



eye know™

Instructions

Object of the Game

To collect more chips than your opponents by:

- Identifying images
- Correctly answering questions about the images
- Collecting sets of cards

Players

Eye Know can be played by two or more players or teams.

Equipment

- Eye Know game board
- 300 game cards
 - 75 green Natural World cards
 - 75 yellow Signs & Symbols cards
 - 75 red People & Characters cards
 - 75 blue Made Objects cards
- 100 betting chips in three denominations
 - 50 green chips worth 1 point
 - 25 red chips worth 5 points
 - 25 blue chips worth 25 points



CHIP COLOR	VALUE
Green	1 point
Red	5 points
Blue	25 points

Setting Up

- 1 Count out two cards per player from each of the four piles of category cards. (For example, if you are playing a three-player game, count out six cards from each category to make a total deck of 24 cards.)
- 2 Combine these cards into a deck and shuffle them thoroughly.
- 3 Deal cards from this pile, image-side up, into the 14 spaces around the eye on the game board.
- 4 Place the remaining cards on the board space labeled "Eye Know".
- 5 Hand out five green poker chips to each player.

- 6 Choose a player to be the banker. That player is in charge of counting out poker chips for the other players for the duration of the game.
- 7 The player to the banker's left takes the first turn.

How To Play

On your turn, you will have an opportunity to **identify an image** and **answer a trivia question** about that image. When you have completed your turn, play passes to the player on your left. Once **each player has played five turns**, the game ends and players can **cash in card sets** for even more points.

Identifying Images

When it is your turn, you must choose one of the 14 images around the eye at the center of the board. Select an image that you believe you can identify correctly.


- 1 Point to the image you chose and guess the name of the object or symbol shown on the front of the card. The description at the bottom of the image (see the example at right) provides a hint as to what is to be identified.
- 2 The person to your right serves as the referee for the turn. Once you have made a guess, the referee picks up the card and confirms whether your guess is correct. If it is not, the other players may attempt to guess the image, starting with the player to your left and proceeding clockwise. **The referee is not eligible to make a guess.**
- 3 If nobody is able to identify the image, the card is placed in a discard pile and the turn is over.
- 4 The player who correctly identifies the image receives a green (one-point) chip from the banker.



Playing Trivia Questions

When you correctly identify an image, you earn the right to play one of the three trivia questions about that image and earn more chips by betting on what you know about that topic.

- 1 Begin by placing a bet of at least one chip, up to a **maximum of 25 points** (25 green chips, five red chips or one blue chip) in the middle of the board.
- 2 You must then choose which level of trivia question to attempt to answer. See the chart below for a description of the payoff you can earn at each level.

	YOUR BET				
	1 chip	2 chips	3 chips	4 chips	5 chips
 Pied Piper The story of the Pied Piper is set in Britain. False (It's set in Germany.)	pays 1 chip	pays 2 chips	pays 3 chips	pays 4 chips	pays 5 chips
What was the name of the town featured in this story? Bremen • Hamelin • Kassel	pays 2 chips	pays 4 chips	pays 6 chips	pays 8 chips	pays 10 chips
In the story, what two things does the pied piper lead away from the town? Rats and children	pays 3 chips	pays 6 chips	pays 9 chips	pays 12 chips	pays 15 chips

- 3 The referee then reads the chosen question from the back of the card. If you answer correctly, you get your bet back and the banker awards chips to you as indicated in the table above. If your answer is incorrect, you lose your bet and the banker puts it back into the bank.
- 4 **Whether or not the question is answered correctly, the player who identified the image keeps that card.** At the end of the game, collected cards can be organized into sets to earn more points. See "Winning the Game".

- 5 The referee deals a new card from the draw pile into the vacant space on the board left by the card just played.
- 6 Play passes to the player on your left. Keep playing until each player has had five turns.

Cashing in Card Sets

When all players have had five turns, they may earn additional chips by cashing in sets formed by the cards they earned in the first part of the game. These sets are based upon how many cards you have of a particular color (look at the color of the band at the top of each card you have collected to determine its color).

SET TYPE	BONUS
Three cards from the same color	5 points
Four cards from the same color	10 points
One card from each color	15 points
Five cards from the same color	20 points

Players must choose how to divide their cards into sets to earn the best score. No card may be used in more than one set.

Winning the Game

Once each player has played five turns, and all players have had a chance to cash in their sets, the player with the most chips wins the game.

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