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I SPY® Eagle Eye Game Ages 5+ 2-4 Players



I SPY® Preschool Ages 3+ 1-4 Players





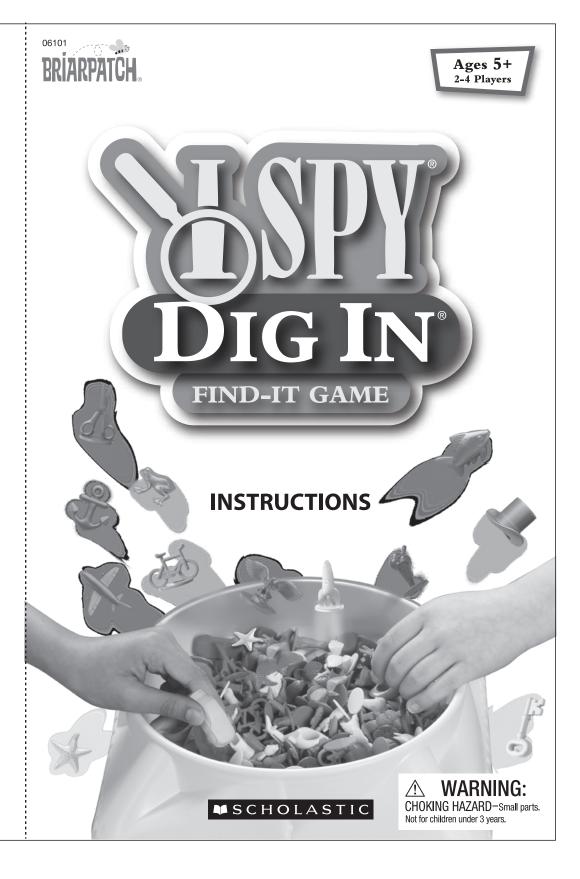


I SPY® Card Games Ages 3+ 2 or More Players

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#### **Contents:**

- 128 I SPY Objects (32 each of Red, Blue, Green and Yellow)
- I SPY Dig In Bowl
- 12 Double-Sided I SPY Dig In Cards
- 15-Second Sand Timer

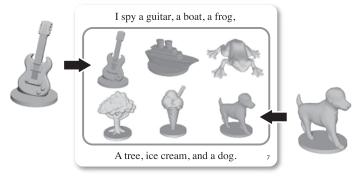
### **Object of the Game:**

Dig In the Bowl and find all six Objects shown on your I SPY Dig In Card. During each round, players get 15 seconds to Dig In on their own using both hands, then everyone digs in using one hand each, until the winner finds all six Objects on his/her I SPY Dig In Card.

# **I SPY Dig In Cards:**

Side 1: Color Objects – players must find the matching six Objects in the correct colors.

Side 2: Gray Objects – objects must find the matching six Objects in any color.



# Set-Up:

- Decide which side of the I SPY Dig In Cards to use, color or gray. (All players use the same side for each round.)
- Shuffle the I SPY Dig In Cards and give one to each player.
- Each player puts his/her I SPY Dig In Card in front of them with the chosen side facing up. Place the 15-Second Timer next to the bowl.
- Put all I SPY Objects into the bowl and mix them around.
- A full game consists of several rounds of digging in.

## **How to Play:**

1. The first player turns the Timer, which gives him/her 15 seconds to find as many of the Objects on his/her I SPY Dig In Card as possible -using BOTH hands.

- 2. Once an Object is found, it should be placed over its picture on the Card.
- 3. When the Timer runs out, play moves to the player on the left, who turns the Timer and gets 15 seconds in the same way as the previous player, and so on, until all players have had a turn.
- 4. If a player finds all six Objects in his/her 15-Second turn, then he/she wins that round and keeps the Card.
- 5. As soon as the final player has finished his/her 15 seconds, ALL players at the same time, start searching for the remaining Objects that they need to complete their Cards, but now players only use ONE HAND.
- 6. During the ALL-IN round, If a player sees another player use two hands, he/she must shout out that player's name. That player is then out for the rest of that round.
- 7. For the ALL-IN round, there is no time limit. The first player to collect ALL the Objects on his/her I SPY Dig In Card wins the round and keeps his/her Card. If two or more players pull out their sixth Object at the same time, then each wins the round and keeps his/her Card.
- 8. For younger players, turn the Timer twice to allow for 30 seconds to try to find Objects.

### Winning the Game:

The first player to collect three I SPY Dig In Cards (by winning three rounds), wins the game.

Checklist of I SPY Objects:

(You should have each of these in all four colors.)

 Airplane Cat Anchor Dog Doughnut Banana • Bike • Eagle • Fish Boat

Butterfly

Button

• Car

- - Penguin
- Guitar Hat

Froq

Ialoo Key

• Ice Cream

House

- Rabbit
- Rocket
- Toilet Train
- Scissors
- Tree

Shoe

Snowman

• Teddy Bear

Starfish

Swan