

# EAGLE EYE



**game rules**

# GAME RULES

## Game One: "EAGLE EYE" (2-8 players)

Put four boards with a quarter-circle in such a way, that they create one large game board with a red circle in the middle of it. The game is designed for 2-8 players. In our opinion, an adult person should lead and supervise the game (game master) because of emotions, that the game may cause. In controversial situations, the game master will decide who is right and conciliate players. All hard paper cards must be put into the box. The game master draws one card each turn, and places it in the middle of the circle in such a way, that the picture can be seen. Players look for the same picture on the game board. The player, who finds the picture first, raises his hand and says: **"GOT IT"** aloud. Then, the game master asks to show the picture on the game board. If both pictures are identical, game master gives the card to the player, who found the picture first.

The player, who collects the largest number of cards is given the title of: **"EAGLE EYE"**.

## Game Two: "Associations" (Game for one player or a group)

The game is conducted in the same manner as the **"EAGLE EYE"**, but in this game, the game master describes the picture, after drawing a card. Then, he or she puts the card in the middle of the circle in such a way, that it cannot be seen. Players have to find the picture on the game board that fits the description. The player, who finds the picture first, raises his hand and says: **"GOT IT"**. The game master allows him or her to speak. The player shows the picture, then the game master uncovers the card. If both pictures are identical, game master gives the card to the player. When the player is wrong, he or she has to give back one card collected earlier, put it into the box. The game is over when there are no cards in the box. The player with the largest number of cards wins.

## Game Three: "Picture Bingo" (2-4 players)

The game is designed for two, three, or four players. Each player is given one board with **"Bingo"** inscriptions on it. One of the players draws a card from the box and places it on the table in such a way, that all players can see it. The player who finds the picture on his or her board, takes the card and covers the picture on the board with it. The player who makes a line across, down, or diagonally with four cards first, wins the game.

### **Game Four: "Bingo-Associations" (2-4 players)**

Apart from the players (no matter if there are two, three, or four), an adult person or older child should take part in the game. The game is conducted in the same manner as **"PICTURE BINGO"** with one exception. After drawing the card, game master describes it. The player, who finds the picture on the game board, uncovers the card. If the picture on the game board and on the card are identical, the player is given the card. If the player is wrong, he or she has to give back one of previously gained cards from his or her board. The player, who makes a line across or diagonally with four cards first, wins the game.

### **Game Five: "Bingo-Eye" (2-4 players)**

The game is designed for two, three, or four players. The game is conducted in the same manner as **"PICTURE BINGO"**. The only exception is the fact that the player who collects 21 cards on his or her board first, wins the game.

### **Game Six: "Guessing game" (Group game)**

The game is designed for a group of players (for example: school class), and an adult person, who draws a card, and then describes it to players in such a way, that they can guess what is on the picture. For example: after drawing a parrot, game master says: it is a very colorful bird, it is said that it can talk at times. When a player thinks that he or she knows what is on the picture judging from description, he or she must raise a hand and say: **"I KNOW"**. Then, game master allows the player to speak. If the player says: **"PARROT"**, he or she is given the card. If no one knows the answer, game master keeps describing the picture. For example: 'It lives in countries in which the climate is hot, it has crooked beak, it makes characteristic screech and so on and so forth. Game master continues, until all the cards are in players' hands.

The player, who collects the largest number of cards, wins. The game can be played in a classroom or in a kindergarten, where it engages more children. Moreover, a teacher is a perfect person to be the game master.

### **Game Seven: "Hawkeye" (3-4 players)**

The game is designed for three or four players, and a game master. In the game for three players, each player draws a board with a quarter-circle, puts it on the table or on the floor in front of him, in such a way, that all players can see it.

The remaining board is placed in the middle in such a way, that all players can see it. In the game for four players, each player takes one board with the red quarter-circle, and puts it in front of him in such a way, that all players can see it.

The game master draws one card, shows it to all players, and hides it after five seconds. All players are looking for the picture on their boards first, then on the boards of other players. If a player finds it, he or she raises the hand and says: **"GOT IT"**. Game master allows the player to speak and checks if the answer is correct, while not showing the card to other players. If the answer is correct and the picture is on the player's board, the player can keep the card. If the player finds the picture on other player's board, the player is rewarded with a card from the game master. The player has the right to choose the card from the board of the player on whose board was the picture. When a player gives a wrong answer he or she has to return one the collected cards.

The player with the largest number of cards is given the title of: **"HAWKEYE"**.

### **Game Eight: "Mock Lottery" (2-4 players)**

The game is designed for two, three, or four players and a game master (for example an older child). Each player is given one board with **"Bingo"** inscription on it.

The game master distributes cards to the players. Each player should have 25 cards. Then they put their cards face-down. The game master gives a start signal, and all players can turn around their cards and look for identical pictures on their boards. The first player, who finds 6 pictures on the board and covers them with cards, wins.

**EAGLE EYE**

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