

Party Hide-and-Seek

The Complete Host & Hide Kit

A printable party-night companion for color-camouflage hide-and-seek games.

Unofficial, generic strategy guide. Written for *any* party game built around the 'paint yourself to blend in, seekers try to spot the fakes' mechanic — not tied to any specific game title or trademark. Adapt the terminology to whatever your group is playing.

What's inside: ① The one rule ② Hider's playbook ③ Seeker's playbook ④ Host's run-of-show ⑤ Party-night checklist ⑥ Quick-reference card

1 - The one rule

Match the wall behind you. Then don't move.

That's the whole game compressed into one sentence. Everything in this kit is execution detail on those two ideas:

- **Color** must match the *background surface you're standing against*, not a color that 'looks nice.'
- **Stillness** is camouflage. Motion is the single fastest way to get caught.

If you only remember one thing from this guide, remember that.

2 - Hider's playbook

Pick the right spot

Spot type	Good?	Why
Flat, single-color wall	BEST	Your painted body vanishes against it
Corner / wall join	GREAT	Half your outline is hidden by the geometry
Cluster of painted props	GREAT	You hide among real objects; seekers can't tell
Busy, textured wall	AVOID	Contrast gives away your shape regardless of color
Cluttered foreground	AVOID	Props in front of you read as 'wrong'
Center of the stage	DEATH	No wall to blend into; you stick out by default

Paint yourself correctly

- Cover your **entire visible surface**. Gaps where your base color shows through are instant tells.
- Match the **exact shade** of the wall behind you — not a neighboring surface.

- Check the match from the **seeker's viewing angle**, not just your own.
- Re-paint if you reposition. A spot change means a color change.

The stillness discipline

- Once blended, **hold absolutely still** until the round ends or you're forced to move.
- Eyes snap to motion. Even small adjustments telegraph 'alive.'
- Let other hiders' mistakes draw the seeker's attention — be the boring, frozen one.
- If you must reposition, do it during chaos (a seeker calling out another player), not when the stage is quiet.

Hider's mistake list (avoid these)

1. ■ Picking a 'pretty' color instead of the *background* color
2. ■ Leaving gaps unpainted
3. ■ Fidgeting after hiding
4. ■ Hiding against a textured/busy wall
5. ■ Standing center-stage with no wall behind you
6. ■ Reaching for a 'better' spot mid-round

3 - Seeker's playbook

The three tells

Tell	What to look for
MOTION	Anything that shifts, even slightly. The #1 giveaway.
COLOR MISMATCH	A body that's a shade too light/dark/warm/cool for the wall behind it.
OUTLINE	A silhouette that breaks a clean wall edge or corner.

How to scan (don't pan)

- ■ **Don't** sweep frantically. Fast eyes miss the subtle mismatch.
- ■ **Do** sweep slowly, section by section, checking each zone for the three tells before moving on.
- **Read the stage first.** Memorize what it *should* look like, then spot what deviates.
- **Prioritize hot zones.** Hiders love flat walls and corners — check those first.
- **Watch clusters.** A group of identical painted bodies usually hides a player among real props.

When the stage looks 'clean'

The hardest hider matched perfectly and froze. You won't catch them with motion or color — only with outline, and only if they tucked poorly. Do a final slow pass along every wall edge and corner. Sometimes you eat the loss; that's the game.

Seeker's mistake list

1. ■ Panning too fast — blowing past the subtle mismatch

2. ■ Staring at center stage — hidens hug walls and corners
3. ■ Ignoring clusters — identical bodies hide players
4. ■ Calling too early — sweep once more; a wrong call wastes your turn

4 - Host's run-of-show

Run the night like a host, not a player. One person owns the flow so nobody's confused.

Before friends arrive (30 min prior)

- Game installed and **updated** on everyone's Steam
- Host's connection tested (host a test lobby)
- **Discord voice channel** created; invite link ready
- Push-to-talk bound on your own controller/keyboard
- Snacks, drinks, charger cables sorted
- This kit printed (at least the quick-reference card)

Lobby setup (5 min)

1. **Host creates a private room** (not public matchmaking)
2. **Grab the room code** → paste in group chat + Discord
3. **Everyone joins** via code (or direct Steam friend invite)
4. **Wait for the full group** before starting — late joiners may wait out a round
5. Confirm everyone can hear each other (2-min 'can you hear me' check)

Round flow (repeat)

1. **Host calls it:** 'Round starts — hidiers hide, seekers look away.'
2. Hidiers paint and tuck (10–15 seconds)
3. **Host calls:** 'Seekers, go.'
4. Seekers scan and call
5. Host tallies the round, rotates roles if the group wants
6. **Mute eliminated players** on Discord so they don't spoil the round

5 - Party-night checklist

Setup

- Game bought by **every** player (no guest mode — each seat is a paid copy)
- Everyone's game updated on Steam
- Host picked (most stable connection wins)
- Private room created, code shared
- Discord voice channel open, push-to-talk ON
- Quick-reference card printed (next page)

Gear (optional but helps)

- Decent headset with boom mic (kills echo + keyboard bleed)
- Stable Wi-Fi for the host
- Snacks within arm's reach

Roles

- One person owns the host/run-of-show
- Hiders know: match color → tuck → freeze
- Seekers know: slow scan → three tells → check corners
- Spectators muted to avoid spoilers

6 - Quick-reference card

Print this page. Leave it on the table. One glance mid-round.

HIDER CHEAT

1. Match the wall behind you
2. Paint your whole body
3. Tuck into a corner/edge
4. FREEZE — don't move
5. Hide among clusters
6. Repaint if you reposition

DON'T: pick a 'pretty' color

DON'T: fidget

DON'T: stand center-stage

SEEKER CHEAT

1. Scan SLOWLY, section by section
2. Look for 3 tells:
 - MOTION (anything shifts)
 - COLOR (wrong shade)
 - OUTLINE (broken edge)
3. Check flat walls + corners first
4. Watch clusters of bodies
5. Sweep once more before calling

THE ONE RULE: match the wall, then don't move.

Thanks for grabbing the kit

If this saved your party night — or won you a round you'd have lost — that's exactly what it was for. Tell a friend who's hosting next, and have a great session.

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