



## The Game Where Pictures Take Shape!

Ages 8 and up  
3-8 Players  
20-30 Minutes per Game

### What's in the Box



- 42 Transparent Shape Cards
- 40 Scoring Chips
- 168 Squint Junior Cards
- Card Viewer
- Timer
- Quick Play Rules

### The Object of Squint Junior

Earn Scoring Chips by using Shape Cards to build pictures and by correctly identifying pictures built by other players.

### Setting Up

1. Spread the transparent Shape Cards in the center of the table so that all cards can be seen.
2. Choose one player to be the first builder. The builder will construct a picture using the Shape Cards.
3. Place the card viewer in front of the builder so that only the builder can see the card in the viewer window.
4. Place the timer in front of the person to the left of the builder.

### Playing the Game

1. The builder takes the card visible in the viewer window and moves it to the back of the viewer. He or she silently reads the word on the card that is now in the viewer window and looks at how the picture is built. Other players are not allowed to look at this card.



2. When the builder is ready, the person to the left turns over the timer and play begins.
3. The builder begins picking up the Shape Cards needed to construct the picture, as it is shown on the card in the window, and starts to build the picture.

- The construction must be done so that all players can see the picture that is being built.
- The cards may be overlapped or flipped over but must lay flat on the table.

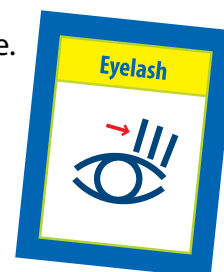
4. All other players may try to identify the picture as soon as the builder begins placing Shape Cards on the table. Players may guess as many times as they like. *Squinting really does help!*

- The builder should tell other players which is the top and which is the bottom of the picture he or she is building.

- The builder is allowed to give the following hints: "yes" or "no," or "hot" or "cold." The builder may not give any other clues.

*For example, a player may **not** point to his or her own nose if the word is "Nose."*

- The builder may point to a particular area on the picture. A red arrow on the Squint Junior Card shows where a builder may want to point.



5. Building continues until someone has correctly identified the picture, or until time runs out.
  - If the word is identified, the builder and the first player to identify the picture **each** receive one Scoring Chip.
  - If time runs out before the picture is identified, no Scoring Chips are awarded.

Answers that are reasonably close are acceptable.

*For example, "Rocker" is acceptable for "Rocking Chair" but "Chair" is not.*

Answers that are stated as plurals are acceptable.

*For example, "Fingernails" is acceptable for "Fingernail."*

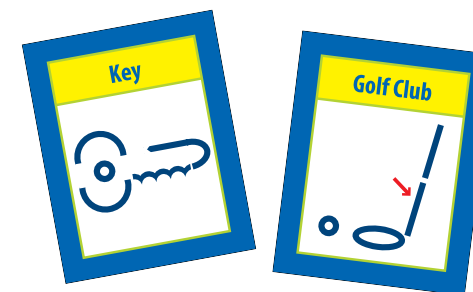
6. The card viewer and the role of the builder pass to the player to the left and the timer passes to the player to the left of the new builder.
7. Play continues following steps 1-6 for the number of rounds listed below.

*A round is completed when each player has had one turn as the builder.*

Number of Players	Rounds of Play
3-4	3
5-6	2
7-8	1

### Winning the Game

The player with the most Scoring Chips, after all rounds are played, wins Squint Junior!



## Squint Junior Tips

1. Before building, make sure all Shape Cards are visible, and not overlapping.
2. Players may find it easier to locate Shape Cards while holding the viewer in one hand.
3. Players should look at the Shape Cards and practice building some of the pictures on the Squint Junior Cards before beginning a game. *Players will quickly become familiar with the shapes and develop skills in constructing pictures.*
4. Squinting at the picture really does help!



