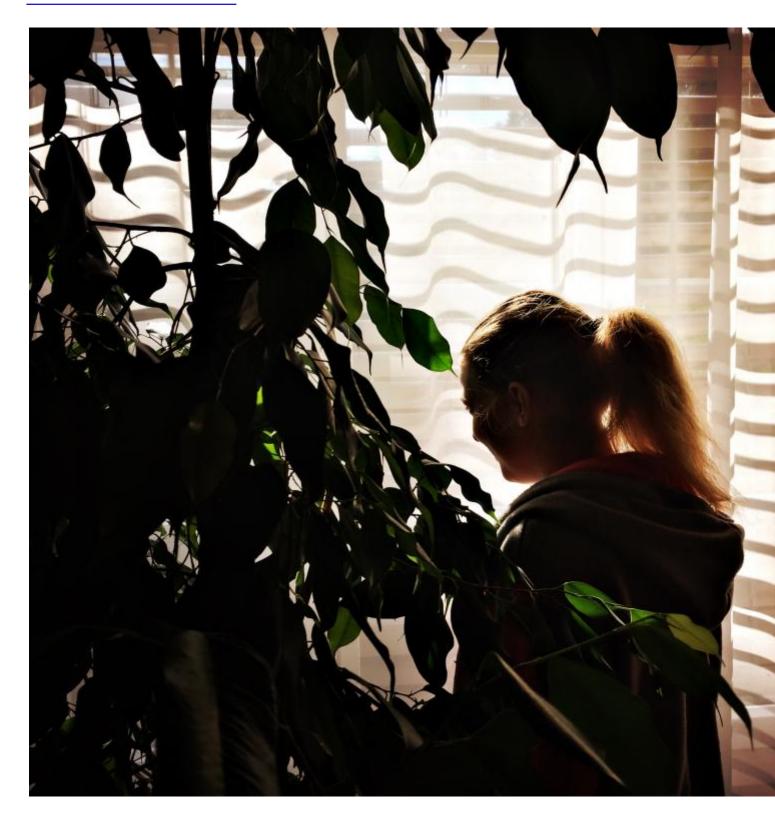
Hindersi-Versteckis



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.

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.

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

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

Source credits

• Cover photo: Catherine Loup