Spot it!™

Rules of the game

A **Dobble**™ 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

Symbol	Description
!	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
❄	Snowflake, snow
💡	Light bulb, light
🐉	Dragon
✋	Spot it! Hand
♞	Pawn, pony, horse
⛄	Snowman
❤	Heart
🧊	Ice, ice cube, Jell-o
🧍	Man, orange man, little guy
👻	Ghost, phantom
☯	Yin-Yang, Zen
⚡	Lightning bolt, thunderstorm
👄	Mouth, lips

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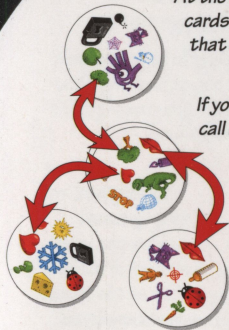
1) Preparing the game:
Place one card face-up in the middle of the table. Shuffle and deal the remaining cards face-down to all the players. These cards form their personal draw piles.

2) Object of the game:
To be the first player to get rid of all your cards.

Setting up:
(example for 3 players)
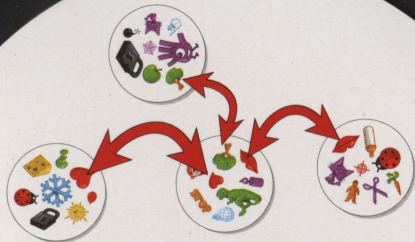
3) Playing the game: *At the same time, players flip their entire draw piles over so they are face-up. If you are the first player to spot the identical symbol on both your top card and the center card, call it out (example: "Heart!") and place your card on top of the center card. Use the new card revealed 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.

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.
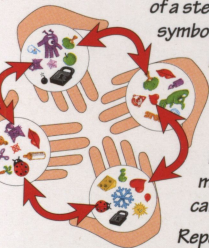
3) Playing the game:

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.

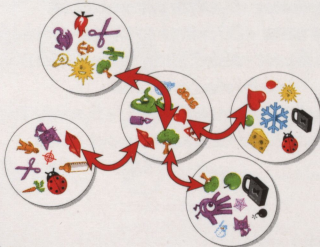### 2) Object of the game: To have the least number of cards.

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.

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.

Spot it!

A small bit of history of the creation of SPOT IT: SPOT IT is over 50 symbols, 55 cards, 8 symbols per card, and there is always one and only one matching symbol between any two cards. But how does it work? SPOT IT is based on a principle of interaction according to which two lines always have a single point in common.

In 1976, Mister Jacques Cottereau had the idea of creating a generalization of a famous "fun mathematic" puzzle, named Kirkman's Schoolgirl Problem, or the Ladies' Problem, which is the following: "15 young ladies from a boarding school go out each day for a walk in rows of three. How can we proceed so that each of them only ends up in the company of each of the others once?".

With the help of techniques developed from theories of error correcting codes, he built a few structures which generalized the problem. These structures are well-known by mathematicians under the name of "incomplete balanced blocks." Based on the special properties of these structures (the principles of intersection and of optimization), Mister Jacques Cottereau successively created two games by "dressing them up" in an unconventional way. The first of these games, a "strange retriever" was published in the "Le Petit Archimède" and "Pour la Science" magazines (The Young Archimedes, and For Science, respectively).

In the Spring of 2008, Denis Blanchot discovered a few cards from the "game of insects", created decades earlier. He is struck by the genius behind the intersection mechanic and works with Jacques Cottereau to turn it into a "real" game.

For Denis Blanchot, the "good points" style patterns must be rethought as they are too complex and prevent a reflex-style party game. The icons must allow for quick identification, and must be more playful and easily understood. Fluidity is required. At the same time, the cards are too few (31) and contain too few figures (6); the game moves on to 57 cards containing 8 figures to finally get the real feeling of play, meaning a projected number of combinations in the seven digits. The rules of the game must still be written ... In short, there's an entire extra layer of creation yet to be done.

Many prototypes and playtests, notably with children, are done by Denis Blanchot, who also, on his own, takes the additional step of getting in touch with publishers. The Play Factory team would finally end up working with Denis Blanchot to publish the final form of the game.

In early Fall 2009, SPOT IT, as it is known today, is launched!