

**Note: If a player does not have 3 good Acorns in their cheeks, they must give the 1 or 2 good Acorns they have to the player who hid the bad Acorn.*

- If the bad Acorn is found by the player who hid it, they must return 3 of their good Acorns to the pile.

**Note: If a player does not have 3 good Acorns in their cheeks, they must return the 1 or 2 good Acorns they have to the pile.*

- Once a bad Acorn has been played, it cannot be used again. The bad Acorns do not count towards the final score and should be placed to the side, out of play.

WINNING:

After all of the Acorns in the pile have been played, all players count the good Acorns in their chipmunk cheeks. The player who has collected the most Acorns is the Hide 'N Cheek Champion!

FAQ:

Tiebreaker Rule aka "The Cheeky Challenge"

The players who are tied play one more "Bad Acorn" round, starting with the youngest player. The player who successfully avoids finding the bad Acorn is the Cheeky Challenge Champ!

What if I can't fit any more Acorns into my chipmunk cheeks?

If your cheeks are too chunky and you can't fit anymore Acorns into the pouches, simply place the extra Acorns into a pile next to you.

How do I tighten and/or loosen the mask?

If your mask is too tight or too loose, untie the elastic string on each side and retie it so the mask fits comfortably.

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HIDE 'N CHEEK



ages
6+



20



2-4
Players

CONTENTS:

4 Chipmunk Masks with expanding cheek pouches,
4 Hollow Logs, 40 Acorns (36 good Acorns & 4 bad Acorns)

OBJECTIVE: Be the player to collect the most Acorns.

SET UP (see Figure 1):

- Each player puts on a Chipmunk Mask.
- *Note: Remember to sanitize the Chipmunk Mask before each game.
- Place the 4 Hollow Logs, open-side down, into the center of the play area.
- Place the 36 good (red) Acorns in one pile near the Logs.
- Each player takes one 1 bad (green) Acorn.
- The player who has the best chipmunk impression goes first.

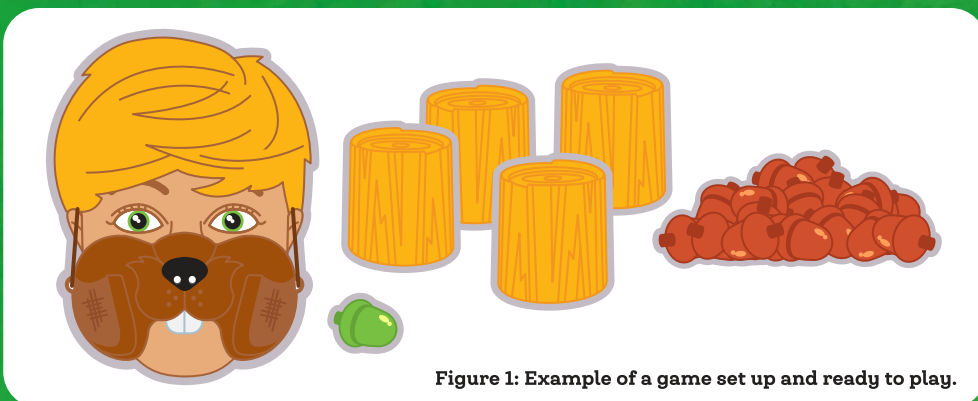


Figure 1: Example of a game set up and ready to play.

HOW TO PLAY:

- The first player takes 3 good Acorns from the pile.
- That player hides the 3 good Acorns under one or more of the Logs, while the other players look away or close their eyes. No peeking!
- *Note: The player hiding the Acorns may place all 3 Acorns under one Log, 2 Acorns under one Log and 1 Acorn under another Log, or 1 Acorn under three different Logs.
- The first player then shuffles all of the Logs (see Figure 2). Be careful not to tip them over!

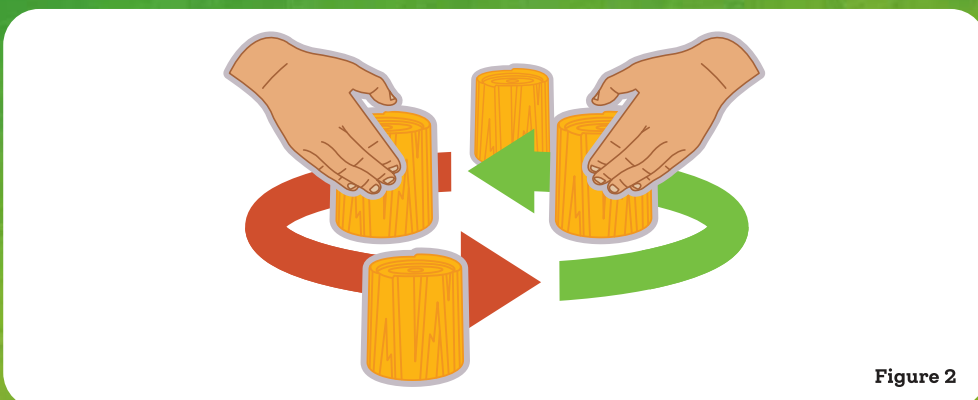


Figure 2

- The player to the left of the first player chooses one Log to look under.
- That player keeps any Acorns they find and stuffs them into the cheeks of their Chipmunk Mask (see Figure 3).

