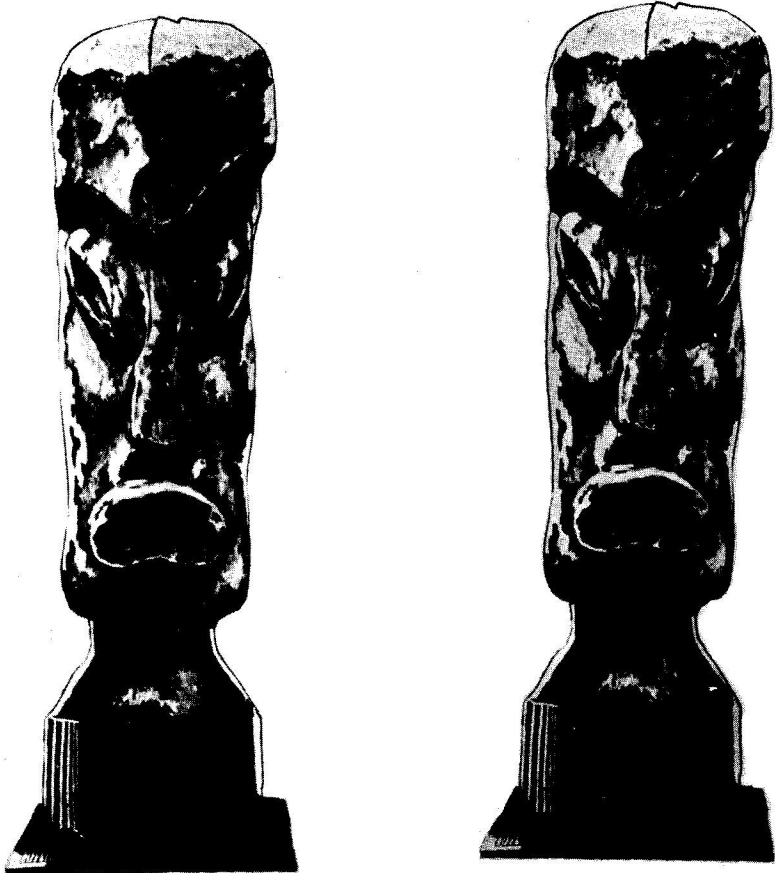


INSTRUCTIONS FOR PLAYING
HAWAIIAN EYE
A THRILLING GAME OF INTRIGUE AND SUSPENSE...



LOWELL TOY MFG. CORP.
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HAWAIIAN EYE

For 2, 3 or 4 Players

OBJECT The object of the game is to solve the crime by being the first player to arrive at the Hawaiian Eye Office after having melded the proper "Suspect", "Weapon", "Motive" and "Time" cards.

EQUIPMENT In the Hawaiian Eye game you get the following: 1 Folding Board, 1 Pack of Large Playing Cards, 1 Pack of Small Clue Cards and 4 Playing Pieces.

BRIEF DESCRIPTION Separate the small clue cards face up. Separate the large playing cards face up. Study the cards. You will see that for every small clue card there is a matching playing card. During the game you will collect the clue cards. These cards will tell you which of the matching playing cards you must meld. "Meld" means to lay a playing card face down in front of you. There are also playing cards that have the word "Move" on them and two playing cards marked "Hawaiian Eye". All moves in the game will be made by use of the playing cards. Winning a hand with a playing card marked "Move" will enable you to move more rapidly. The "Hawaiian Eye" cards are wild cards and will enable you to win any hand.

PREPARATION Separate the small clue cards into 4 piles. One pile should contain all the Weapon cards, the next all the Suspect cards, the next all the Motive cards and the last, all the Time cards.

- . Shuffle each pile and place face down (the face is the colored side) on its proper space on the board.
- . Shuffle the large playing cards thoroughly.
- . Deal each player six playing cards face down. Place the remainder of the pack face down next to the dealer.
- . Give a playing piece to each player.

START OF GAME Dealer plays first. He places his playing piece on the white square in the center of the board and plays a card of his choice.

- . Playing clockwise around the board each player plays a card in turn.

- . When a player leads a card, the other player must play cards of the same color. The player playing the highest number card of the color led wins the hand.
- . If a player is out of a color that is led, he may play any other card in his hand, but he cannot win the hand.
- . The player winning the hand is the first to lead a new card.

Example: Player number one plays a green 4, player number two plays a green 7, player number three does not have a green card so he plays a red 10, player number four plays a green 3. Player number two wins the hand.

Remember: Hands are only won by the player playing the highest number of the color that is led.

DISCARD PILE When you have won a hand place the cards face up in a pile next to the dealer's pack. This is the Discard Pile.

MOVING AROUND THE BOARD All moves are made as a result of winning hands.

Single Move . When you win a hand with any card except a card marked "Move" you move your playing piece one space even though the hand won may contain cards marked "Move".

Example: First player plays a red 5 marked "Mr. Eff". Second player plays a red 7 marked "Move 7". Third player plays a red 2 marked "Move 2". Fourth player plays a red 8 marked "Mr. Jay".

