

THE SOCK CHASE

3+
YEARS OLD

15
MINUTES

2-3
PLAYERS



GAME CONTENTS:

6X6 DB	SOCK TILES
15 DB	PLASTIC BASES
12	SOCK CARDS
2	SOPHIE FIGURES
1	MOTHER FIGURE



THE AIM OF THE GAME



Sophie wins if she reaches the finish line without being caught by her mother.

Mum wins if she catches up with Sophie before the finish.



GETTING READY TO PLAY

Separate the socks into **six piles** according to their coloured outlines, then build a winding track from socks with the same outline, laying them out, one after another.

Identify which is the beginning and which is the end of the track, i.e., where to go and from where to begin.

Put a Sophie figure on the first sock, or the two Sophies if there are three of you playing.

Put Mum in front of but outside the first field, she starts one step behind Sophie.

Insert the 12 sock cards into the bases and place them next to the track.

Sophie stands on the first sock

2X

AT THE END

AT THE END

HOW TO PLAY THE GAME

The game always starts with Sophie.

HOW DOES SOPHIE MOVE?

Sophie can make a move if the player manages to blow over the upright cards in the little bases. The fewer puffs it takes to blow them all away, the more moves Sophie can make.

TIP: Since we are playing with small children, be flexible about the distance from which the player can blow. If we do want to bring in some rules, then it is recommended that the blowing player should not be closer than thirty centimetres from the cards.

WHICH CARDS SHOULD SOPHIE BLOW OVER?

The cards are chosen by the player who is playing the mother. She looks at the socks directly in front of her own piece on the field and chooses the 4, 5 or 6 cards with those socks on them. Then shuffles the cards and places them in front of Sophie with the back of the cards turned to Sophie.



HOW MANY CARDS SHOULD SOPHIE BLOW OVER?

4 for the first
12 socks

5 for the second
12 socks

6 for the last
12 on the sock path

HOW MANY MOVES CAN SOPHIE MAKE?

- **if all** the cards are blown over with **1** puff, then 5 places
- **if 2** puffs are needed, then four places
- **if 3** puffs are needed, then three places
- **if 4** puffs are needed, then two places
- **if 5** puffs are needed, then one places
- **if none** of them were blown down with **5** puffs, then Sophie can't move.

Now comes mum. If there are two Sophies playing then they come one after the other: first one of them blows, then the cards are lined up and the other one blows. The second Sophie player is then followed by Mum. The Sophie in front always starts the round.

TIP: If you're getting really good at blowing them down, try doing it while saying: ACHOO!



HOW DOES MUM MOVE?

After Sophie flips the cards and makes her move, it's Mum's turn. Her task is to put the cards back in the order in which the socks are lined up on the tiles in front of her. She can move as many places as cards she identifies correctly. As soon as she makes a mistake, she has to stop turning over (if 1-2 cards turned face up when they were blown over: so much the easier!).



ENDING THE GAME

The game is over when:

1. Mum catches up with Sophie (or if there are two Sophies, then both Sophies), that is if she lands on the square where Sophie is standing. She is then caught, puts her socks on and is taken home. **Mum wins!**
2. If Sophie (or at least one Sophie) reaches (or passes) the last sock, thus managing to escape the 'socking'. **Sophie wins!**

.....

ROLE SWAP VERSION OF THE GAME (FOR 2 PLAYERS)

Children also love to play the parent's role, but they might find it difficult to turn the cards over in the right order. It's a good idea to make their task easier and the adult's harder. The course is divided into 3 parts, but the cards are handled a bit differently.

HOW SOPHIE MOVES (NOW THE PARENT IN THE CHILD'S ROLE)

The adult has to blow 5 cards in the first part, 6 in the second and 7 at the end, and must follow the basic rule of the game – the adult cannot blow from close up! The further away the funnier!

HOW MUM MOVES (NOW THE CHILD)

After the adult has blown the cards, the child points to one of the cards and guesses what sock is on it before flipping it over, and so on with all the cards face down. (If 1 or 2 cards fall face up when you blow: so much the easier for the child!) They can then move as follows:

- if the cards are turned over without any mistakes or with just one mistake, they can move five places;
- if the cards are turned over with two mistakes, they can move four places;
- if the cards are turned over with three mistakes, they can move three places;
- if the cards are turned over with four mistakes, they can move two places;
- if the cards are turned over with five or more mistakes, they can move one place.

The game ends in the same way as the basic game.

.....



© Based on the Sophie story by Bálint Harcos
Published by © Pagony Kiadó Kft.
1114 Budapest, Bartók B. út 15/A
www.pagony.hu

Game designed by © Máté Lencse
Graphics by Zsófia Rozgonyi and Borbála Győri
based on illustrations by Cristina Quiles

Not suitable for use by children under 3 years of age!
Country of origin: EU