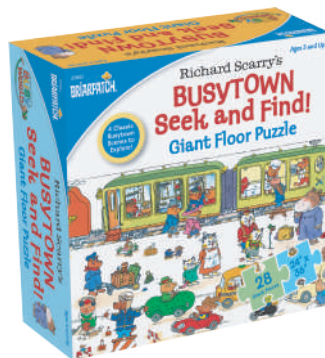


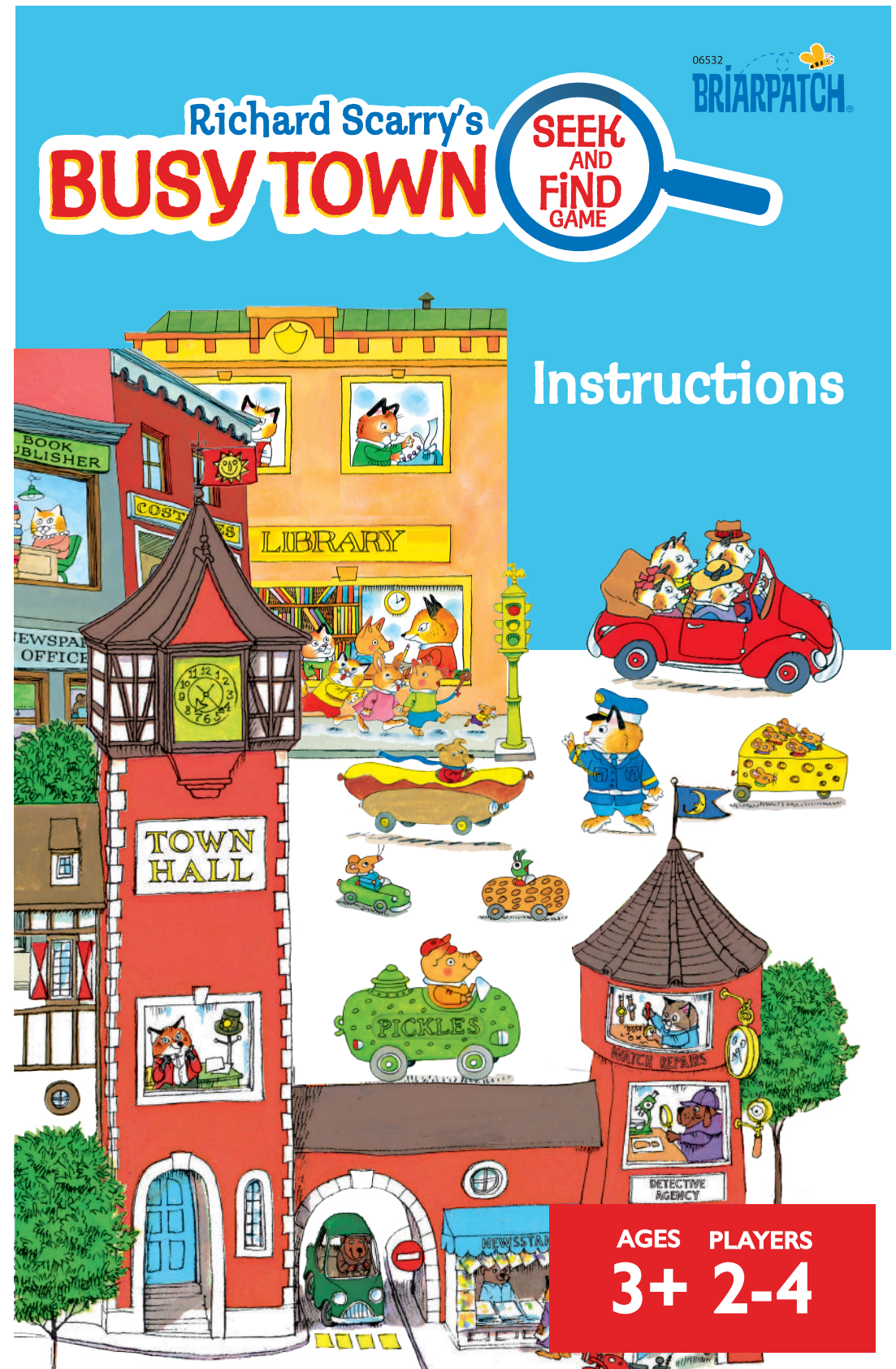
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CONTENTS:

- Jumbo Game Board
- 112 Playing Cards (50 Level 1 Seek and Find Cards, 50 Level 2 Seek and Find Cards, 12 Goldbug Cards)
- Spinner
- Bell
- 4 Character Pawns with Bases

OBJECT OF THE GAME:

Be the first player to collect 5 Seek and Find Cards.

SET UP:

If this is your first time playing the game, follow the below steps:

1. Punch out the Character Pawns and place them in their matching color Bases. Place the Pawns on their matching start spaces on the Board to the coordinating color plastic Base.
2. Decide which level of Seek and Find Cards will be used to play the game and place the deck(s) face down next to the Game Board where all players can easily reach them:

Level 1: Cards with a blue border are the easier level; players will look for the item on the Seek and Find Card that is also on the Game Board and then ring the Bell to win the Seek and Find Card. Recommended for 3 year-olds.

Level 2: Cards with a red border are the harder level; players will see two images on the Seek and Find Card. One image is on the Game Board and the other is not. Players will look for the image that IS on the Board and then ring the Bell to win the Seek and Find Card. Recommended for children ages 4 and up.

3. Place the Bell on its designated space on the Game Board.
4. Place the Goldbug Cards face down in a stack where all players can easily reach them.

HOW TO PLAY:

The youngest player begins the game by spinning the Spinner and moving the player's Character Pawn that many spaces clockwise on the Game Board.

There are two spaces on the Board where actions take place:



Seek and Find Space:

This is an all-play space. When players land here:

1. All players draw a Seek and Find Card from the deck.
2. Players keep the Seek and Find Card face down until the player that rolled the space says, "Ready, set, seek!"
3. All players turn over their Seek and Find Cards and look for the items on their Cards that are also on the Game Board.
4. When a player finds the image from the Card on the Game Board, the player points to the image and rings the Bell.
5. The first player to ring the Bell wins the Seek and Find Card for that round and all other players return their Seek and Find Cards to the discard pile.

If a player accidentally rings the Bell and is not able to identify the image on the Game Board, the player may no longer play that round. All other players continue to look for the images on their Cards until a player wins a Card.



Goldbug Card Space:

When a player lands on this space, the player draws a Card from the Goldbug Card deck. The player follows the instructions on the Card. If the player draws a:

Take a Seek and Find Card, the player gets 30 seconds to look for the item on the Game Board individually. If the player finds the image on the Seek and Find Card in the time allowed, that player wins the Seek and Find Card and discards the Goldbug Card.

Lose a Seek and Find Card, the player loses a Seek and Find Card to the discard pile. If a player doesn't have a Seek and Find Card, the player discards the Goldbug Card.

Other Goldbug Cards include:

Move Back a Space and Move Forward a Space.

WINNING THE GAME:

The first player to collect 5 Seek and Find Cards wins the game.