



Spot it!™

Rules of the game



What's Spot it! ?

Spot it! is a card game consisting of 55 cards, each decorated with 8 symbols. There are more than 50 different symbols in all. One—and only one—matching symbol exists between any two cards. Get ready to Spot it!

Before you start playing...

If you've never played Spot it! before, familiarize yourselves by drawing two cards at random and placing them face-up on the table so that everyone can see.

Find the matching symbols between these two cards (same shape, same color; only the size may be different). The first player to spot the matching symbol must call out its name and draw two new cards, placing them on the table. Repeat these steps until all the players clearly understand that there is always one—and only one—matching symbol between any two cards. That's it. Now you're ready to play Spot it!

Object of the game

No matter which mini-game you're playing, the goal is always to be the fastest player to spot the matching symbol between two cards and call it out. Then, depending on the specific mini-game, you will either place the card on a pile or discard it.

The mini party games

Spot it! is a series of fast, challenging mini party games in which all players play simultaneously.

You can play them in any order, or only play your favorites. The bottom line is to have fun! It can be helpful to play a few practice rounds first to make sure everyone understands the rules.

The player who wins the most mini-games is the champion. For more competitive players, check out the tournament point system included in this booklet.

If there's a toss-up....

The player who calls out the name of the symbol first wins. In the case of a tie, the player who takes, places, or discards the card first wins.

Tied for first?

If 2 players are tied for first at the end of the game, settle the win with a duel. Each player draws one card and flips it face-up at the same time.

The first player to spot the matching symbol between the cards and call it out wins the duel. If more than 2 players are tied, play one round of "Hot Potato" to determine the winner.

**For Players Ages 7 to Adult
Party Game for 2 to 8 Players**

Tournament point system

Begin the tournament with "The Tower." The player who loses this game chooses one of the other mini-games:

The Tower: +1 point per card collected / +5 points to the player who has collected the most cards

The Well: +10 points to the first player to run out of cards / -20 points to the last player

Hot Potato: -5 points per round lost

The Poisoned Gift: +20 points to the player who has collected the fewest cards / +10 points to the player who finished in second

Triplet: +1 point per card collected / +5 points to the player who has collected the most cards

Reglas en español:
www.asmodee.com

Examples of symbols



Exclamation mark



G-clef, music note



Cat, kitten



Clown, Bozo



Maple leaf, leaf, Canadian flag



Skull, pirate flag



Target, bull's-eye



T-Rex, dinosaur



Stain, paint, paintball



Dragon



Snowflake, snow



Light bulb, light



Snowman



Spot it! Hand



Pawn, pony, horse



Man, orange man, little guy



Heart



Ice, ice cube, Jell-o



Lightning bolt, thunderstorm



Ghost, phantom



Yin-Yang, Zen



Mouth, lips

NOT INTENDED FOR USE
BY PERSONS 6 YEARS OF AGE OR YOUNGER

Game N°1

The Tower

1) Preparing the game: *Shuffle the cards and deal one card face-down to each player.*

Place the remaining cards face-up in the middle of the table to form the draw pile.

2) Object of the game: *To collect the most cards.*

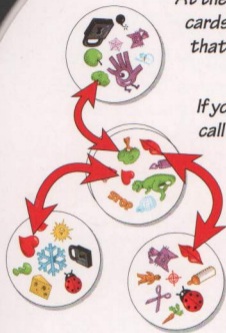
Setting up:

(example for 3 players)



3) Playing the game:

At the same time, players flip over their cards. They try to spot the one symbol that appears both on the center card that appears both on the center card and on their own card.



If you are the first player to do so call it out (example: "Lips!"). Then take the center card and place it face-up on top of your flipped card, building a personal pile. Now use the new top card on your personal pile to find a match with the center card. Repeat this process each time a new center card is revealed.

Play continues until no cards remain in the draw pile.

4) Winning the game:

The player with the most cards wins.

