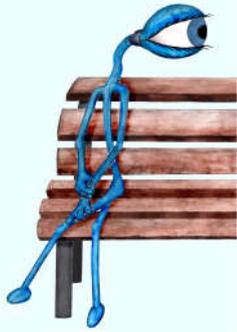


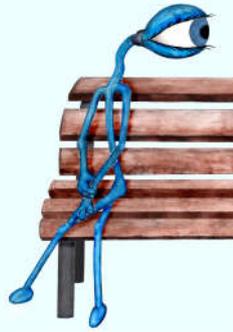
20 Glance Right

Every player PASSES 1 card from their 🖐️ to the player on their right.



20 Glance Right

Every player PASSES 1 card from their 🖐️ to the player on their right.



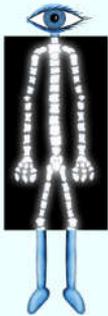
-10 Robbed Blind

STEAL 3 cards from another player's 🖐️.



10 X-Ray Vision

Look at the top 3 cards of the ♠️ and put 1 of those cards into your 🖐️. Put the remaining cards (face down) on top of the ♠️ in any order.



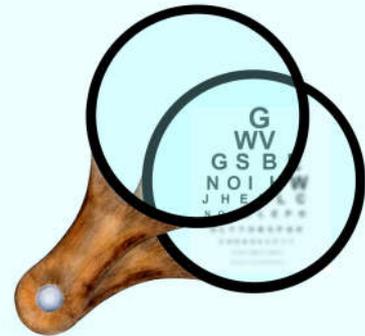
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Look at the top 3 cards of the ♠️ and put 1 of those cards into your 🖐️. Put the remaining cards (face down) on top of the ♠️ in any order.



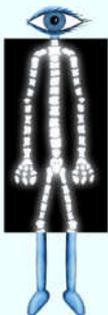
15 Refocus

SQUINT twice. Then move 2 cards in the ♥️ to your 🖐️.



10 X-Ray Vision

Look at the top 3 cards of the ♠️ and put 1 of those cards into your 🖐️. Put the remaining cards (face down) on top of the ♠️ in any order.



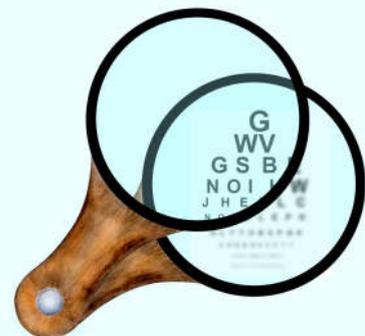
10 X-Ray Vision

Look at the top 3 cards of the ♠️ and put 1 of those cards into your 🖐️. Put the remaining cards (face down) on top of the ♠️ in any order.



15 Refocus

SQUINT twice. Then move 2 cards in the ♥️ to your 🖐️.



5 Peekaboo!



REVEAL: Put this card into your .
(This isn't a card play and can be done at any time.)

5 Peekaboo!



REVEAL: Put this card into your .
(This isn't a card play and can be done at any time.)

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REVEAL: Put this card into your .
(This isn't a card play and can be done at any time.)

5 Peekaboo!



REVEAL: Put this card into your .
(This isn't a card play and can be done at any time.)

5 Counterspy

STEAL 1 card from another player's .



REVEAL: CANCEL a card that would make a player STEAL cards from your . You may STEAL 1 card from that player's . This card and the cancelled card are then put into the .

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STEAL 1 card from another player's .



REVEAL: CANCEL a card that would make a player STEAL cards from your . You may STEAL 1 card from that player's . This card and the cancelled card are then put into the .

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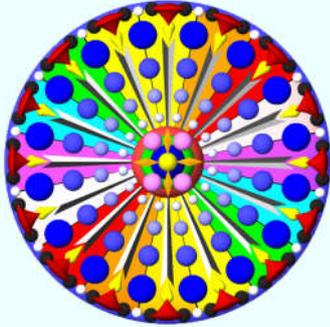
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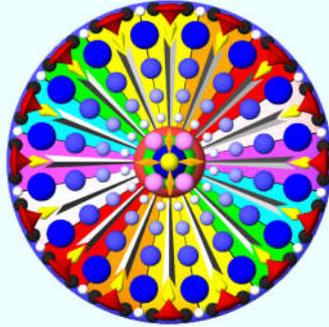
10 Kaleidoscope

DRAW 2 cards or make another player SQUINT 3 times or DESTROY 1 card in the 🌐.



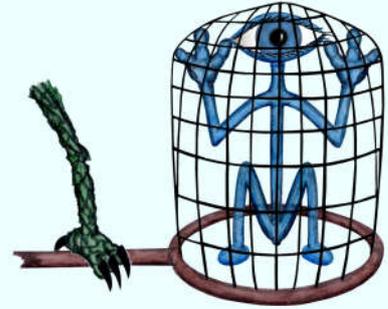
10 Kaleidoscope

DRAW 2 cards or make another player SQUINT 3 times or DESTROY 1 card in the 🌐.



