

# Real Life Secret Door



Game rules



Duration about 20 minutes

A co-operative hiding game  
for 4 to 12 players, age 4+



## Game concept

Three valuables have vanished! These will be robbed by the thieves unless you, the detective team, can figure out in time which valuables (objects) they are planning to steal.

## Material needed

- a home with a hall and at least 3 rooms
- some kind of timer (e.g. kitchen timer)
- 3 shoe boxes
- 12 pairs of identical objects that fit into a shoe box, e.g. cutlery, pens, pencils. These are the "valuables". The objects need not be exactly identical, as long as all players know which pairs belong together.

## Playing

- Discuss and choose which three rooms you will use to hide the objects. And maybe you also want to agree on how well they may be hidden.
- One player puts 8 objects in each room, while the other players stay in the hall.
- Then, three other players take a shoe box and head for the 3 rooms. They hide 7 objects in their room and put the 8th object in the shoe box.
- Put the shoe boxes in the hall; the other players are not allowed to touch them during the game.
- Set the timer on 5 or 7 minutes.
- Now everyone goes searching, of course you will not search in a room where you hid the objects yourself.
- Put the objects that you find, together in the hall.

## End of the game

- When the timer rings, immediately stop searching and assemble in the hall.
- Make a team guess: which 3 objects are hidden in the boxes?  
**TAKE NOTICE!** If you have put an object in a box, then you are not allowed to suggest this object to the other players!
- After you all agree about the team guess, the three boxes may be opened one by one.
- Each object that you guessed right, stays in your home.
- Objects that you did not guess right are stolen by the thieves. Wrap them up and send them, postage paid, to: The Thieves, Keizerfazant 50, 1704 WL, Heerhugowaard, The Netherlands. Or make a picture and send it to [Thieves@sunnygames.eu](mailto:Thieves@sunnygames.eu). Every year, a randomly selected sender will receive a free game.

## Increasing the game level

- One player is appointed as timekeeper.
- The timer is set at 3 minutes at the start of the game.
- As soon as two pairs (2 x 2 of the same objects) are found, the timekeeper resets the timer for 1 minute.

## Lowering the game level

- Play with less objects, e.g. 6 instead of 12 pairs.
- Take more time than 5 - 7 minutes.



We hope you will have lots of fun with this game. Please share your nice experiences and points of improvment with us! Should you come up with any interesting "house rules" for the game, we would love to hear those as well. You can reach us through [info@sunnygames.eu](mailto:info@sunnygames.eu)

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## Have you already played this game by Sunny Games?



[www.sunnygames.eu/Max](http://www.sunnygames.eu/Max)

Bird, mouse and chipmunk are trying to reach their homes in the tree. Max the tomcat is hungry and will try to catch them! Together, the players take care of the little creatures.

Each creature knows its own shortcut. But... Max the tomcat knows them too! Fortunately, Max can be lured away with a tasty cat treat.

Max the Tomcat is an exciting strategy game for children of all ages. They discuss with each other: Which animal should be brought home first? When will Max get a treat? And how do you feel when Max gets to pinch one of the little creatures?



1-8 players  
age 4+



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