

Disney Eye Found It! HIDDEN PICTURE GAME

Rules

Object

As a team, all players try to get to Cinderella's castle before the clock strikes midnight!



Ages 4 and Up
1 to 6 Players

CONTENTS:

1 Game Board in three sections, 6 Movers, 6 Mover Bases, 1 Spinner, 12 Mickey Mouse Ear Markers, 30 Search Cards, 1 Sand Timer

Set Up

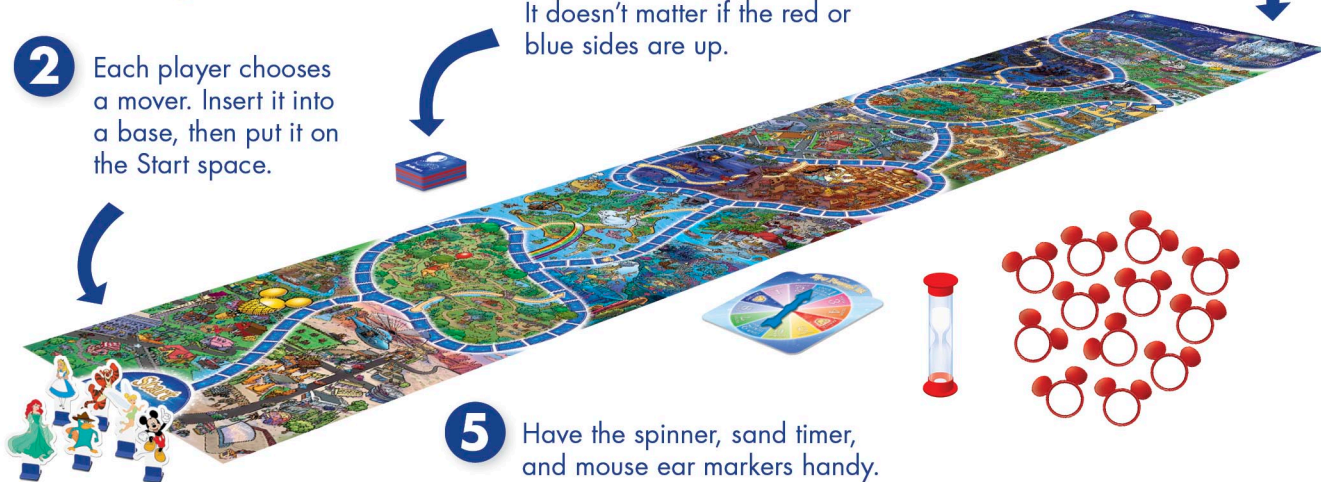
1 Unfold the game board sections and connect them together.

2 Each player chooses a mover. Insert it into a base, then put it on the Start space.

3 Shuffle the Search cards and put them in a pile face down near the game board. It doesn't matter if the red or blue sides are up.

4 Set the clock to 1:00.

5 Have the spinner, sand timer, and mouse ear markers handy.



The youngest player goes first!

over



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On Your Turn

Spin the spinner and follow these instructions:

SEARCH

It's time to find things! Follow the **SEARCH** directions below.

CLOCK TICKS 2

Tick the clock two hours forward, then spin again!




CLOCK TICKS 1

Tick the clock one hour forward, then spin again!

MOVE

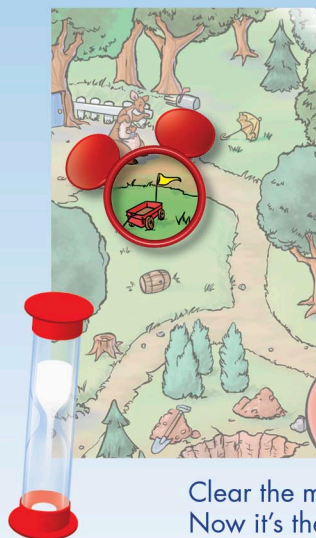
Advance your mover the number of spaces indicated.

- If you land on a shortcut, follow the arrow.
- If you get to a fork in the road, you get to choose which way to go.
- If you land on a search space, follow the directions below. 



Search

If you spin **SEARCH** or land on a search space on the game board, draw the top card of the deck. If you spun a search on the spinner, use the side of the card that matches the color on the spinner. If you landed on a search space, you can choose which side to use. Start the timer. **All players** help look for the type of object shown on the card. (You'll find them hidden all over the game board!) Each time you find one, place a mouse ear marker on it so you remember where it is. When the time runs out, stop looking and count up all the mouse ear markers you placed on the game board. Everybody advances that number of spaces as a bonus!



EXAMPLE: If the card says "flags," then **all players** work together to find flags before time runs out. If you find **four** flags, then **all players** advance their movers **four** spaces.



Remember, the things you'll find on the game board might not always look exactly like what's on the card. Whether it's a match is up to you —think creatively!

Clear the mouse ear markers off the game board. Now it's the next player's turn.

Winning the Game

If all the players arrive at Cinderella's castle before the clock strikes midnight, you all win!



WARNING:
CHOKING HAZARD--Small parts.
Not for children under 3 years.