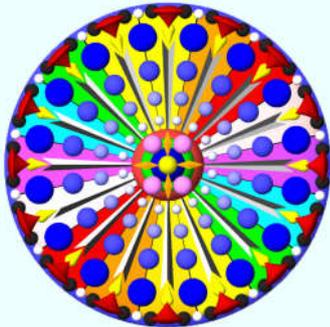
-5 Eye Catching

Move 1 card in another player's 🗨️ to your 🗨️.



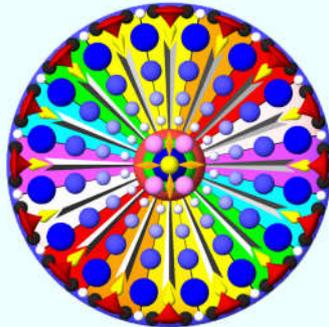
10 Kaleidoscope

DRAW 2 cards or make another player SQUINT 3 times or DESTROY 1 card in the 🌐.



10 Kaleidoscope

DRAW 2 cards or make another player SQUINT 3 times or DESTROY 1 card in the 🌐.



10 Eye for an Eye

DESTROY up to 1 card in your 🗨️ and REPLACE it by playing the top card of the 🗨️ into your 🗨️.



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DESTROY up to 1 card in your 🗨️ and REPLACE it by playing the top card of the 🗨️ into your 🗨️.



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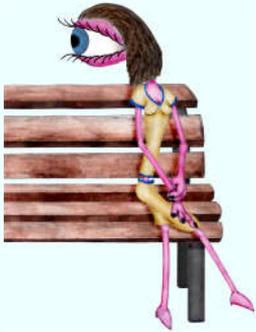
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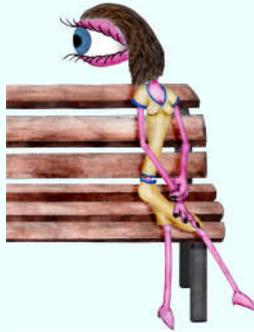
20 Glance Left

Every player PASSES 1 card from their  to the player on their left.



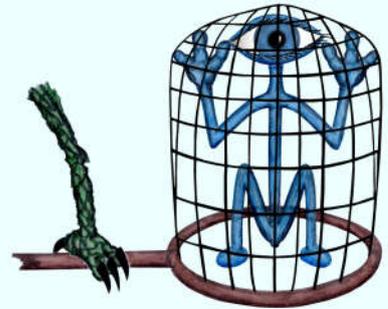
20 Glance Left

Every player PASSES 1 card from their  to the player on their left.



-5 Eye Catching

Move 1 card in another player's  to your .



10 Foresight

If you have 40 or fewer Viewpoints (after playing *Foresight*), take another turn. Otherwise, DRAW 2 cards.



10 Foresight

If you have 40 or fewer Viewpoints (after playing *Foresight*), take another turn. Otherwise, DRAW 2 cards.



10 Foresight

If you have 40 or fewer Viewpoints (after playing *Foresight*), take another turn. Otherwise, DRAW 2 cards.



10 Telescopic View

DRAW cards equal to the number of *Telescopic View* cards in the .



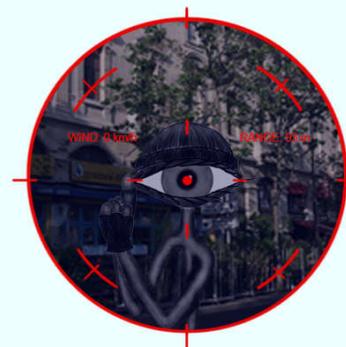
10 Telescopic View

DRAW cards equal to the number of *Telescopic View* cards in the .



10 Telescopic View

DRAW cards equal to the number of *Telescopic View* cards in the .



10 Evil Eye

SQUINT 3 times. Then DESTROY 2 cards in the 🌐.



10 Evil Eye

SQUINT 3 times. Then DESTROY 2 cards in the 🌐.



10 Evil Eye

SQUINT 3 times. Then DESTROY 2 cards in the 🌐.



10 Private Eye

Look at another player's 🖐️ and place 2 cards from their 🖐️ (face down) on top of the 🗃️ in any order.



15 Hypnotise

Make another player PASS 1 card from their 🖐️ to you.



15 Hypnotise

Make another player PASS 1 card from their 🖐️ to you.



10 Telescopic View

DRAW cards equal to the number of *Telescopic View* cards in the 🌐.



15 Hypnotise

Make another player PASS 1 card from their 🖐️ to you.



15 Hypnotise

Make another player PASS 1 card from their 🖐️ to you.



15 Blinding Light

SQUINT once. Then every other player SQUINTS twice.



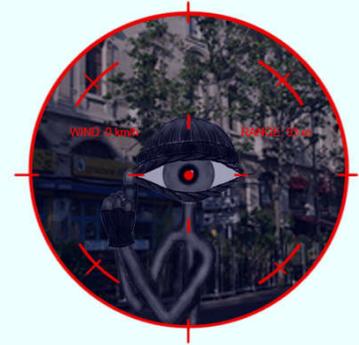
15 Blinding Light

SQUINT once. Then every other player SQUINTS twice.