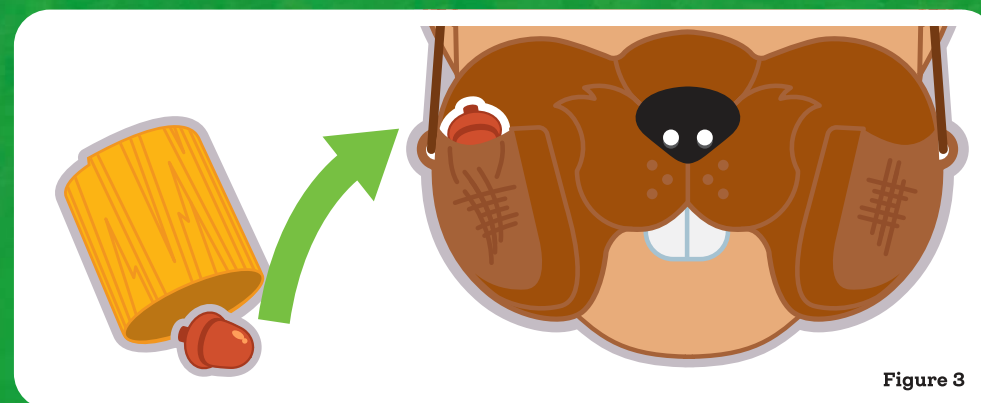


Figure 3

- Place the Log open-side down back into the play area.
- Play continues clockwise, with each player looking under one Log in search of Acorns, until all the Acorns are found.
- *Note: If all the Acorns have not been found and play makes it back to the first player, they can find their own Acorn(s).
- The round is now over. The next player then takes 3 good Acorns from the pile, hides them, and shuffles all of the Logs.
- The game continues until there are no good Acorns left in the pile.
- *Note: There may only be 1 or 2 good Acorns left in the pile for the final round.

BAD ACORNS:

- Bad Acorns can only be used by each player once per game.
- A player may hide their bad Acorn under a Log on their turn. When a player chooses to hide their bad Acorn, they cannot hide any good Acorns, and must announce that it's a "Bad Acorn" round. Remember—no peeking!
- The player who hides the bad Acorn then shuffles all of the Logs.
- The other players choose one Log to look under on their turn. If the Log doesn't have a bad Acorn, that Log is removed from play—this only happens in a "Bad Acorn" round. Logs are eliminated until the bad Acorn is found.
- The player who finds the bad Acorn must give 3 good Acorns from their cheeks to the player who hid the bad Acorn (see Figure 4).

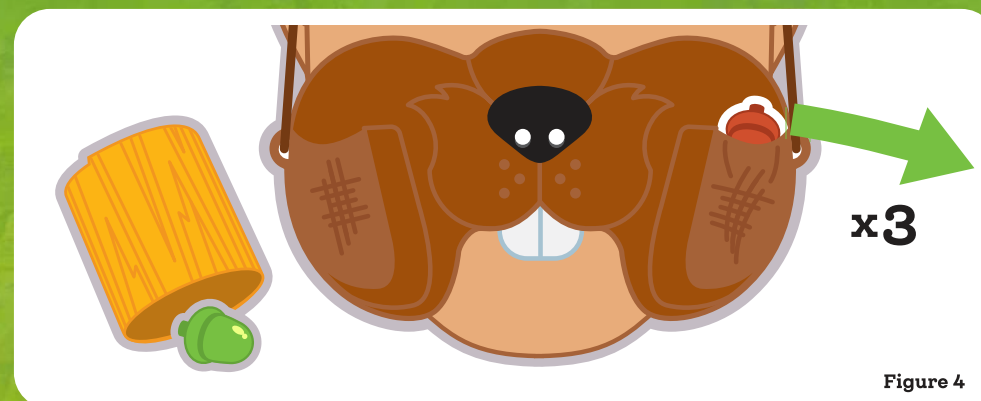


Figure 4