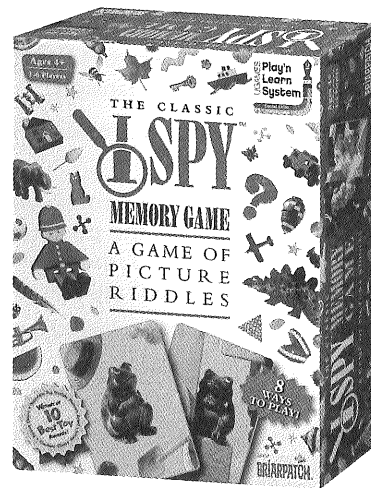
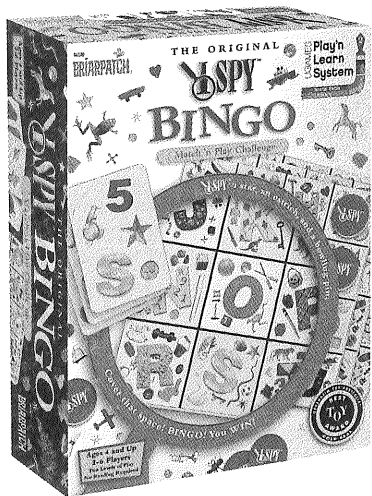
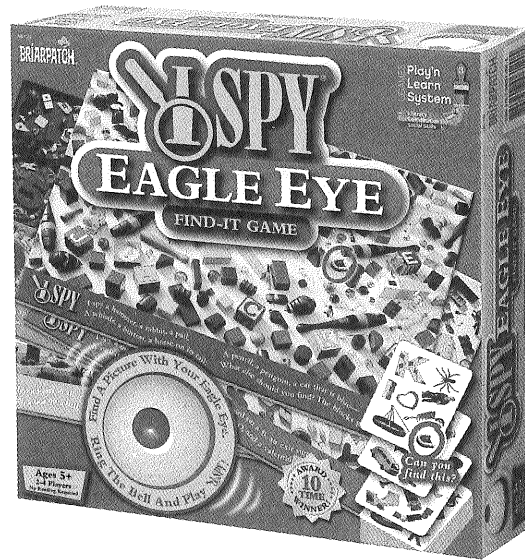
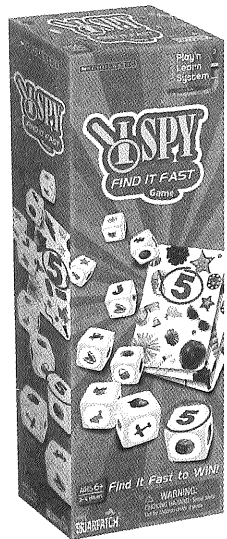


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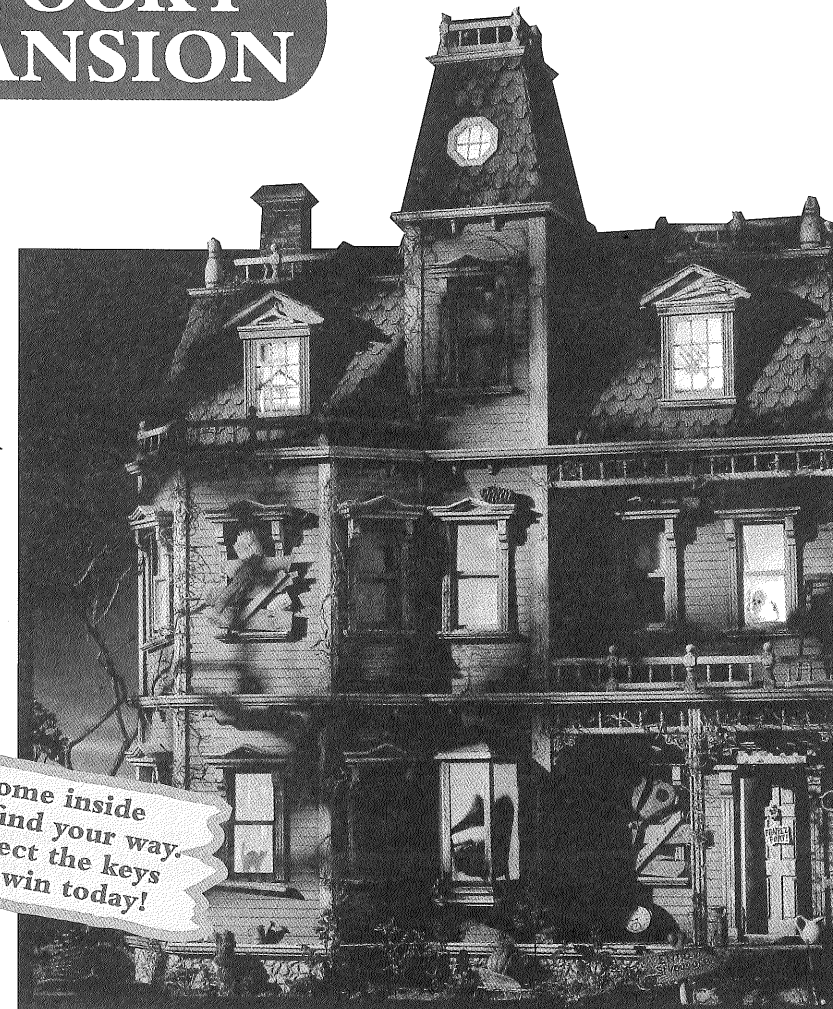
I SPY[®] SPOOKY MANSION

