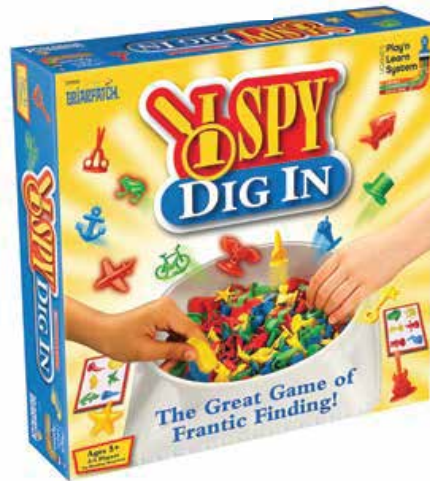


Look for our entire line of I SPY  
games and puzzles at

**ARE YOU GAME**.COM®



**I SPY®  
EAGLE EYE**  
Ages 5+  
2 to 4 Players



**I SPY®  
DIG IN**  
Ages 5+  
2 to 4 Players

Invented by Gil Druckman and Zohar Riecher.

© 2025 Scholastic Inc. SCHOLASTIC and associated logo is a trademark of Scholastic Inc. I SPY and logo is a registered trademark of Jean Marzollo and Walter Wick. All Rights Reserved.

© 2025 University Games Corporation, San Francisco, CA 94110. Briarpatch is a registered trademark of University Games Corporation. All Rights Reserved. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 4 The Lanterns, 16 Melbourn Street, Royston, Hertfordshire, SG8 7BX. U Games Ireland Logistics Ltd, 15 Main Street, Raheny, Dublin 5. Retain this information for future reference. 8013849 04/25

06106

**BRIARPATCH**



**SCHOLASTIC**



**INSTRUCTIONS**



**Ages 5+  
2 to 4 Players**

**Contents:**

- 14 Build Disks
- 56 Seek Cards

**Object of the Game:**

Be the first player to find 5 hidden objects.

**Set Up:**

1. If this is your first time playing the game, punch out the 14 Build Disks. Players work together to build the I SPY Tower by connecting all 14 Build Disks together using the slotted areas in any creative way they like.
2. Place the built I SPY Tower in the middle of the play area.
3. Shuffle the 56 Seek Cards and place them face-down in a deck next to the I SPY Tower.

**How to Play:**

1. The youngest player begins the game by flipping over a Seek Card from the top of the deck, stating the object on the Card and placing the Card face-up in the play area so that all players can see the Card.  
*Important: If the players can read, they should say the I SPY rhyme on the Card aloud before placing it in the play area.*

2. All players search for the object from the Seek Card on the I SPY Tower. The image on the Card must exactly match the image on the Tower.
3. The first player to shout, "I SPY!" and point to the object on the I SPY Tower earns the Seek Card and places it in a stack in front of them. If no players can find the object from the Seek Card on the I SPY Tower, the player who drew the Seek Card may change the position of the I SPY Tower by turning, rotating or flipping the Tower. All players then continue to search for the object from the Seek Card.

*Important: Only the player who drew the Seek Card can change the position of the I SPY Tower. Players can change the position of the I SPY Tower once on their turn.*

4. Play continues clockwise, with the next player flipping over a Seek Card and all players searching for the object on the I SPY Tower until one player has collected 5 Seek Cards.

**Winning the Game:**

Once a player has collected 5 Seek Cards, the game is over. That player is the winner!