

# Eye Found It!

## HIDDEN PICTURE GAME

4+

1-6

15'-20'

### COMPONENTS

1 Game Board in 4 pieces, 6 Adventurers, 6 Adventurer Bases, 1 Ogre, 1 Ogre Base, 1 Die, 12 Magnifying Glasses, 30 Search Cards, 1 Sand Timer

### SETUP

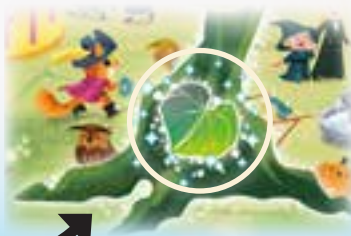
- 1 Connect the game board pieces.
- 2 Shuffle the Search cards and place them in a pile near the board. Either side may be face up.
- 3 Insert the Ogre into its base and place it on its Start space.



START SPACE

- 4 Set the die, sand timer, and magnifying glasses near the board.

- 5 Each player chooses an Adventurer. Insert it into a base and place it on the Start space.



### OBJECT

Work together to find hidden items and get all players to the Magical Gem before the Ogre gets to it!

Sand Timer



Die



Search Cards



Adventurers



Adventurer Bases



Ogre



Magnifying Glasses



Game Board



# Playing Eye Found It!

The youngest player goes first!

On your turn, roll the die and follow its instructions:

## MOVE

Move your Adventurer forward the number of spaces indicated.

- If you land on a space with an arrow, you may immediately slide up the shortcut vine.
- If you land on a Search space, follow the Search rules.



## Ogre Footprint



Move the Ogre forward one  or two  spaces on its path, then roll again!

## SEARCH



If you roll a Search or your Adventurer lands on a Search space , draw the top card of the deck. You choose which side of the card to use!

Start the timer. **ALL PLAYERS** help look for the item shown on the card. (You'll find them hidden all over the game board!) Each time you find one, place a magnifying glass on it so you remember where it is. When the time runs out, stop looking and count up all the magnifying glasses that were placed on the board. Everyone's Adventurer moves forward that many spaces!

When you're done, clear the magnifying glasses from the board.

Now it's the next player's turn!

## EXAMPLE

If you are searching for shields, then **ALL PLAYERS** work together to find shields before time runs out. If you find four shields, then all players move their Adventurers forward four spaces.

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



## Winning the Game

If all players arrive at the Magical Gem before the Ogre reaches it,

# YOU ALL WIN!



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

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