

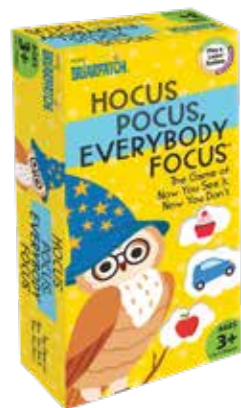


SCHOOL READINESS GAMES FROM BRIARPATCH

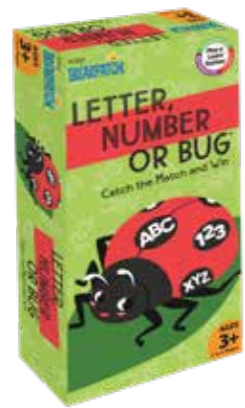
Teachers want parents to prepare their kids with early learning skills before they enter the classroom. The cornerstone of our approach to fun learning games is our unique Play & Learn™ System. Each category of the system represents a curriculum activity, and we ensure parents understand how each of our games delivers on these activities both outside and inside of the box.

School Readiness Games from Briarpatch are designed to be fun and educational, preparing children with the fundamentals to become successful as they enter preschool. These games encourage active participation, fostering a love for learning while developing critical cognitive and social skills in a playful environment.

See our entire line of games and puzzles at



HOCUS POCUS, EVERYBODY FOCUS™
Ages 3+



LETTER, NUMBER OR BUG™
Ages 3+



CRISS-CROSS APPLESAUCE™
Ages 3+



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BRIARPATCH

Play & Learn System

HOCUS POCUS, EVERYBODY FOCUS™

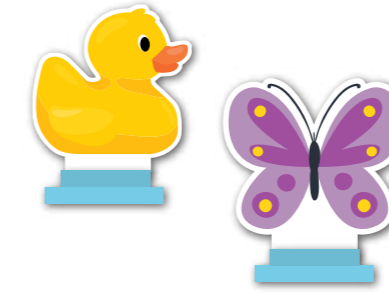
The Game of Now You See It, Now You Don't

Instructions

AGES 3+
2 to 4 Players

Contents:

- 21 Objects
- 5 Standees
- 4 Masks
- 4 Wood Objects
- Spinner



Object of the Game:

Be the first player to successfully collect 5 Objects.

Set Up:

1. Set the Spinner in the middle of the play area.
2. Each player chooses 1 Mask.



3. Place all of the Objects and Wood Objects inside the Game Box.
4. Starting with the youngest player and going clockwise, each player chooses 1 Object or 1 Wood Object from the box. The first 5 Objects are placed into the Standees and arranged around the Spinner. Other Objects are placed around the Spinner. Wood Objects are placed standing up around the Spinner. Players choose 10 total Objects to place around the Spinner.

How to Play:

1. The youngest player begins by spinning the Spinner:
 - a. The Spinner lands on **+**
 - The player asks everyone to cover their eyes using their Masks. The player then adds 1 new Object from the box, placing it among the other Objects around the Spinner.
 - b. The Spinner lands on **-**
 - The player asks all players to cover their eyes using their Masks. The player then removes 1 Object from the play area and holds it behind the player's back.

- c. The Spinner lands on the four animal faces for ALL-PLAY
 - The player has a chance to either add or remove an Object and announces the choice to the players. All players cover their eyes with their Masks. The player then draws an Object from the box or removes an Object from the play area around the Spinner.

2. Once the Object has been placed or removed, the player says, "Hocus Pocus, Everybody Focus!". All players then lower their Masks.



- a. The Spinner landed on **+** or **-**
 - The player to the left gets 1 guess to determine which Object has been added or removed. If the player guesses correctly, the player wins the Object. If the player guesses incorrectly, the player to that player's left can guess. If no players guess correctly, the player who spun the Spinner wins the Object.
 - b. The Spinner landed on ALL-PLAY
 - The first player who guesses what was added or removed wins the Object.
3. When players guess correctly, they collect the Object and put it in front of them in the play area.
 4. Play continues clockwise with players taking turns.

Note: When adding or subtracting Objects, players may not move other Objects or change the order of the Objects.

Winning the Game:

Play continues until one player has collected 5 Objects. That player is declared the winner!