

THE HAPPY SEW LUCKY

* Big Easter Hunt *

RULES:

1. Print two grids per player. Each player maps out all the Easter treats listed below on one grid. They may be placed right way up, upside down or sideways, anywhere on the grid with at least one empty block space between items - they may NOT touch! The second grid is to hunt the other players map. If playing in a group of more than two, then each player hunts the map of the person to their left. Players take turns to hunt by guessing the coordinates of another player's treats hidden on the map, stating a letter and a number. If there is nothing located in that spot then the map owner says "Whah-whah" (as in "miss"). If there is a treat in that location (as in a "hit") then the map owner say: "Nom nom!" and must state which kind of treat has been hit. The first player to hunt down every block of all the treats on a competitors map wins.

SPECIAL CIRCUMSTANCES:

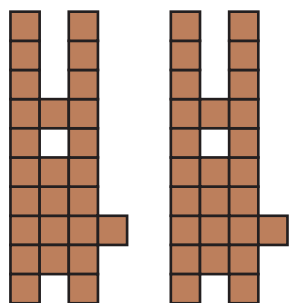
BUNNY'S NOSE: is considered a "miss" not a hit. The mapper does not need to tell the hunter that he has guessed the nose location.

HOT CROSS BUNS: If the hunter hits any of the squares on the yellow + on the hot cross bun the hunter gets a second guess for every time they guess a + spot, even if it's on the same bun.

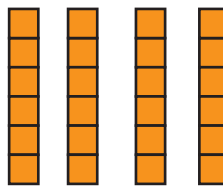
BLUE MINI EGGS: If the hunter hits a blue Mini egg they get two bonus guesses.

GREEN MINI EGGS: If the hunter hits a green mini egg they get the hit, but they have to skip a turn afterwards.

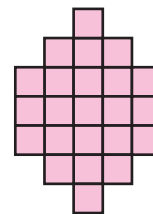
CARROTS: Carrots help your vision! When a hunter has guessed all 6 blocks of a carrot, the mapper must give them a clue stating coordinates for a blank block touching any unfound treat. It may be touching a side or a corner. They provide only the blank block location, but no details about the treat type or location.



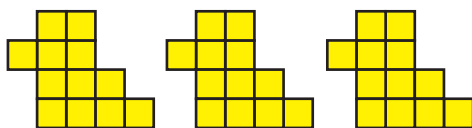
CHOCOLATE BUNNY X 2



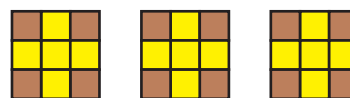
CARROT X 4



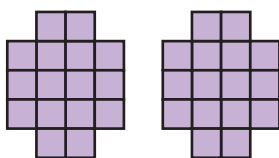
BIG EGG X 1



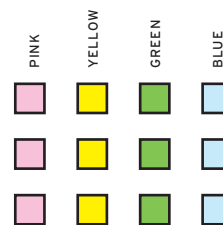
PEEPS X 3



HOT CROSS BUN X 3



CREAM EGGS X 2

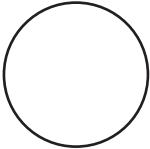
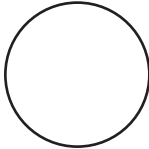
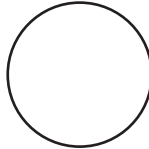
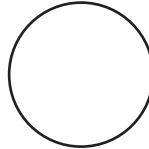
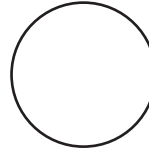
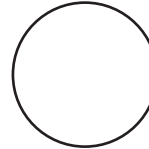
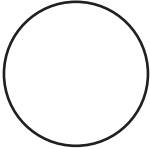
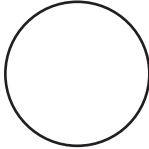
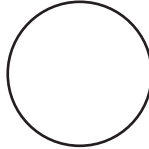
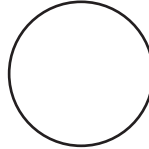
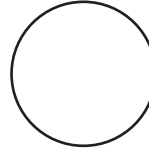
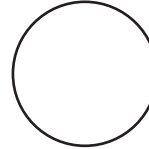
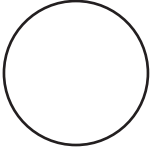
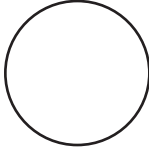
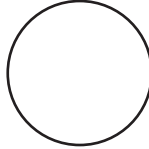
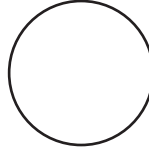
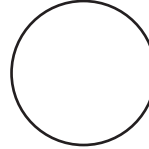
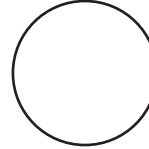
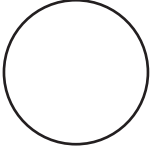
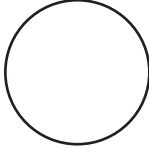
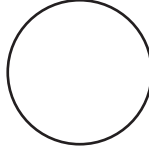
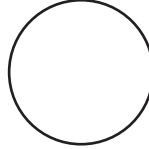
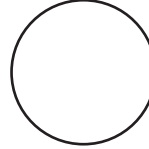
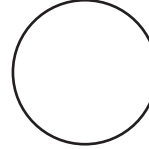
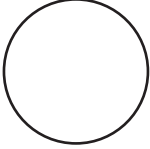
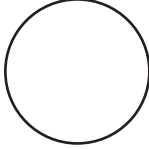
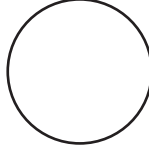
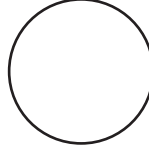
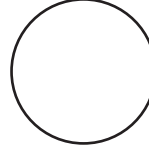
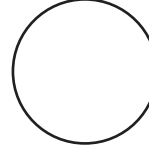
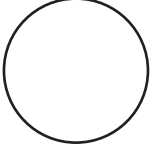
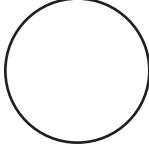
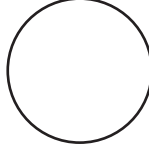
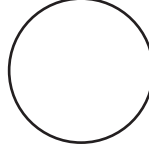
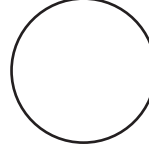
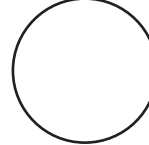


MINI EGGS X 3 PER COLOUR = 12 TOTAL

THE HAPPY SEW LUCKY

* *Big Easter Hunt* *

JUNIOR EDITION

	A	B	C	D	E	F
1						
2						
3						
4						
5						
6						

RULES:

1. Print two grids per player. Each player colours in 10 eggs on one grid. (It's OK if they are next to each other.) One, and only one, of these eggs should be coloured in yellow. That will be the GOLDEN egg! The second grid is to hunt the other player's map. If playing in a group of more than two, then each player hunts the map of the person to their left. Players take turns to hunt by guessing the coordinates of another player's treats hidden on the map, stating a letter and a number. (eg: B5) If there is nothing located in that spot then the map owner says "Whah-whah-whah!" (as in "miss"). If there is a treat in that location (as in a "hit") then the map owner say: "Nom nom nom!". If the hunter hits the Golden egg they get a two extra turns to guess. The first player to hunt down every block of all the treats on a competitors map wins.