

Finding your Way

Category	Game
Type	Steam release
Time to allocate (mins)	5
Instructions	The four walls of the playing area are named Polaris, Draco, Lynx and Cepheus. When one of these constellations is called, the Cubs run to the correct side of the playing area. On the command 'lost' everyone lies down on their tummies and covers their heads with their hands. On the command 'found' everyone jumps up and waves frantically. Last Cub to carry out a command loses a life.

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