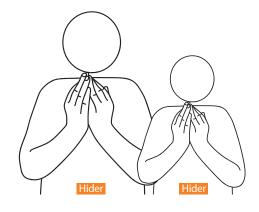
OT YOU COVERED!









AIM OF THE GAME

The Guesser must identify which Hider is hiding an object by making them act out movements to make them drop or reveal the hidden object.

One person is the Guesser and everyone else are Hiders who have to work as a team to keep an object hidden whilst acting out movements.

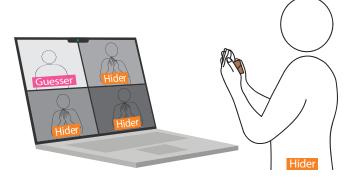
Hiders win by working as a team to bluff and keep the object hidden from the Guesser. The Guesser wins by correctly guessing which Hider has the object in their hands.

YOU WILL NEED

- A laptop/phone/tablet that can access video calling software e.g. Skype/FaceTime
- · An object to hide that can be covered by two hands. e.g. we like to use half an empty toilet roll or a quarter of a toilet roll if playing with children.



- 1. Choose one person to be the Guesser so everyone else becomes a Hider.
- 2. Hiders: secretly discuss with each other who is going to hide an object in their hands (so the Guesser doesn't know).
- 3. All the other Hiders will not have an object in their hands but should pretend they are hiding the object to trick the Guesser.
- 4. The hidden object should be held out in front of the body at all times.



- 5. For each Hider playing, the Guesser receives **two** action cards e.g. two Hiders means the Guesser gets four action cards to use during the game.
- 6. The Guesser should then ask the Hiders to tell them random numbers between 1-35, this provides the action cards that the Guesser will use to help them guess who is hiding the object. For example, the Hiders choose numbers 4, 10, 12, 24 - these are the cards the Guesser can use during the game. All action cards have a number on the bottom right corner.

ACTION CARDS

There are four types of action cards:

Easy and hard cards: refer to the level of difficulty of the movement. They both contain a word or phrase that describes a movement that a Hider must act out.

Everyone cards: all Hiders must perform the movement one at a time for the Guesser to watch. They also contain a word or phrase that describes a movement that a Hider must act out.

Question mark cards: Guessers can create their own movement for one or all Hiders to act out.



- 7. The Guesser then chooses a Hider who they would like to act out the movement on the card. This process happens until the Guesser is ready to guess or has run out of cards (see steps below).
- Guesser chooses an action card
- Guesser chooses a Hider to act out the action card
- Hider acts out the action card for **5 seconds**
- D Guesser guesses or repeats step 1, 2 and 3
- 8. The Guesser can only guess who is hiding the object **once** during the whole game.
- **9. The game ends** when the Guesser chooses which Hider they think is holding the object. If they guess the incorrect Hider, the Hiders win. If they guess the correct Hider, they win.

WANT TO PRINT OUT AND PLAY THIS GAME IN PERSON?

- 1. Print and cut out the action cards.
- 2. Shuffle the action cards and place in a pile face down next to the Guesser.
- 3. The Guesser then takes the correct number of action cards from the pile to use in the game (2 action cards per Hider) e.g. three Hiders means 6 action cards.
- 4. Play the game as above.



Enjoyed playing the game? Let us know on social media by adding the #gotyoucovered #snagglegapgames or tag us @snagglegapgames







T-REX EVERYONE 1	RIDING A HORSE	DANCE		PERSON
AIR GUITAR EVERYONE 2	SWIM EVERYONE 9	JUNALLE	BUNGEE JUMP EVERYONE 23	IRONING
SPIN ROUND ONCE	CHICKEN	BEATBOX	DANCER	ROBOT
ON THE MOON	FLOOR IS LAVA	KICKBOXING	TAKE A SELFIE	SURFING EASY 32
DIGGING A HOLE	ON TROUSERS	ON A JUMPER	DJING	ANSWER THE TELEPHONE
HANDS ABOVE HEAD	SPY		DOLPHIN	THE DRUMS
POUR A DRINK	VIOLIN	752	7?>	?? >