing hide and seek with the farmer on the farm. Can the farmer piece together the sheep's clever clues to find their sneaky hiding spots?

The Hide and Seek Puzzle Principle

Hide and Sheep uses the familiar principle of the Lift out puzzles and brings the feeling of the classic hide and seek game into the board game world. Unlike conventional puzzles, a hide and seek puzzle has three levels: under each puzzle piece, there is another slot where the objects to be hidden (in this case, sheep) can be placed. Once the puzzle piece is in place, it is not obvious if there is another object underneath or not.

As an additional exploration aspect, the same picture with a small illustrated surprise is under each puzzle piece. For example, the dog is in its kennel, and a rabbit is making itself at home in the vegetable field.

Hide and Sheep appeals to different age groups:

- From 2 years: It can be explored as a conventional puzzle.
- From 3 years: Hidden sheep can be searched for without game rules.
- From 4 years: The hide and seek game can be played with basic rules.
- From 8 years: The hide and seek game can be played with more complex rules, making the game cognitively more challenging.

Prototype Notes

The board game can be implemented as a cardboard or wooden version. The prototype uses only rectangular puzzle shapes, but using variable shapes for the puzzle pieces is conceivable.

The picture of the farm is a gift to Kate from her uncle. Although we love the image and it far exceeds our expectations for a prototype, we do not expect it to be adopted by the publisher.

The prototype was tested with friends in kindergartens and primary schools. We hope you enjoy it as much as our many little game testers did.

Kate und Fabian

Kontakt Daten:

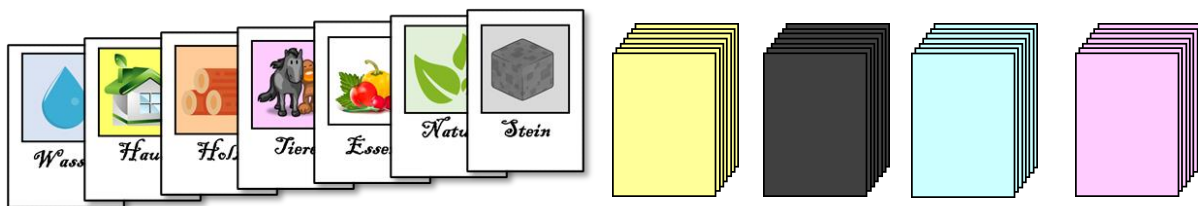
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Material Overview



1. Lift out Puzzle Game Board including

- a. 14 Locations / Hiding Places
- b. 7 Symbol tiles
- c. 5 Sheep
- d. The farmer (boy and girl side)



2. 35 Clue Cards in 5 different colors (7 per sheep)

3. 15 Clue Cubes in 5 different colors (3 per sheep)



Basic Game Rules

From 4 years: Hide and Seek with basic rules

Players: 2 to 6 people (participation of an adult is recommended)

Required Materials: Game board (1) with all puzzle pieces (a-d), Clue cards per sheep (2) for the card variant, or Clue cubes per sheep (3) for the cube variant

Preparation + Rules: See separate quick rules

Pedagogical aspects:

- Logical/Deductive Thinking:
Which hiding place matches the known clues of the hidden sheep?
- Role-Playing/Imagination:
Hiding as a sheep and searching as the farmer
- Rule Understanding:
Game sequence and giving clues

Characteristics:

Alle Symbol tiles can be used, therefore, all sheep are usually found, providing the searching child with a sense of achievement and reflecting the course of a normal hide and seek game.

Game Rule Variations

From 2 years: Conventional Lift out Puzzle

Players: One child and an adult

Required Materials: Game board (1) with all puzzle pieces (a-d),

Preparation: All pieces are removed from the puzzle.

Rules: The playing child must place the puzzle pieces in the correct spot.

Pedagogical aspects:

- Fine Motor Skills
Correctly placing the puzzle piece in the intended spot
- Vocabulary
Words for the hiding places and the illustrated surprises under the puzzle pieces

From 3 years: Free Hiding

Players: One child and an adult

Required Materials: Game board (1) with all puzzle pieces (a-d), the sheep (c), and the farmer (d)

Preparation: The puzzle pieces are placed in their spots.

Rules:

- The adult hides one or more sheep under the hiding places.
- The child uncovers hiding places until all sheep are found. They can play as the farmer and return the found sheep to the pen.

Pedagogical aspects:

- Fine Motor Skills
Correctly placing the puzzle piece in the intended spot
- Role-Playing/Imagination:
Hiding as a sheep and searching as the farmer
- Simple Deduction:
Why are the symbols at the different locations?

From 8 years: Hiding with a Limited Number of Moves

Players: 2 to 6 people

Required Materials: Game board (1) with all puzzle pieces (a-d), Clue cards per sheep (2) for the card variant, or Clue cubes per sheep (3) for the cube variant

Preparation: The same as with the basic game rules

Rules: The same as with the basic game rules with the following changes (applicable to both card and cube variants):

- For the searching person, step 2 ("Giving Clues") is limited to four times.
- If a sheep is found, the searching person can immediately repeat step 3 ("Searching Sheep").
- If step 2 ("Giving Clues") would begin for the fifth time and not all sheep have been found, the remaining hidden sheep win. If the searching person finds all sheep beforehand, they win.

Pedagogical aspects:

- Logical/Deductive Thinking:
Which hiding place matches the known clues of the hidden sheep?
Which hiding place do I rule out due to missing clues?
- Rule Understanding:
Game sequence, giving clues, repeated searching

From 8 years: Hiding with Covered Cards

Players: 2 to 6 people

Required Materials: Game board (1) with all puzzle pieces (a-d), Clue cards per sheep (2)

Preparation: The same as with the basic game rules (card variant)

Rules: The same as with the basic game rules with the following changes (applicable to card variant):

- In step 2 ("Giving Clues"), the hiding players only say "Baa" without revealing the clue permanently. The searching player must remember who gave which clue.
- If step 2 ("Giving Clues"), would begin and there is no unmasked Symbol tile, and not all sheep have been found, the remaining hidden sheep win. If the searching person finds all sheep beforehand, they win.

Pedagogical aspects:

- Logical/Deductive Thinking:
Which hiding place matches the known clues of the hidden sheep?
Which hiding place do I rule out due to missing clues?
- Rule Understanding:
Game sequence, giving clues, repeated searching
- Short-Term Memory
Who gave which clue in the previous rounds?