

# QUICK EYE

## GAME RULES

### IN THE BOX

- 50 cards with different properties



- game rules

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### THE GOAL

To score the biggest number of cards.

### PREPARING FOR THE GAME

Shuffle the cards, put the stack face down. Choose one of the game options. Pick the first player and start the game.

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### FIRST OPTION «WHO NAMES THE MOST?» 5+

The first player opens the card and names a creature, object or phenomenon with such property. The card remains open in front of this player, the move goes to the next one. When the move is returned, the player makes a choice:



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- Risk and get another card, add it to the one that is already open. Then the player needs to come up with an existing creature, object or phenomenon, which has all the properties that are laid out in front of him/her. If the player can't come up with anything, all open cards get discarded and the move goes to the next player.

- Do not risk, and not add a new card. Then the player can pick up everything that is open in front of him/her, and put these cards in his/her victory pile. The move would go to the next player. In this case, the next time, this player starts the new chain of words.

The game ends when there are no cards left in the deck. The player with the biggest number of cards is the winner.

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## SECOND OPTION «WHO IS THE FASTEST?» 7+

Players agree on how many cards to open during the game round: one, two, three or more. And open them right away, three for example.

All participants race to name an existing creature, object or phenomenon, which has all three open properties. The first one to name it takes all the open cards. The cards are replaced with new ones, and the next round begins.

The game ends when there are no cards left in the deck. The player with the most cards is the winner.

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## THIRD OPTION «FOR LITTLE ONES» 3+

The player opens one card from the stack, reads the word for all and explains it to little ones if necessary. Players think of and name an existing creature, object or phenomenon with such property.

- \* Try not only to think of anything but also to find around objects with such properties. For example, «striped» can apply to a neighbor's cat or a zebra crossing outside the window, or even mom's favorite T-shirt.

After coming up with the answer, players open the next card. This game option is not competitive. The game goes on as long as it brings joy to the players.

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The key to the game Quick Eye lies in the nature of our world, where we can meet the most unexpected combinations of incompatible, at first glance, things.

Enjoy the game and join us on social media.



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simple  
rules

simplerules.ru