10 Telescopic View

DRAW cards equal to the number of *Telescopic View* cards in the 🌐.



10 Private Eye

Look at another player's 🖐️ and place 2 cards from their 🖐️ (face down) on top of the 🗂️ in any order.



20 Reflective Glare

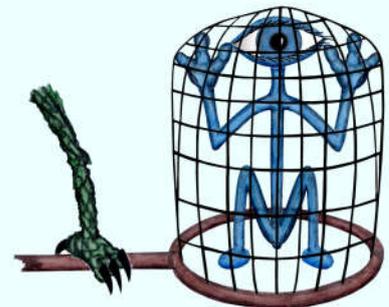
Make another player SQUINT once.



REVEAL: CANCEL a card that would make you SQUINT. If that card was played or revealed by another player, that player SQUINTS twice. This card and the cancelled card are then put into the 🗑️.

-5 Eye Catching

Move 1 card in another player's 🗂️ to your 🗂️.



20 Reflective Glare

Make another player SQUINT once.



REVEAL: CANCEL a card that would make you SQUINT. If that card was played or revealed by another player, that player SQUINTS twice. This card and the cancelled card are then put into the 🗑️.

20 Reflective Glare

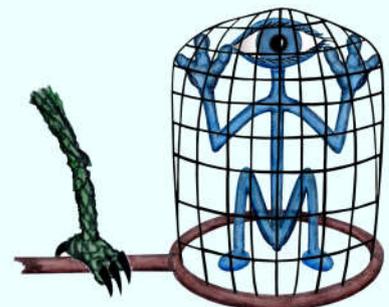
Make another player SQUINT once.



REVEAL: CANCEL a card that would make you SQUINT. If that card was played or revealed by another player, that player SQUINTS twice. This card and the cancelled card are then put into the 🗑️.

-5 Eye Catching

Move 1 card in another player's 🗂️ to your 🗂️.



5 Green-eyed Monster

Choose a player with more cards in their  than you (after playing *Green-eyed Monster*). STEAL 2 cards from their .



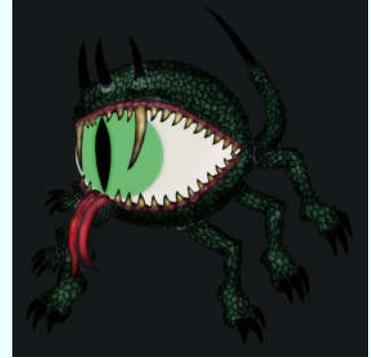
5 Green-eyed Monster

Choose a player with more cards in their  than you (after playing *Green-eyed Monster*). STEAL 2 cards from their .



5 Green-eyed Monster

Choose a player with more cards in their  than you (after playing *Green-eyed Monster*). STEAL 2 cards from their .



5 Green-eyed Monster

Choose a player with more cards in their  than you (after playing *Green-eyed Monster*). STEAL 2 cards from their .



10 Two-Way Mirror



REVEAL: Put this card into your . Make another player play the top card of the  into their  (the actions on that card are performed as normal). You then perform the actions on that card (except for the REVEAL actions).

10 Two-Way Mirror



REVEAL: Put this card into your . Make another player play the top card of the  into their  (the actions on that card are performed as normal). You then perform the actions on that card (except for the REVEAL actions).

0 Bird's Eye View

Move 1 card in another player's  to your .



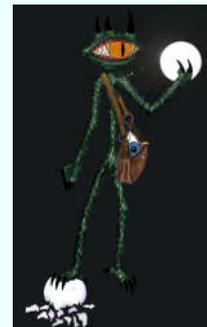
0 Bird's Eye View

Move 1 card in another player's  to your .



-5 Second Sight

During each of your turns, you may DESTROY 1 card in your  and REPLACE it by playing the top card of the  into your .



0 Eye Transplant

DESTROY up to 2 cards in your  and REPLACE them by playing an equal number of cards from the top of the  into your .



20 Observatory

If *Observatory* is in your , you may DESTROY it at any time to CANCEL a card being played. Put the cancelled card into the .



20 Observatory

If *Observatory* is in your , you may DESTROY it at any time to CANCEL a card being played. Put the cancelled card into the .



20 Observatory

If *Observatory* is in your , you may DESTROY it at any time to CANCEL a card being played. Put the cancelled card into the .



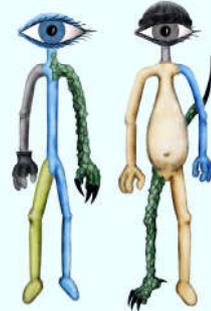
20 Observatory

If *Observatory* is in your , you may DESTROY it at any time to CANCEL a card being played. Put the cancelled card into the .



0 Eye Transplant

DESTROY up to 2 cards in your  and REPLACE them by playing an equal number of cards from the top of the  into your .



0 Bird's Eye View

Move 1 card in another player's  to your .

