

DREAMWORKS  
**Eye Found It!**  
HIDDEN PICTURE GAME

# INSTRUCTIONS

## OBJECT

As a team, all players try to get to the movie premiere before all the movie snacks are gone!

## 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 all the Movie Snacks on the Finish space.

**5** Have the spinner, sand timer, and Shrek Markers handy.



**THE YOUNGEST PLAYER GOES FIRST!**

**OVER**

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**AGES 4 AND UP  
1 TO 6 PLAYERS**

## CONTENTS

- 1 Game Board in four sections
- 6 Movers
- 6 Mover Bases
- 12 Movie Snacks
- 1 Spinner
- 12 Shrek Markers
- 30 Search Cards
- 1 Sand Timer
- Instructions



# ON YOUR TURN

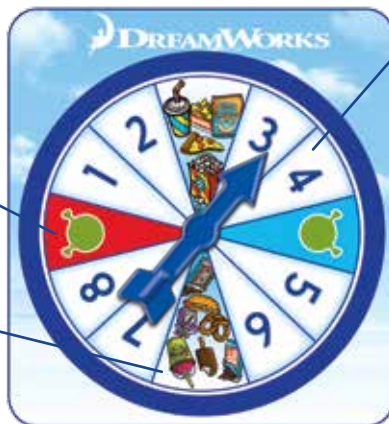
Spin the spinner and follow these instructions:

## SEARCH

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

## MOVIE SNACK

Take away one Movie Snack from the snack pile, then spin again.



## MOVE

Advance your mover the number of spaces indicated.

- If you land on a slide, follow the arrow. On your next turn proceed in the direction the slide arrow indicates. Watch out though, one slide goes backwards!
- 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 (RED or BLUE) 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 Shrek Marker on it so you remember where it is. When the time runs out, stop looking and count up all the Shrek 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 Shrek Markers off the game board. Now it's the next player's turn.

# WINNING THE GAME

If all the players arrive at the movie premiere before the Movie Snacks run out, you all win!



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