06102

BRIARPATCH[®]

Ages 5 and Up

2 to 4 Players



*Come inside
and find your way.
Collect the keys
and win today!*

INSTRUCTIONS

SCHOLASTIC

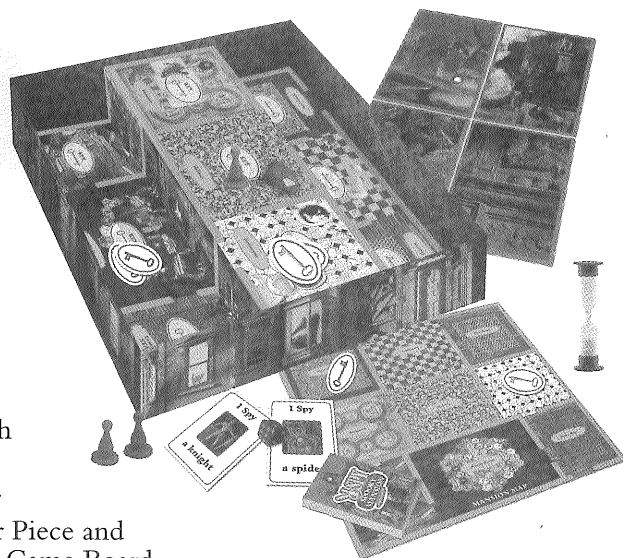
⚠ WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

Contents:

- 3D Game Board
- 20 Picture Cards
- 80 Word Cards
- 4 Player Pieces
- 18 Key Tokens
- 4 Mansion Maps
- 1 Die
- Sand Timer

Object of the Game

Discover a thrilling adventure hidden in a spooky old house. Make your way through the I Spy Spooky Mansion spotting objects among the mysterious contents and collecting keys to the mansion. The front door to the Spooky Mansion requires 5 keys to get out. Be the first to escape and win!



Set-Up

- If this is the first time playing the game, punch out the Key Tokens.
- Place 2 Key Tokens on the location marked KEY in each of the 9 rooms. Match backgrounds on the Key Tokens to the room floors.
- Each player selects a Player Piece and places it at START on the Game Board.
Note: The 3D Game Board stays in the box bottom.
- Each player receives a Mansion Map which will be used to track the Key Tokens collected.
- Shuffle the Picture Cards and place them face-up on the playing surface so that ALL cards are visible. Picture Cards can be arranged in a grid or spread out in a jumble.
- Shuffle the Word Cards and place them in a pile, face-down near the Game Board.

Picture Cards

- Picture Cards are the larger cards which feature scenes from inside or around the Spooky Mansion and are filled with objects to find.
- Players may study the Picture Cards before playing to become familiar with the scenes. A player may also pick up the Picture Cards during play to review them more closely.

Word Cards

- Word Cards are the smaller cards that feature an image of an object that has an exact match somewhere on the Picture Cards.
- Each Word Card also includes text to describe the object, which encourages early reading skills.

Mansion Movement

- Each room on the mansion Game Board counts as a “space” and is separated from other rooms by an orange border.
- When moving from room to room (space to space), a player must go through an open doorway which is represented by a gap in the orange border.
Note: There are only 2 Key Tokens in each room on the Game Board so players should try to move to rooms that still have a Key Token to collect.
- A player may only move in one direction per roll. For example, a player cannot roll a 2 and move one space out of a room and then move back into the same room. The player must continue in the same direction he/she first moved the Player Piece.

Note: The exception is if a player moves into a room that does not have another door to exit out of the room. In this case the player may move into the room and then back out.

How to Play

1. The youngest player goes first by rolling the Die and moving that amount of spaces through the mansion.
2. If the player lands in a room without a Key Token, the turn is over and play passes to the left.
3. If the player lands in a room with an available Key Token, he/she draws a Word Card off the top of the pile, turns it over and studies the image. The player then turns over the Sand Timer and has approximately 15 seconds to search the 20 Picture Cards to find an exact match.
Note: For a more relaxed game, turn the Sand Timer over again to allow for additional time to find an image.
4. If the player finds an exact match within the allotted time, he/she collects a Key Token from the room and places it in the same room on his/her Mansion Map. The turn is over and play passes to the left.
Note: A player can only collect one Key Token per room.
5. If the player does not find an exact match within the allotted time, the turn is over and play passes to the left.
6. Place used Word Cards in a discard pile. Reshuffle cards if the draw pile runs out of cards.

Winning the Game

The first player to collect Key Tokens from 5 different rooms and make it back to the front door, escapes the Spooky Mansion and wins the game!