

How to play Spot It - Game Rules from Marbles the Brain Store

What is Spot It?

Some people can spot a 90% off designer dress in a pile of discounted rubbish. They make out street signs from superhero distances. And they can identify the rarest of rare birds without even trying.

You can be one of those people after a few quick rounds of Spot It! This smart game contains 55 illustrated cards with eight symbols each. There is always one, and only one, matching symbol between any two cards. All you need is a sharp eye and quick hands to take home the title of “Spot It! Master of the Visual Universe.” Win or lose, every player gets killer visual perception skills as a parting gift.



Game Play Overview

Each player starts with one card. A draw pile is placed in the center of the players where everyone can see it. For every card there is a match between the draw pile and the player's card. Quickly compare your card to the draw pile. The first person to find and say the name of their match wins that card and puts it on top of their own pile. Play continues this way until the entire draw pile is used up.

How to Win Spot It

The Player with the most cards at the end of the game is the winner. See the instructions for rules on how to play The Well, Hot Potato, and The Poisoned Gift.

Where to Get Spot It

Don't have it or need a new copy? [Get Spot It at Marbles the Brain Store](#) online, or play and buy at a [Marbles store near you](#).

NEXT: Check out the following manufacturer's instructions and get playing Spot It!

Play Spot it! online

Try Spot it! at www.spotitgame.com
Sharpen your reflexes and try to beat the best score.

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 Potatoes: -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

Reglas en español:
www.blueorangegames.com

Examples of symbols

- | | | |
|--|---|--|
|  Exclamation mark |  G-clef, music |  Cat, kitten |
|  Clown, Bozo |  Maple leaf, leaf, Canadian flag |  Skull, pirate flag |
|  Target, bull's-eye |  T-Rex, dinosaur |  Stain, paint, paintball |
|  Snowflake, snow |  Light bulb, light |  Dragon |
|  Spot it, Hand |  Paw, pony, horse |  Snowman |
|  Heart |  Ice, ice-cube, Jell-o |  Man, orange man, little guy |
|  Ghost, phantom |  Yin-Yang, Zen |  Lightning bolt, thunderstorm |
| | |  Mouth, lips |

For Players Ages 7 to Adult
Party Game for 2 to 8 Players
Original game idea: Denis Blanchot



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 have clearly understood 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, 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, a tournament point system is available at the end of the 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, the winner is settled by having 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.

Game N°1

The Tower

1) Preparing the game: Shuffle the cards and deal one card face-down to each player. The rest of the cards form the draw pile, which is placed face-up in the center of the table.

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

Setting up:
(example for 3 players)



3) Playing the game:

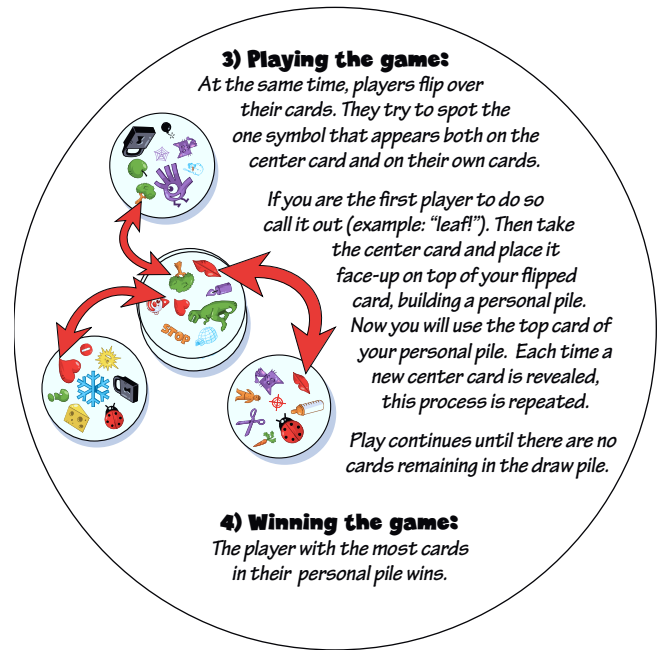
At the same time, players flip over their cards. They try to spot the one symbol that appears both on the center card and on their own cards.

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

Play continues until there are no cards remaining in the draw pile.

4) Winning the game:

The player with the most cards in their personal pile wins.



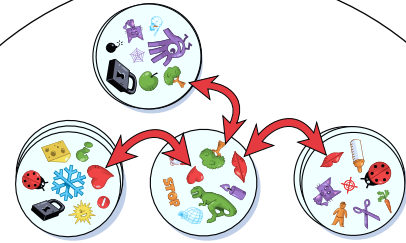
Game N°2

The Well

1) Preparing the game: Place one card face-up in the middle of the table. Shuffle and deal the remaining cards evenly to all the players, who keep them face-down, forming their own 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: "candle!") and place your card on top of the center card. It becomes the new center card for which players try to identify a match. You now have a new card revealed on your personal pile to match to the center card. Play continues until one player has run out of cards.

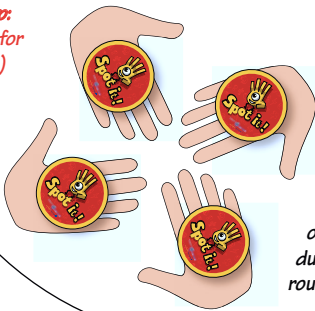
4) Winning the game:
The first player to run out of cards wins the game.

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. The remaining cards are set aside to be used later. Decide how many rounds you wish to play (five minimum).

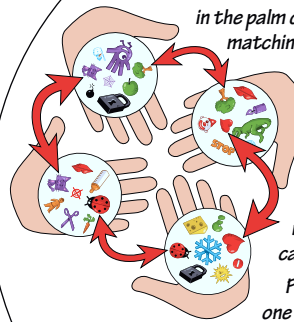
*Setting up:
(example for
4 players)*



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.

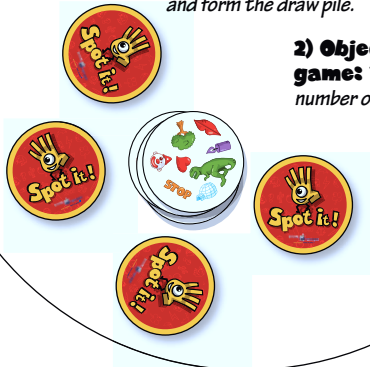
Play is repeated in this manner until one player has all the cards. That player loses the round and creates a personal discard pile with those cards. A new round starts.

4) Winning the game: At the end of the final round, the player with the least amount of cards in his/her discard pile wins the game.

Game N° 4

The Poisoned Gift

1) Preparing the game: Shuffle the cards and deal one card to each player. These cards are placed face-down in front of them. The remaining cards are placed in the middle of the table face-up and form the draw pile.

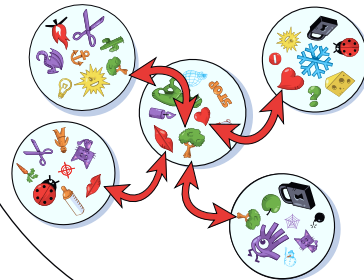


2) Object of the game: To have the fewest number of cards.

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 you looked at to make the match. This is the "poisoned gift," since you give a card to an opponent. A new card is revealed as the center card and play continues until the draw pile is empty.



4) Winning the game:

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

Game N° 5
Triplet

1) Preparing the game:

Place all the cards facedown 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 faceup 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.