



COOPERATIVE HIDE AND SEEK

Its origin & the rules



Cooperative Hide & Seek

How our bestselling author started designing games

The first cooperative game that Jim Deacove developed was Lost & Found, as opposed to Hide & Seek. This is what Jim wrote about it in 2003:

"I'm in our backyard on the porch watching my daughters and the neighbourhood kids playing some games. Like most families, Ruth and I have been teaching our two little girls such values as sharing their toys, helping mom and dad, being kind to pets, a.s.o. But in this game a whole new scene emerges. The kids are aggressive. They pick on each others weaknesses, exploiting them for their own advantage.

A little later when the kids are again deciding on a game, I shout out to them that I know a new game, Lost and Found, they might like to try. I will start the game by covering my eyes at the Home Post and count to 20. Everyone is to hide so no one else can see them. We will pretend that everyone is lost and I am coming to rescue you. When I find someone we will join hands, rush back and both touch the post, which is the Rescue Station. Then the two of us will go out and each try to rescue the next person.

I finish counting to 20 and wander out, keeping my eyes open. I find a little girl first. With great delight, big person and little person join hands and hippity hop to the Rescue Station.

"I'm not very good at finding people," she confides shyly at the post, adding "Can I come with you?" I agree to her suggestion. It's a friendly, flexible game, so we change the rules right there. Soon three of us are running to the post.

The game is nearing an end, but we cannot find one nine year old boy. We gather at the post, by now making up an impressive search party, and compare theories. "Have we looked by the garage? Lots of good spots to hide there." Then someone says, "Hey, we've been looking everywhere but up!" We immediately spread out and look up. Sure enough, the rascal is up a tree. A big cheer goes up when we find him. We carry him on our shoulders to the post. He gets to start the next game".

So this was the first cooperative game that Jim Deacove ever conceived. Later on he started the games publishing company Family Pastimes in Canada. Sunny Games started in 2004 by selling these games and now publishes a good number of games from Jim in a European edition.

On the next page you will find two coop Hide & Seek games: Lost & Found by Jim Deacove and another variation that we encountered while working on these rules. Have fun with your coop hiding and seeking!



Lost & Found

For 3 or more players

1. Decide who will start searching and choose a Rescue Station together.
2. The rescuer counts to 20 (or 50 or 100) while the rest are hiding. The hiders are now lost and must be saved.
3. The rescuer starts searching for people. If he finds them, they run together to the rescue station. Then there will be one more rescuer. Together they try to find the next person to rescue.
4. Is everybody safe? Congratulations! The one who was saved last, may be the first rescuer in the next round.

Tin of Sardines

4 players and up. Works better with larger groups.

Another cooperative rework of Hide & Seek. This version has been around a long time and we do not know who invented it. In this variant only one person starts hiding and the rest seeks until everyone is hidden. The rules are captured by Jelte Zwetsloot.

1. Choose one hider.
2. Count to 100 together (give plenty of time).
3. All searchers try to find the hider.
4. Found? Hide yourself beside the hider.
- 5.. Is everybody hiding together in the same place? Then you succeeded. In the next game, try to remain out of sight even longer and with more people.

Eager for more seeking adventures?

Try our cooperative memory games
Secret Door, ZooMemo and Nocturnally



The Secret Door

The thieves have hidden three treasures behind the secret door. We will search the house to find out what they want to steal.

↑↑ 1-8 | 5+ | Author: Jim Deacove



ZooMemo

Gosh, the animals are lost in the zoo! Bring them back to their own home before the director arrives. And beware of the lion!

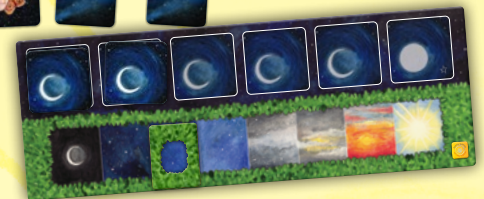
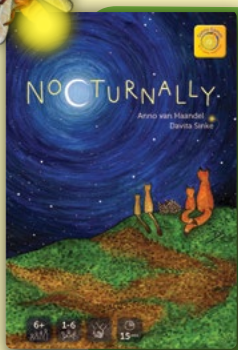
↑↑ 1-8 | 5+ | Author: Marleen van Hoornick



Nocturnally

Assisted by Firefly and Glowworm, we reunite the animals in the night forest. An exciting and original memory game.

↑↑ 1-6 | 6+ | Authors: Arno van Haandel & Davita Sinke



We are Sunny Games

Sunny Games is a publisher of cooperative games. In our games you will always be one team, playing together. You will all win together or lose together. This creates a very different atmosphere at the table.

On sunnygames.eu you can find the list of all our games.

