

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



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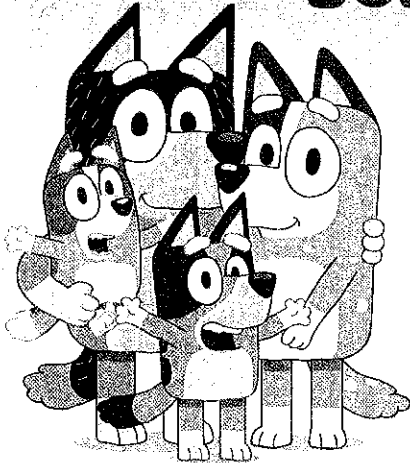
# BLUEY

3+

2-4  
PLAYERS

20 minutes

## SCAVENGER HUNT GAME INSTRUCTIONS



### IT'S ALMOST TIME FOR BED, BUT BLUEY AND HER FRIENDS WANT TO PLAY SCAVENGER HUNT!

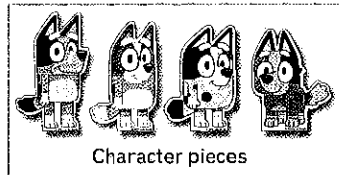
In this game, the players must work together as a team, just like in the show, to win the game! On your turn, you will roll the die to move around the board. Most of the spaces you land on ask you to do something fun - either find, play, or think! If you can do it, then you will win 1 toy token for the team. And if the players can together collect 12 toys before bed time then everybody wins the game!

But if the clock makes it all the way to bedtime first, then nobody wins. But don't worry, you can always try again!

### CONTENTS

- 15 **FIND** cards
- 15 **PLAY** cards
- 15 **THINK** cards
- 15 **SURPRISE** cards
- 12 **TOY** tokens
- 1 **TIME** token
- 1 Game board
- 1 Die
- 1 Sand Timer
- 4 Plastic Stands
- 12 Character Pieces
- 1 Instruction Sheet

**Character set-up:** Push out the characters and place into the plastic stand.



Character pieces

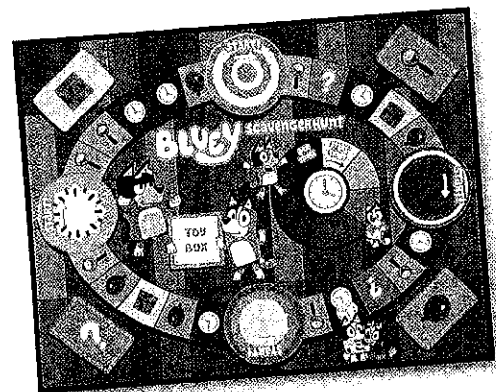


Plastic stand

### SET-UP

**Important:** Before you play the first time, push out all the tokens. Also, push out the character markers and place them in their plastic bases.

- 1 Place the **game board** in the middle of the table.
- 2 Shuffle each of the **4 decks of cards** and place them face-down on the matching spaces in the corners of the board.
- 3 Place all the **toy tokens** face-down on the **toy box** space. Place the **time token** on the **start time** space on the clock.
- 4 Each player chooses which character they want to play as. They take that character marker and place it on any **start space** on the board (The start spaces are the 4 rugs).
- 5 The oldest player goes **first** and takes the **die**.



Game board

### HOW TO PLAY!

- 1 The players take turns moving clockwise around the table.
- 2 On your turn, roll the die! Move the number of spaces you roll.
- 3 Next, check what space you have landed on. **FIND**, **PLAY**, **THINK**, **SURPRISE**, **RUGS** or **TIME**. They all do something different. If you don't feel like following the card's direction or answering the question, end your turn without collecting a toy token and move on to the next player.
- 4 When your turn is over, pass the die to the player on your left, who takes the next turn.

## HOW TO PLAY - CONTINUED!

**Important:** If a deck of cards ever runs out, get all of those cards out of the box and shuffle together a new face-down deck.



