



TERROR EYES™

Learn the rules in 1 min
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TerrorEyes can't see anything! His eyes have fallen out again... To win, help him put them back correctly before someone else does so instead!

In **TerrorEyes**, roll Eye dice as fast as possible to find the right eyes and put them back in place in the monster's face. While you do this, other players take turns rolling the red Hand die until they roll the Hand, which lets them take the Eye dice, complete the face, and score points!

Contents:

- 1 rule sheet
- 3 green Eye dice
- 1 red Hand die
- 46 Eye cards
- 10 Action cards
- 1 Monster box



Goal

Gain 3 Eye cards. You gain an Eye card by correctly placing the monster's third eye. Feel free to increase or decrease the number of Eye cards required to win as you wish!

Setup

Put the bottom of the box in the middle of the table, in reach of everyone. Remove the lid.

- Shuffle the Eye cards and place them in a face-down pile near the box.
- The player with the prettiest eyes takes the three Eye dice. Give the red Hand die to the player to their left.
- If you are playing with the **Terrifying** variant (see back page), shuffle the action cards and place them in a face-down pile near the Eye cards.



Gameplay

The game plays over several rounds. At the start of each round, turn over the Eye card on the top of the pile. It shows the Eyes you'll need to help the monster.

Everyone plays at the same time, as fast as possible. On 1-2-3-Go, the player with the Eye dice rolls **a single** die.

- If the result does not match one of the Eyes on the card, immediately reroll.
- If the result matches one of the Eyes on the card, quickly place it in the appropriate spot in the box. Then roll one of the remaining dice as fast as you can.

Note that some of the required "eyes" are actually empty spaces, which are also found on the dice.



Meanwhile, the player with the red die rolls **ONE** time.

- If you do **NOT** roll the Hand, pass the red Hand die to the player on your left, who rolls following the same rules. In a 2-player game only, you do not need to pass the Hand die and can roll multiple times in a row.
- If you roll the Hand, yell **"Stop!"** and the player to the left of the player with the Eye dice takes every die that is not yet placed in the box (even the die they are about to roll or place in the box). Begin rolling a die to obtain one of the missing eyes.

Other players continue to roll the red Hand die following the rules above.

End of the round

When you place the third eye, you must yell **"TerrorEyes!"** Take the Eye card and place it in front of you. Begin a new round. The player to your left begins the new round and takes the Eye dice.

Clarification: To win, you must place the third Eye die before another player yells **"Stop!"**. If not, pass the remaining die to the next player.

End of the game

When you win your third Eye card (or the number of cards you agreed on at the start of the game), you win the game and are declared Big Eye!

Terrifying variant

This variant slows down the player with the Eye dice and adds a little bit of craziness!

At the start of each round, turn over the top Action card on the pile and make sure everyone understands it.

When you roll the "!" face on the Hand die, yell **"Action!"**. The player with the Eye dice must pause to take the action indicated on the Action card. Then, he can gather the Eye dice and try to complete the monster. During this time, the other players continue rolling the Hand die to take the Eye dice!

Players must collaborate with the player taking an Action. For example, if you must high-five all other players, they must offer you their hands... We're all monsters, but that's no reason to cheat!

Here is the list of all 10 actions:

Balance one of the Eye dice on your head for 5 seconds.



Touch your nose with your foot!



Toss one of the Eye dice and catch it.



Take off one of your shoes.



Roll the Eye dice with your wrists until the end of the Round.



Crawl under the table.



High-five all other players.



Spin around 5 times.



Count to 20 aloud.



Run all the way around the table.



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Made in Shanghai, China by Whatz Games.

Jeu en anglais. Importé au Canada par IELLO USA LLC, 5550 Painted Mirage Rd., Suite 320, Las Vegas, NV 89149, USA. Phone: 702-818-1789



1 cut tree
=
1 new tree



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