

# Super Spy Adventures; Chapter 4 - Hide and Clap Game

It is time to work on some serious physical spy skills!

Play this fun blindfolded hide and seek game to hone your hearing skills! Here's how:

## PLAYERS

- Two or more players– the more the better.
- One person will be the seeker.
- All other players will hide.

## WHERE TO PLAY

- Because the seeker is blindfolded, it's important to choose a place where they won't easily get hurt.
- Set the boundaries.
- Decide if it's okay for people to hide in things, like dressers or closets.

## CHOOSE A SIGNAL

- Choose a signal to let players know when the game is over or when everyone should come out of hiding.

## CHOOSE THE SEEKER

- Consider the ages of the players. Best to have seekers ages 6 and up.

## HOW TO PLAY

- Blindfold the seeker and have him/her spin in a circle while counting to ten.
- If you don't have a blindfold, the seeker can just close her eyes. Just make sure she/he doesn't peek!
- The seeker can count anywhere from 10 to 100. If people need more time to hide, try counting to 25 or 50.

### Run and Hide

- Everyone else scatters to find a hiding place.
- Try and keep quiet as you find your spot.
- You may change your hiding place at any time, but if you're noisy you may get caught!

### Seek the Other Players

- Once finished counting, the seeker begins searching for the other players. If you are the seeker, use your hands to guide you so you don't bump into anything, and listen carefully. Players may be breathing heavily after running to find their hiding spot and this may lead you in their direction.

### Shout for the "first clap".

- The seeker can ask for three claps during the game (first, second, and third clap), and the people hiding must clap their hands.
- Don't waste your claps! You only have three chances, so try not to use them all right away or one right after the other. Pay attention to other cues--breathing, giggling, creaking floorboards--to help you find the other players.
- The players who are hiding can change hiding places. Just be aware of how much noise you are making!

## GAME OVER

- The game ends once the seeker catches someone who is hiding, and that person becomes "it." If the seeker uses all his/her claps and can't find anyone, she/he may give up and call the signal that the game is over.
- If the seeker doesn't find anyone, she must take another turn as the seeker.