## Variations

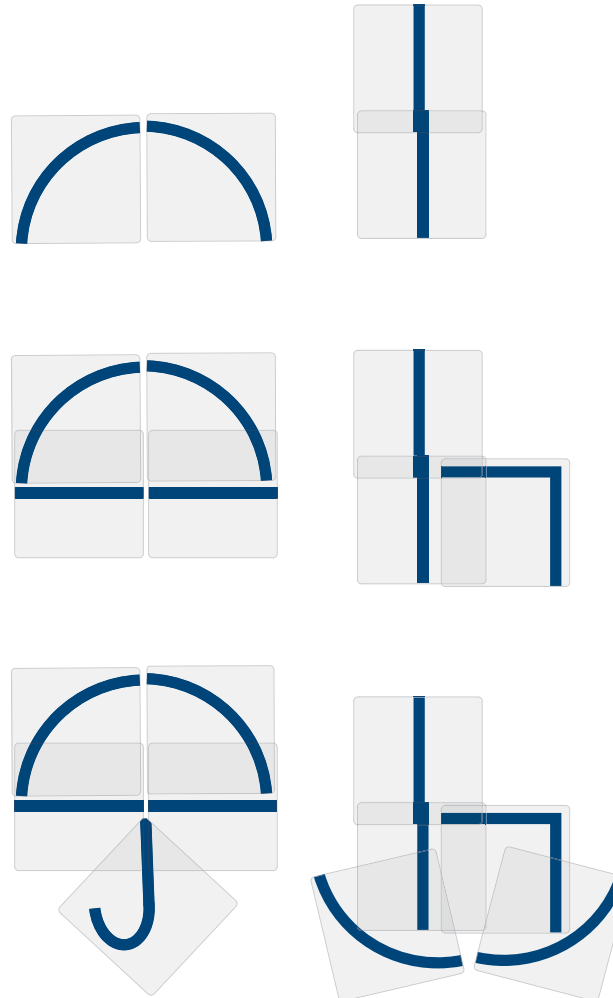
### Squint Junior Light

For more relaxed play, the timer is not used. The builder can take as much time as he or she needs to build the picture.

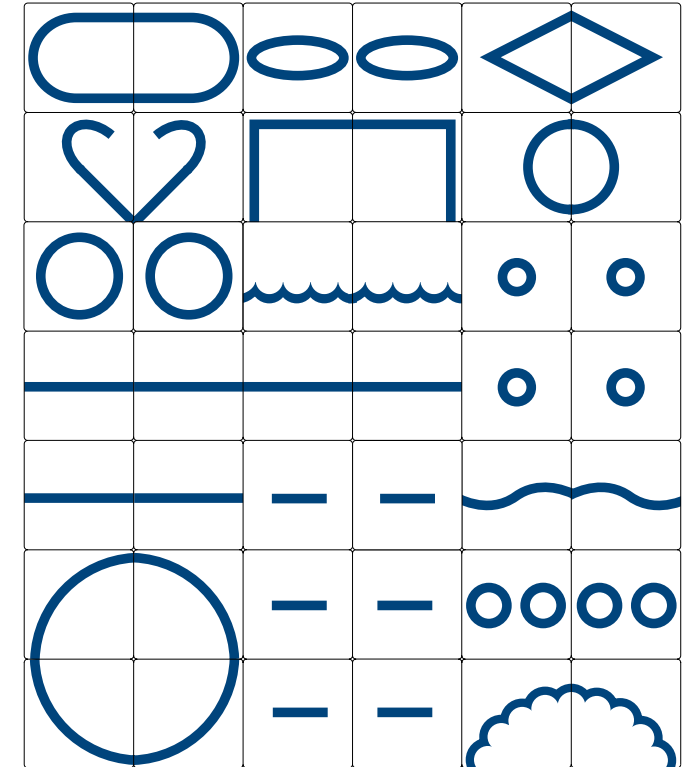
### Squint Junior Expert

The builder reads the word on the Squint Junior Card and begins building without looking at the picture shown on the card. The builder may use whichever Shape Cards he or she likes to construct any picture that will help other players guess the word on the card.

## Get the picture?



## 42 SHAPE CARDS



*You can play!*

**Squint Jr. Game Designer**  
**Game Play Design Team**

**Illustrations & Graphic Design**  
**Production Graphics**  
**Product Development**

**Out of the Box Publishing Inc.**  
PO Box 521  
Richland Center, WI 53581  
800.540.2304 Phone  
800.637.4201 Fax  
info@otb-games.com  
www.otb-games.com

Deborah Boss  
Matt Mariani, Mark Osterhaus, Max Osterhaus,  
Al Waller, Ellen Winter  
John Kovalic, Cathleen Quinn-Kinney  
Rebecca Winter  
Tom Strom

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Printing 10 9 8 7 6 5 4 3 2