

- Riddle answers:**
- | | | |
|---------------|--------------------|-------------------|
| 1. Ball | 11. Table | 21. Sofa |
| 2. Water | 12. Brush/Broom | 22. Bed |
| 3. Bag | 13. Bucket | 23. Rug |
| 4. Car | 14. Bicycle | 24. Hairbrush |
| 5. Door | 15. Shoes | 25. Curtain/Blind |
| 6. Toothpaste | 16. Telephone | 26. Mirror |
| 7. Chair | 17. Lamp | 27. Fence |
| 8. Flowers | 18. T.V. | 28. Wheelbarrow |
| 9. Stairs | 19. Cushion/pillow | 29. Spade |
| 10. Brick | 20. Sink | 30. Garden hose |

And finally:

Suitable for ages 3-8, 1 or more players. Gotrovo is an active game and must be played under adult supervision. We strongly advise against laying any trail that would cause players to climb on furniture or to play in or near environments that may not be safe for them.



Warning! Choking Hazard Small Parts.

Not for children under 3 years



Meets EN71 requirements.

These instructions contain important information and should be retained for future reference.

Pour télécharger la version Française du manuel d'instructions, rendez-vous sur le site www.gotrovo.com

Instrucciones en español descargables en www.gotrovo.com

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Welcome to Gotrovo, the family treasure hunt game. We hope the game brings you many hours of fun!

The aim of the game is simple: follow the trail of clues to reach the treasure at the end, collecting gold coins as you go.

Objective: Players follow a trail of picture, word, riddle or role play clues. As they find each clue card they fix it to the treasure map, at the same time collecting gold coins in the loot bag. The game ends when the player(s) find the golden treasure bar at the end of the trail.

Contents:

- Treasure map (double sided), plus small sheet of adhesive dots
- 100 clue cards plus large sheet of adhesive dots
- Loot bag containing 10 golden coins
- Golden treasure bar

Set up: Before playing for the first time, stick the 20 adhesive dots from the **small sheet** to the circles on both sides of the treasure map at points 1-10

Apply the dots from the **large sheet** to the reverse of all the clue cards, as shown in the diagram:



Colour coding:

Gotrovo can be enjoyed indoors and out by one or more players together. The backs of the clue cards are colour-coded to indicate their appropriate use. Red: outdoor trails; blue: indoor trails; green: indoor or outdoor trails; gold: for use in role-play game/blank cards for you to create your own clues.

Ways to play the game:

- Age 3+: Lay a trail using picture clues.
- Ages 4-5: Lay the cards with the word clue (instead of picture clue) facing upwards. Early-stage readers can attempt to read the clue and then check the answer by looking at the picture on the reverse.
- Age 5+: Lay a trail using riddle clues (answers to riddles are included on the back page of these instructions).
- Mixed age groups: Create a trail using riddle, word & picture clue cards to allow players of different ages and abilities to play together.
- Create your own clues (see Ideas and Goodies page at gotrovo.com)

Role-play:

The role-play game is played using the gold cards, 10 of which have imaginary locations on them. Player(s) who enjoy role-play will love following an imaginary trail. Start with any of the 10 imaginary locations and encourage the player(s) to identify where that location might be - anywhere in your home, garden or even the park. Explore the sights and sounds of that imagined location with them, for example: hide from the giants, sing to the mermaids, call to the princess in her tower. While the player is busy role-playing, hide the next clue somewhere nearby, let the player(s) find it, and off they go again. Ask the player(s) "where might [Sunset Bay] be? How do we get there?" The role play continues to the final location where you can quickly hide the golden bar.

Blank cards:

Use the blank gold clue cards to create your own clues which can be fixed to the map in the usual way. Older players may like to write riddles or draw pictures using a wipe clean marker; you could create a themed trail, such as an animal trail, by printing off your own pictures and sticking them to the blank cards. Visit gotrovo.com 'Ideas and Goodies page' for more ideas!

Laying the trail:

1. Select clue cards suitable to the ages/abilities of the player(s) and decide the order in which you will lay them. (10 clue cards for a long trail; 6 for a short trail.)
2. Stick the 1st clue to the map in position 1.
3. Take the 2nd clue and hide it, along with a gold coin, where the 1st clue directs player(s) to go.
4. Take the 3rd clue and hide it, along with a gold coin, where the 2nd clue directs player(s) to go.
5. Repeat this process until you lay the final clue.
6. Hide the golden treasure bar in the final location. For extra fun you may wish to hide additional treasure (a toy or treat) inside it.
7. Give the map with the first clue card to the player(s) and off they go. Don't forget to give them the red loot bag to collect the gold coins!

Example (short trail):

CLUE CARD :	→	WHERE TO POSITION THE CLUE:
I. Bookcase clue card	□□→	Stick card to map in position 1
II. Lamp clue card	□□→	Hide on bookcase
III. Bed clue card	□□→	Hide by lamp
IV. Window clue card	□□→	Hide on bed
V. TV clue card	□□→	Hide by window/windowsill
VI. Coat rack clue card	□□→	Hide by TV
VII. -		Hide golden bar near coat rack

Group/Party entertainment:

Gotrovo is perfect for use at birthday parties. If you wish to lay two trails and have a team race, visit gotrovo.com to find out more about our party upgrade pack with additional map, golden coins and golden bar.

For further hints and tips visit us at: www.gotrovo.com and see our Ideas and Goodies page.

To extend the game with additional clue cards including seasonally themed Christmas and Easter riddles go to www.gotrovo.com

