

I SPY® MATCH CARD GAME RULES

I Spy a horse and sunglasses, too. Find the match and it's a winner for you!

This is a matching card game for 1 or more players, ages 3 and up.

Contents: 48 cards (24 matching pairs), 2 game rule cards.

OBJECT OF THE GAME: Players try to remember where each card is located and collect the most matches!

Dear parents and caregivers: in this I SPY game, a pair is any two cards that have the same central object. The backgrounds, angles, and lighting of each may vary.

GETTING READY TO PLAY: Show young players the memory cards and talk about all the things you see on the cards. Each object listed below is found on two slightly different cards which the player has to match:

Lizard	Starfish	Giraffe
Puppy	Seahorse	Fish
Tiger	Panda	Horse
Astronaut	Sailboat	Letter M
Dinosaur	Airplane	Letter K
Zebra	Swan	Letter N
Guitar	Butterfly	Sunglasses
Soccer Ball	Crown	Elephant

(continued on back)

1/4

CARD 1

PLAYING THE GAME: Place all cards face down in the middle of the table. Mix them well and arrange them in rows. The youngest player goes first. On your turn, choose two cards and turn them face up so that all players can see them. If they match, keep them and take another turn. If not, place them face down on the table in the same position. Watch carefully as other players turn over cards so that you will remember where the matching cards are when it's your turn again.

Children at ages three to six are good at matching activities. Games such as this help them to reinforce memory skills, and offer them the opportunity to learn tactical and strategic thinking.

FOR BEGINNING PLAYERS: When playing with a child for the first time, select the 8 pairs from the first column of objects (listed under GETTING READY TO PLAY), and set the rest aside. Try playing with the cards face up at first. Mix the cards and ask the child to pick out the matching pairs. Talk about the objects together. If necessary, explain the words. Then try playing with the cards face down. After playing a few times with the first 8 pairs, try the second set of 8 from the middle column, then the third set from the last column until the child is comfortable with all 24 pairs.

THE END OF THE GAME: When all the cards have been picked up, the player with the most matching pairs wins.

(continued on other rules card)

CARD 2

I SPY RIDDLES

Spread out all the cards and try to find the objects named. Chant the riddles rhythmically and point to the objects as you keep to the beat.

I spy a ladybug, a horseback knight,
A penny, and a whistle that's blue and white.

I spy a baby, a yellow taxicab,
Two bowling pins, and a little green crab.

I spy an apple pie, a rubber band,
A tiny globe toy, and a pointing hand.

I spy a snowflake, a bunny, a lock,
A red firefighter, and a large striped rock.

MATCHING GAME (For 1 or more players)

By playing this fast-moving game, beginners can become familiar with the card pairs.

Spread all the cards face up on the table. (For the youngest players, you may wish to start with just a few pairs and increase the cards gradually until the children are playing with all 48 cards.)

All players play at once, reaching for matching pairs and collecting them as they see them. Encourage cooperation and generosity when two players are each holding half a pair.

Play continues until all the pairs are matched. The player with the most pairs wins.

(Nothing continued but cross sell/legal)

3/4

CARD 3