

My Little Eye

Designed by Ellie Dix & Serena Fadlun

2-5 players | 20 minutes | Age 4+

Components:

- 60 cards
- Board
- Box with Monster insert
- Scoretrack and 5 score markers

Set up:

- Define the 'play space'. During the game you will be able to stand up and move around, but you won't be able to leave the play space. If you are in a room, at home, for example, the play space may be the whole room.
- Put phones away (and don't touch them during the game).
- Place the board on the table and the scoretrack to the side, with score markers on the first space.
- Lift up the insert of the monster so it stands vertically inside the box. The tongue of the monster goes on top of the board, covering 2 of the 4 slots for the cards. The monster's mouth has a slot that can be used to feed cards to the monster. The eye of the monster has a red-reveal mechanism.
- Shuffle all cards and place them in a face down deck just off the end of the board.
- Take the top 4 cards from the deck and place them face up on the board, one on top of each card slot.
- Randomly decide who will be the first player.

How to play:

Play starts with the first player and continues clockwise.

On your turn:

Take one of the four face-up cards ... **or**... take the face down card at the top of the deck.

Take a face-up card

You may take one card from the board if and only if you can see the item on that card while standing within the play space. Point to the item that you can see, discard the matching card and move your marker 2 spaces on the score track.

Note: The images on the cards are representative of the objects shown, regardless of shape and colour. So if you see a pink flower on a card, the card represents all flowers of any shape and colour. When applicable, the card can also represent a toy version of the same item. For example, if you see a cat on a card you can use it for real cats but also plush cats, toy cats, and images and photos of cats.

Take a face down card

Instead of taking one of the face up cards, you may choose to take the top card of the deck. Look at the red reveal section on the back of the card through the monster's eye to reveal the hidden magical creature. Each magical creature is worth a number of points 0, 1, 2, 3 or 4. Move your marker up on the scoretrack accordingly.

End of turn

- Feed all cards that are currently on the monster's tongue to the monster, by pushing them through the monster's mouth slot.
- Slide the remaining cards towards the monster's mouth, and refill all remaining empty spots with new face up cards from the deck.

End game:

Game end is triggered when the line cannot be refilled. Keep playing until all players have taken the same number of turns. The player with the most points wins.