Game N°2

The Well

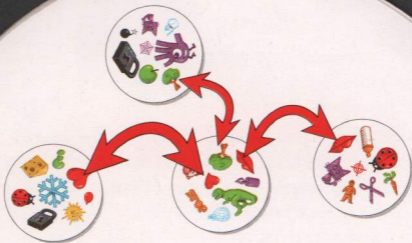
1) Preparing the game: Place one card face-up in the middle of the table. Shuffle and deal the remaining cards face-down to all the players. These cards form their personal draw piles.

2) Object of the game:

To be the first player to get rid of all your cards.

*Setting up:
(example for 3 players)*





3) Playing the game: *At the same time, players flip their entire draw piles over so they are face-up. If you are the first player to spot the identical symbol on both your top card and the center card, call it out (example: "Heart!") and place your card on top of the center card. Use the new card revealed on your personal pile to find a match with the center card. Play continues until one player runs out of cards.*

4) Winning the game:
The first player to run out of cards wins the game.

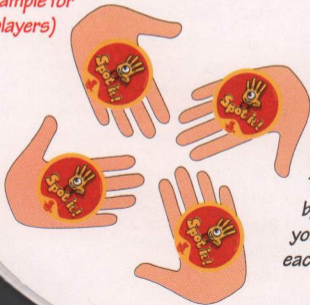
Game N°3

Hot Potato

(played in multiple rounds)

1) Preparing the game: *Shuffle the cards and deal one card face-down to each player. Set aside the remaining cards to use later. Decide how many rounds you wish to play (five minimum).*

Setting up:
*(example for
4 players)*

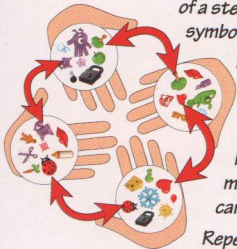


2) Object of the game:

To have the least amount of cards after all the rounds have been played. This is accomplished by getting rid of your cards during each round.

3) Playing the game:

At the same time, players turn over the card in their hands. The card must be held flat in the palm of a steady hand. If you spot a matching symbol between your card and another player's card, call it out (example: "Heart!"). Place your card face-up on top of the other player's card.



If you have two or more cards in your hand look only at your top card for a match. When you spot it, give all your cards to the player who has the match.

Repeat play in this manner until one player has all the cards. That player loses the round and creates a personal discard pile with those cards. A new round starts.

4) Winning the game: *At the end of the final round, the player with the least amount of cards wins the game.*

Game N°4

The Poisoned Gift

- 1) Preparing the game:** *Shuffle the cards and deal one card face-down to each player. Place the remaining cards face-up in the middle of the table to form the draw pile.*

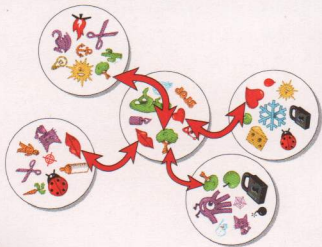


- 2) Object of the game:** *To have the least number of cards.*

3) Playing the game:

At the same time, players flip over their cards. Players look for a match between the center card and any of the other players' cards. If you spot a match, call it out (example: "Tree!").

Take the center card and place it on top of the other player's card on which you found the match. This is the "Poisoned Gift" because you give an unwanted card to an opponent. The revealed card on the center stack becomes the new card that players use to find a match. Continue playing until the draw pile is gone.



4) Winning the game:

The player with the least number of cards wins the game.

Game N° 5

Triplet

1) Preparing the game:

Place all the cards face-down in a pile.

2) Object of the game:

To collect the most cards.

3) Playing the game:

One player takes the first 9 cards and places them face-up on the table (as shown below).



Then, at the same time, all players try to find a matching symbol on any 3 cards.



The same symbol must be present on all 3 cards to make a matching set.

As soon as you find the matching symbol, call it out (example: "Sun!"), take the 3 cards you've won, and reload with 3 new cards.

4) Winning the game:

When there are fewer than 9 cards left in the game and no more sets of matching cards, the game ends and the player with the most cards wins.

A game by Denis Blanchot, Jacques Cottereau, and Play Factory, with help from the Play Factory team, including: Jean-François Andreani, Toussaint Benedetti, Guillaume Gille-Naves, Igor Polouchine.

*Original Dobble Game created by Playfactory.
Spot it! version developed by Blue Orange Games.*