



2 to 4 Players • Ages 4 & Up

The Hide-and-Peek Memory Game™ RULES

Contents

4 Igloos, 3 Yetis, Snow Crab, 32 Cards

Object

Collect the most cards by remembering where the yetis are hiding, while avoiding the snow crab!

Set Up

- Shuffle the Cards and place them face down on the playing area.
- Set the 3 Yetis and Snow Crab out in the middle of the playing area so everyone can see them.



WARNING:

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

- Try and remember where they are!
- Now place the Igloos on top of each one, hiding them!
- Each player takes a turn swapping the igloos (move them around to mix them up).

Play

- The youngest player goes first by drawing a Card from the pile and placing it in the discard pile. There are four different types of Cards:



The “swap igloos” Card means the player who drew it must swap two of the Igloos, without lifting them up. This is where your memory skills will be tested because Igloos are moving!



The “peek” Card allows the player who drew it to choose one Igloo to peek into from the top hole—this allows one person to see what’s inside without anyone else knowing!



The “reveal” Card means that player gets to choose one Igloo to lift up so everyone gets a look at what’s underneath...but be careful to avoid revealing the Snow Crab! Place the Igloo back down once everyone has had a look!



A Yeti Card means that player must try and remember or guess where that Yeti is hiding...but make sure to avoid the Snow Crab! If they lift up the correct Igloo, they keep the Card. If they guess incorrectly, they discard the Card. Place the Igloo back down after your guess.



- If any player ever lifts an Igloo and mistakenly finds the Snow Crab, they have to give up one of the Cards they have and put it in the discard pile!
Note: If a player sees the Snow Crab during a “peek” or “reveal”, that does not make them lose a card.

Winning the Game

The first player to collect three Cards wins the game! To celebrate, walk around like a Snow Crab, and then play again!

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