

eye sea[™] game



AGES
10+



15
MINUTES



2-10
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit www.amigo.games/game/eyesea.

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- 120 Picture Cards
- Instructions



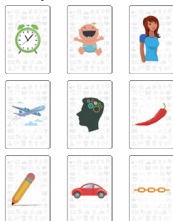
OBJECT OF THE GAME

To collect the most cards; players collect cards when they connect two cards on the table to form a recognized combination of words.

SET UP

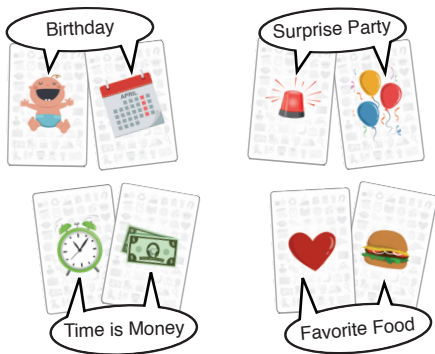
Shuffle all 120 cards and place nine of them face-up in the middle of the table, in a three-by-three grid, so all players can see them. The remaining cards make up the draw pile.

Example of a
starting set up:



PLAYING THE GAME

- 1. STARTING PLAY:** As soon as the nine cards are on the table, the game begins. All players play at the same time, trying to combine any two of the face-up cards to form a recognized grouping of words. Players may not combine more or less than two cards.
- 2. MAKING COMBINATIONS:** You can use anything going through your head while looking at the pictures to combine two cards. For example, you can combine two pictures to make a compound word, a turn of speech, a metaphor, a movie title, a feeling, a song lyric, a famous quotation—any combination of words that the other players recognize as familiar.



- 3. PROPERTIES:** You may also use properties of the objects in the picture, or one part of a picture:



- 4. COLLECTING CARDS:** When you make a combination, say it aloud and point to the two cards you've connected. If the other players agree with your connection, take the two cards. Then, place the top two cards from the draw pile face-up to replace the cards you collected so there are nine cards on the table again. Play continues immediately.
- 5. UNRECOGNIZED COMBINATIONS:** If one or more of the other players say they don't recognize the combination you made and you can't convince them, leave the cards on the table. Play continues. If no player can find a connection between two cards, you and the other players may agree to add cards from the draw pile, three at a time, face-up to the nine cards already on the table. Play continues until one player finds a combination that players recognize.

WINNING THE GAME

The game ends when the draw pile and all cards on the table have been collected, or if there are no cards left in the draw pile and all players agree that they can't make a combination from the face-up cards remaining on the table. The player(s) with the most cards win(s).

SOME HINTS ABOUT CONNECTIONS

Our brains tend to associate one word with a picture or object very quickly. However, if you look beyond that first word and seek out other meanings, you will quickly discover many possibilities.

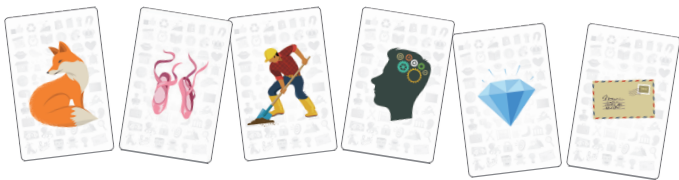


The cage doesn't just stand for a "birdcage," it can also mean "freedom" or "jail."



The ladder could mean "up," "down," or "climbing," among many other things!

If you have questions on these rules or on any of our products, please call us at 844-962-6446, M-F 9:00 – 6:00 Central Time. We'll do our best to help you.



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