Sound Detectives

ORCHARD TOYS

Download the free Orchard Toys App to enjoy this fun sound game. Listen to the sounds and move your detective to catch the cheeky thief!

Contents • 4 jigged playing boards • 4 detective playing pieces • 4 character stands • 24 sound clue cards
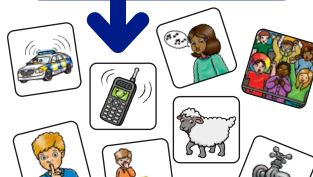
Setting up the game

Choose a detective playing piece and insert it into a character stand.

Assemble the corresponding path board (ensuring the end piece is showing the thief that hasn't been caught yet). Place your detective at the opposite end to the thief.

Place detective here

Shuffle and spread the sound clue cards in the centre of the table, picture side up.

Download the **free Orchard Toys App** on a suitable device.

1 Play a sound

In the **Orchard Toys App** navigate to the Sound Detectives screen. Play the first sound.
All players listen for a sound that matches one of the sound clue cards in the centre of the table.

"Meow!"

2 Sound clues

If you hear a **sound that matches** one of the sound clue cards, race to pick it up first. Then, turn the card over to reveal the footprints, add it to your path and **move your detective forward** one space to stand on the card. Play continues in this way.

3 The winner

The winner is the first player to travel to the end of their board by placing six footprint cards. When the last footprint card is placed on your path, **turn over the end section** to catch the thief. Good job detective!

Turn over to catch the thief!

For an easier game

Assemble the boards and detective playing pieces as above.

Download the free **Orchard Toys App** on a suitable device.

Shuffle the sound clue cards and place **six in front of each player,** picture side up.

1. In the **Orchard Toys App** navigate to the Sound Detectives screen. Play the first sound.

2. **All players listen** for a sound that **matches** one of the sound clue cards in front of them.

3. If you hear a **sound that matches**, turn the card over to reveal the footprints, add it to your path and **move your detective forward** one space to stand on the card.

4. The winner is the first player to travel to the end of their board by placing six footprint cards. When the last footprint card is placed on your path, **turn over the end section** to catch the thief!

No access to the app?

Play this game **without the App** by making your own versions of the sounds!

1. Shuffle the sound clue cards and place **six in front of each player**, footprint side up.

2. Take turns to turn over your sound clue cards and **make the sound shown in the picture**. Actions can also be used.

"Ribbit!"

3. All other **players try to guess** what the sound is. The first player to guess correctly takes the sound clue card and places it footprint side up on their path. They can then **move their detective forward** one space to stand on the footprints.

4. The winner is the first player to travel to the end of their board by placing six footprint cards. When the last footprint card is placed on your path, **turn over the end section** to catch the thief!