

HEY! Those Are My GLASSES™

For multi-language instructions and how-to videos for this game, please visit www.haywiregroup.com

2-4 PLAYERS

AGES 4+

AVG. GAME: 15 MIN.

What's in the box?

- 4 lemur cards for players
- 48 glasses cards
- 1 large die

Object of the game

Be the player with the most glasses at the end of the game.

Setting up the game

1. Give each player one lemur face card
2. Shuffle the 48 glasses cards and place them in a pile face down in the center of the table. For a shorter game use only 24 of the cards (this is recommended for 2 players).
3. Place the large die next to the cards. This will be passed around to each player.



Playing the game

The youngest player goes first. Play continues clockwise.

On your turn

1. Turn over one of the glasses cards and place it face up in the middle of the table for everyone to see.



2. Roll the die.
3. If the shape on the die matches any of the shapes on the face up glasses cards, the player takes all of the cards of that type and places them in a pile on top of their lemur (see example below.) Your turn is over. Pass the die to the player on your left.



If the shape on the die does not match any of the face up glasses cards, simply leave the card there and pass the die to the player on your left. The next player will turn over a new glasses card, add it to the center of the table, and roll the die.

It is possible to have many cards with different shaped glasses in the center of the table. At some point, someone will roll a shape that matches and will collect multiple cards all at once (see example below).



Special Rule

(Note: Parents may choose not to play with this rule if the child is too young.)

If the shape on the die does not match any of the shapes on the face up glasses cards in the center of the table, the player may take ONE glasses card from ONE other player. They may only do this if the other player's card matches the shape rolled on the die.

Winning the game

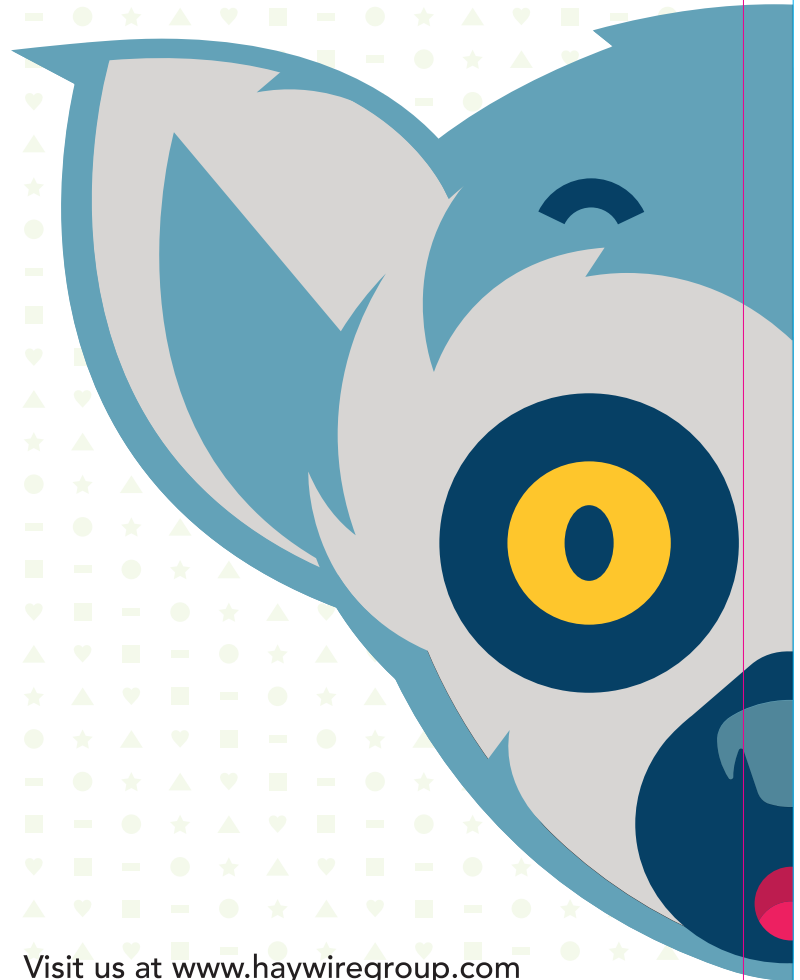
Once all the glasses cards have been turned face up, players continue to roll the die until all glasses cards in the center of the table have been taken. This ends the game. Players count up the number of glasses cards on their lemur. The player with the most glasses cards wins the game.

Examples

Jacob has collected 24 glasses for his lemur.

Sophia and Noah have each collected 12 glasses for their Lemur.

Jacob wins.



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