The fourth player wins the hand and moves his playing piece one space.

Multiple Moves . When you win a hand with a card marked "Move" you must move the number of spaces shown on this card.

Example: First player plays a blue 8 marked "Knife". Second player plays a blue 10 marked "Move 10". Third player plays a blue 5 marked "Wrench". Fourth player plays a blue 2 marked "Move 2".

The second player wins the hand and moves his playing piece 10 spaces because he won the hand with a card marked "Move".

HAWAIIAN EYE CARDS There are two "Hawaiian Eye" cards in the deck. These are "Wild" cards and may be played at any time. If you have a "Hawaiian Eye" card in your hand, you may play it without following color even though you have the color which was led.

- . The "Hawaiian Eye" card wins any hand upon which it is played.
- . Only one "Hawaiian Eye" card can be played on a hand.
- . If you win a hand with a "Hawaiian Eye" card, you move your playing piece one space.

TAKING A CLUE CARD As you travel around the board, the first clue card space you come to will be the "Suspect" space. When you reach this space take the top card from the pack. Look at the card, (make sure no other player sees the card) note the "Suspect" you are looking for and place the card face down in front of you.

ENTERING THE NEXT PATH When you have the "Suspect" clue card face down in front of you, continue by play of cards to the space marked "Go To Next Path from this Space If You Have Suspect Card".

You may now enter the "Weapon" clue path.

MELDING A PLAYING CARD In order to meld a card you must win a hand.

- . When you win a hand look at the cards you have won.
- . If any of the playing cards you have won match any of your clue cards take the matching playing card and place it face down in front of you. (This is called melding). Place the clue card face down on top of the melded card.
- . Place the remaining playing cards face up on the discard pile.
- . If you cannot use any of the cards you have won, place all these cards face up on the discard pile.
- . Look at the cards you are holding in your hand. If any of the cards in your hand match one of the clue cards in front of you, lay this matching card face down. (This is called melding). Place the clue card face down on top of the melded card.
- . When ever you meld a card from your hand take the top card from the dealer's pack, since all players must have the same number of cards in their hands at all times.
- . Only one playing card can be placed face down when a hand is won.

DEALING A NEW ROUND When the players have played all six cards in their hands the dealer deals each player six new cards.

When there are no cards left in the dealer's pack, he shuffles the discard pile, turns it face down and continues to deal from this pack and a new discard pile is started.

TAKING A CLUE CARD OR MELDED CARD FROM ANOTHER PLAYER When you land by an exact count on the same space as any other player you may take one clue card or one melded card from this player.

- . If you take a clue card return it face down to the bottom of the appropriate pile.
- . If you take a melded card return it face up to the top of the discard pile.
- . If the player has no melded cards, take a clue card.
- . If a player has both clue cards and melded cards you may take only the melded card.
- . If a player has more than one clue card you can take only the clue card from the path he is on.
- . If a player is on a path but has not yet obtained the clue card on that path, you may take the clue card he obtained from the adjoining path.
- . You can take any melded card from a player, regardless of what path he is on.

Example: A player has obtained the "Suspect", "Weapon" and "Motive" clue cards, is on the "Motive" path and has not melded any cards. You land on the same space with him. You can now take only his "Motive" clue card.

A player has obtained the "Suspect", "Weapon" and "Motive" clue cards, in on the "Time" path but has not yet taken a "Time" clue card nor has he melded any cards. You land on the same space with him. You can now take only this "Motive" clue card since this is the card from the adjoining path. You cannot take his "Suspect" or "Weapon" card.

Example: A player has obtained the "Suspect", "Weapon" and "Motive" clue cards, is on the "Time" path and has melded his "Weapon" and "Suspect" cards. You land on the same space with him. You can now take either his "Motive" clue card or either one of his melded cards. The melded card you take does not have to be from the same or adjoining paths.

GOING BACK TO AN ADJOINING PATH When a player takes one of your clue cards, you must go back to the path from which you obtained the clue card. Slide your playing piece across the heavy black line to the same space on the adjoining path.

Example: You are on the green "Time" path on the green space with the white arrow pointing to "Hawaiian Eye" office. You have not yet obtained your "Time" clue card. Another player lands on this same space with you and takes your "Motive" clue card. You must slide your playing piece across to the yellow space with the white arrow and continue from there on the yellow "Motive" path in order to obtain a new "Motive" clue card.

WINNING THE GAME The first player to meld a "Suspect", "Weapon", "Motive" and "Time" card and reach the "Hawaiian Eye" office has solved the crime and wins the game provided his clue cards and melded cards match. If any card does not match, the player must return all clue cards to their proper piles, all melded cards to the discard pile and he is out of the game.

IMPORTANT NOTE: During the game you may reach the "Hawaiian Eye" office before you have melded all four cards. In this case you go past the Hawaiian Eye Office and continue around the "Time" path until you have melded the proper cards. After you have melded the cards you must again get to the Hawaiian Eye Office to end the game.

CLUE CARDS
MELDED CARDS