Hindersi stash

A slightly different game of hide and seek.

Material

- a rattle
- or a bell
- or anything else that tones

Gameplay

Someone goes to hide with the rattle while all the other participants wait in a room. As they do so, they count to 30.

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When they get to 30, they start looking for the person with the rattle. While they are looking, the person who was hiding should keep making noises with the rattle.

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Once someone has found the person who was hiding, they quietly go into hiding as well.

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Thus, there are fewer and fewer who are searching until everyone has found the hiding place.

Source credits

- **Cover photo:** Catherine Loup