### FIND

You must draw the top find card. Flip it over and read it. It will ask you to find a certain type of object. Flip over the sand timer, get up from the table, and go find something in the house that matches the card! Timer lasts 30 seconds. If you do not make it back to the table with a matching object before all the sand in the timer falls, return a toy token to the toy box. If you have no toy tokens, your turn is over. If you do make it back, then you receive 1 toy token! Take any 1 from the toy box space and place it face-up on the table in front of you. Place the used find card back in the box. Note: When finding items, be safe. Don't grab anything dangerous or fragile. Also, you can't use the same item for 2 different cards!



### PLAY

You must draw the top play card. Flip it over and read it. It will ask you to do some sort of playful activity! If you can do it, then you receive 1 toy token! Take any 1 from the toy box space and place it face-up on the table in front of you. Place the used play card back in the box.



### THINK

You must draw the top think card. Flip it over and read it. It will ask you a question. Have a think, and then say your answer out loud. Now, the oldest player checks the answers at the bottom of this rulebook. If you did not get the question right, then your turn is over. If you did get it right, then you receive 1 toy token! Take any 1 from the toy box space and place it face-up on the table in front of you. Place the used think card back in the box.



### SURPRISE

You must draw the top surprise card. Flip it over and read it. It will tell you something surprising that you must do! Sometimes it is a nice surprise, and sometimes not so nice! If a surprise card sends you to a new space, you must follow the rules for that space. Place the used surprise card back in the box.



### ANY OF THE 4 STARTING SPACES (THE RUGS)

If you land on any of the 4 starting spaces, then you get to choose any type of card to draw. Follow the directions above for drawing each type of card.



### TIME PASSES

Oh no, time is running out! You must move the time token 1 or 2 spaces (if it's the double clock space) clockwise around the clock. But now you get another turn, so roll the die again! You may get multiple turns in a row if you keep landing on time passes spaces.

## END OF THE GAME



If the time token ever makes it to the **bed time space** on the clock, then the game **immediately ends** in a loss. Too bad everyone, it's time for bed!

If the **final toy token** is ever taken from the toy box by any player, then congratulations! Throw your arms up in the air and shout "Hooray"! All the players have won the game together!

## ANSWERS TO "THINK" QUESTIONS:

- Q1: What is Bluey's Mum's Name? **A: Chilli**  
 Q2: What is Bluey's Dad's Name? **A: Bandit**  
 Q3: Bluey has a friend named Snickers. What type of dog is he?  
**A: Dachshund (Sausage dog)**  
 Q4: What are Bluey and Bingo's Cousin's names? **A: Muffin and Socks**  
 Q5: Bluey and Bingo are a part of the \_\_\_ Family! **A: Heeler**  
 Q6: Bluey has a friend named Coco. What type of dog is she? **A: Poodle**  
 Q7: Who is this funny friend? **A: Bob Bilby!**  
 Q8: How old is Bluey? **A: 6 years old**  
 Q9: Which Heeler Family member is this? **A: Nana**

- Q10: Bluey has a friend named Honey. What type of dog is she? **A: Beagle**  
 Q11: What type of dog is Bluey? **A: Blue Heeler**  
 Q12: What game is Bingo playing? **A: Keepey Uppy**  
 Q13: What do you do when you hear the magic xylophone?  
**A: Freeze!**  
 Q14: Bluey has a friend named Chloe. What type of dog is she? **A: Dalmatian**  
 Q15: What is Bluey's Teacher's name? **A: Calypso**

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**WARNING: NOT SUITABLE FOR CHILDREN UNDER 3 YEARS. CAUTION: ADULT SUPERVISION ENCOURAGED FOR YOUNG CHILDREN. IMPORTANT: PLEASE RETAIN PACKAGING AND INSTRUCTIONS FOR FUTURE REFERENCE. COLORS AND CONTENTS MAY VARY.**



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The Moose Group

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