Look for these other Dr. Seuss games!

CONTENTS:
1 Hat, 32 Exploration Cards, 1 Game Rules Manual

Object
Guess the Mystery Object that’s hidden in the Cat’s Hat!

Set Up
In this game, one player chooses a Mystery Object and places it inside the Cat’s Hat. The other players try to guess what the object is using clues!

1. Shuffle the cards and put them face down in rows.
2. Select a player to choose the First Mystery Object. That player is the Hat Master!
3. All other players are Guessers.

Rules
Guess the Mystery Object that’s hidden in the Cat’s Hat!
Select the Mystery Object

The Hat Master should take the hat into another room so the Guessers can’t see. Select a good Mystery Object and put it inside the hat, below the flap. Make sure you close the flap when you’re done!

- Make sure the object can fit inside the hat.
- Make sure you know the NAME of the object. Don’t pick an object that doesn’t have a name that everyone knows.
- Don’t pick an object that the Guessers have never seen before.
- Don’t pick anything wet or messy!

Object Examples

Play!

The Guessers take turns. They may NOT touch the hat unless an action card allows them to do so.

1. On your turn, flip over TWO cards. You get to choose ONE of these cards to use.
   - If it’s a QUESTION card (yellow), ask the question on the card. The Hat Master must answer the question accurately. No fibbing!
   - If it’s an ACTION card (blue), then you may explore the hat according to the instructions on the card.

2. Discard BOTH of the cards you flipped over.

3. Now you may make a guess about what the Mystery Object is. If you are not correct, then it’s the next Guesser’s turn.

Winning the Game

- If one of the Guessers correctly guesses the Mystery Object, that player is the winner.
- If the Guessers go through all of the cards without being able to guess correctly, then the Hat Master is the winner.
- Choose another player to be the Hat Master, shuffle the cards, and play again!