

I SEE THREE!

Magic Glasses Help You Match the Animals™

RULES

For 2 to 4 Players
Ages 4 & Up

Contents

4 Pairs of Magic Glasses (2 Red, 1 Blue, 1 Green), 40 Chips (10 Sets of 3 Matching Animals, 6 Trade, 3 Bonus, 1 Joker)

Object: Match 3 Chips of the same kind.

The Magic Glasses and Chips

- The Magic Glasses allow each player to see pictures that other players cannot see.
- Players will immediately notice which pictures their Magic Glasses can see. For example, the player with the blue glasses will see pictures on the blue Chips.
- Other players can see pictures on different Chips. Each player can see about a third of the pictures.

Set-Up

- Play the game in a well-lit area so the Magic Glasses work properly.
- Each player should pick a pair of Magic Glasses. If 3 people are playing, each should pick a different color. If 4 are playing, 2 players will have red Magic Glasses. The players with the red glasses should not sit next to each other. In a 2-player game, use all 3 colors, but set aside the third pair of glasses until a trade occurs. At that time, rotate the third pair of glasses into the game.
- Mix the Chips of all colors together and arrange them on the playing area **with the color sides face-up and picture sides down**.
- All players should put on their Magic Glasses.

Play

- Players take turns, with the youngest player starting and play passing to the left.
- When it's your turn, turn over any 2 Chips. If they match, turn over 1 more Chip. If all 3 match, you have scored a triplet.
- Stack the 3 matching Chips in front of you, and take another turn.
- If you turn over 2 Chips that don't match, your turn ends. Return the Chips to their original positions with the picture sides down, and the player to your left goes next.

Special Cards

- **Joker**
 - There is 1 Joker, and only the player with the blue Magic Glasses can see it.
 - If you turn over a Joker, your turn ends. Return the Joker to its picture side down position, and play passes to the left.

- The player who captures the last triplet also captures the Joker.

• Trade

- When you match 3 Trade Chips, stack those matching Chips in front of you. But before taking another turn, all players pass their Magic Glasses to the player on their left.
- You can now see a different set of Chips!
- There are 6 Trade Chips, so players will trade glasses twice per game.

• Bonus

- There are 3 Bonus Chips.
- The player who captures the Bonus triplet scores double for that match.

Scoring

- After all triplets and the Joker have been captured, the game ends.
- Players score 1 point for each Chip they captured, so each triplet is worth 3 points.
- The Bonus Chips, however, are each worth 2 points, so the Bonus triplet is worth a total of 6 points.
- The Joker is worth 1 point.

Winning

Players add up their scores, and the one with the highest total wins.

Helpful Hints

- At first, turn over a Chip that you cannot see a picture on with your glasses.
- If you are lucky, you might be able to see two other Chips that match.
- Try to remember where things are, even after you trade glasses.
- Remember that there are two pairs of red Magic Glasses, so those two players can see the same pictures.

For Added Fun:

The Chips have a description of each animal's ability to blend in with its surroundings. The facts have nothing to do with the game play, but we thought you might be curious.

PATCH

Patch Products wants your comments about **I See Three!**, including alternative game play you want to share with other players. Send comments via US mail to Patch

Products Customer Service, 1400 E. Inman Pkwy., Beloit, WI 53511, or by e-mail to patch@patchproducts.com.

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