

Quick eye

Card game



GAME RULES

page 1



4-10
age



1-10
players



15
minutes

WHAT'S IN THE BOX

- 50 cards with adjectives describing the world and environment
- The game rules

WHAT'S QUICK EYE ALL ABOUT?

The world outside is just as exciting as the one inside! Quick Eye teaches kids to develop their imagination, explore the exciting world around them and notice the unique qualities of different objects!

LET'S PLAY!

OPTION EXPLORER (BEST FOR KIDS 4+. NON-COMPETITIVE)

Shuffle the cards and place them face down in the middle of the players. Take one card at a time, read out the word on the card and explain it to the younger players if needed.

Now the players can name an object, a living being or a natural item that has this quality. They can also look for such object wherever they are: at home, outside in the park or while you are travelling.

For example: The word on the card is "Soft". Kids can either name something, like mommy's touch or the neighbour's cat. They can even go find something, like their favourite teddy bear!

OPTION MAXIMISE (BEST FOR KIDS 5+. COLLECTING CARDS)

Shuffle the cards and place them face down in the middle of the players. The first player takes the top card, reads out its word and explains it to the younger players if needed.

The player calls out a living being, object or a natural item that has this quality. He keeps the card in front of him. The next player takes a turn and this continues for one round with all players getting a chance.

In the next round, the players will need to make a choice:

- They can take a risk and turn over another card - but then the player will have to come up with a living being, object or a natural item that has all the qualities of on all upturned cards in front of him, eg "soft" and "animal" could be "bunny". If the player can't do this, all his cards are discarded and the next player takes a turn.
- Bank all the open cards to his winning pile. In the next round, he can start again with one card. In this case, the player can't turn over another card and skip his turn. Now the next player takes his turn.

GAME RULES page 2

OPTION ALL TOGETHER (BEST FOR KIDS 7+. QUICK RESPONSE)

Decide how many cards you are going to turn over in each round - one, two, three or more.

Shuffle the cards and place the drawing pile face down in the middle of the players.

Turn over the number of cards you decided on. If you decided three cards, then turn over three cards.

The objective is to call out a living being, object or natural item that has all these qualities. The first player to shout it out takes all the open cards to his winning pile.

The game ends when there are no more cards in the drawing pile.

Compare the winning piles. Congratulate the fastest player who collected the highest number of cards and cheer up the others! Again, you can add new cards to keep the next game fresh and alive. Just cut cards to size and write names of living beings, objects or natural items on them!

A WORD FROM THE GAME'S DEVELOPER SIMPLE RULES

Prove to your kids that there are no limits to the world they inhabit and the brains they use. For example, find something small, red and edible, heavy liquid and metal or white woollen and leather all at the same time. It's out there or even inside. Kids just have to find it!

Enjoy the game and, more importantly, spending quality time together!

This game is developed in Russia, and it is approved and recommended by Toys and Play Research Centre in Russia.

Have a look at our website www.imagnetoy.co.za and join us on social media.

