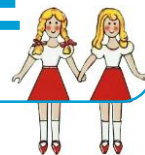


LISA AND LOTTIE



S11
T1-5
L1



Spot it!

Spot it!

There are a total of 31 symbols on 31 cards and 6 symbols per card. There is always exactly one matching symbol between two cards. Who will discover it first?



Preparing for the game

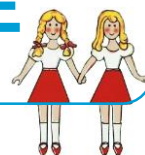
If you have never played Spot it before or your fellow players don't know the game, first randomly draw two cards and place them face up on the table so that everyone can see them. Now look for the symbol that can be seen on both cards. (The shape and color are identical, only the size may be different.)

The first person to find the match names the corresponding symbol and draws two new cards, which they place on the table. This continues until every player understands that exactly one identical symbol can always be found on two cards.



Goal of the game

Regardless of the rules of the respective game variant, the aim is always to be the first to recognize the symbol that is identical on two cards and to say it out loud. The player then receives the card, keeps it, or discards it – depending on the respective game variant.



Game variants

Spot it is a series of game variations that focus on speed and involve all players at the same time. You can play all game variants one after the other, in any order or always keep the same variant. The main thing is that you have fun doing it.



End of the game

Whoever has won the most game variants or rounds is the overall winner. At the end of these rules, a scoring system is also suggested for those who want to host a Spot it tournament.

case of doubt

Whoever named the symbol first wins. If several players name the correct symbol at the same time, the first player to take or put down their card wins – depending on the game variant.

a draw

If two players are tied at the end of the game, a duel occurs. If there are several players, the Hot Potato variant plays.



Tournament scoring system

Begins with the “trip to hell”. The loser then chooses the next game variant.

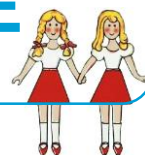
Hell Trip: +1 point per card, +5 points for the player who has the most cards.

Well: +10 points for the first to get rid of all his cards, -20 points for the last.

Hot Potato: -5 points per lost round.

Greed: +1 point per card

The Poisoned Gift: +20 points for the player with the fewest cards, +10 points for the player with the second fewest cards.



Game variants

Hell trip

Shuffle the cards and place one face down in front of each player. The remaining cards form a pile that is placed face up in the middle of the table. Goal of the game: collect the most cards.

At a signal, all players simultaneously turn over the card that is face down in front of them. Everyone tries to be the first to recognize and name the symbol that matches on their card and the top card of the deck. Whoever recognizes and names the symbol quickest takes the card from the stack and places it face up on top of their own card. This will reveal the next card in the deck. The game continues until all cards in the stack have been dealt.

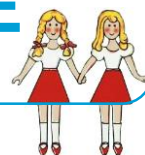
Winner: The game ends as soon as a player has received the last card in the stack. Whoever was able to collect the most cards wins.

Well

All cards are distributed to the players one at a time. The winner of the previous game receives the first. The last card is placed face up in the middle of the table. Each player shuffles their cards and forms a face-down pile in front of them. The goal is to be the first to get rid of all the cards.

At a signal, all players turn over their face-down piles. Now everyone tries to get rid of the cards by placing them on the card in the middle of the table. To do this, he must recognize and name the symbol that can be seen on the top card of his own pile as well as on the card in the middle of the table. This way there are always different cards in the middle of the table.

The last person with cards left loses.



Game variants

Hot potato

A game consists of several rounds

In each round, each player receives a face-down card that they do not look at and places their hand on it. The remaining cards are set aside and will only be used in the next rounds. The aim is to get rid of the cards faster than the others.

At a signal, all players take their card in their hand and reveal it so that everyone can see all the symbols. As soon as a player discovers the symbol that matches on his card and that of a fellow player, he names it and places his card on top of that of his fellow player.

The last player has received all of the others' cards, puts them in front of him and loses the round.

When there are no more cards to deal, the game ends.

Greed

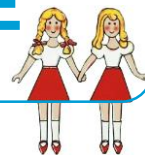
A game consists of several rounds.

In each round, one card is placed face up in the middle of the table. As many cards are placed face down around this card as there are players participating. The remaining cards are put aside as a stack and will only be used in the next round. The goal is to get as many cards as possible.

At a signal, all players reveal a card. Players have to find the match between the card in the middle and the cards lying around. Once a player finds an identical symbol, they name it, take the corresponding outer card and place it in front of them. The card in the middle is not removed!

Once all outer cards have been removed, players place the middle card on the bottom of the deck and begin a new round. Whoever was able to collect the most cards wins.

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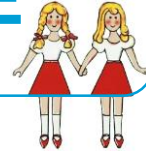
Game variants

The poisoned gift

The cards are shuffled. A face-down card is placed in front of each player and the remaining cards are placed face-up in the middle of the table. The goal is to have the fewest cards at the end of the game.

At a signal, players turn over their cards. Now each player tries to find the symbol that is identical on any other player's card and the top card of the stack. The first person to find a match and name the symbol places the card from the deck on top of the other player's card. This will reveal a new card on the stack. The game continues until all cards from the deck have been dealt.

As soon as there are no more cards in the middle of the table, the player who has the fewest cards in front of them wins.



Symbols



Ice



Swimsuit



Sunbed



Hat



Starwberry



Flower



Ice lolly



Pancake



Shell



Beverage



Ginger-
bread
house



Starfish



Praline



Tent



Bottle



Photographer



Sunglasses



Lipstick



Cherry



Dog



Melon



Suncream

Conductor



Cactus



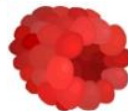
Ananas



Twins



Sun



Raspberry

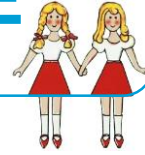


Doll



Parasol

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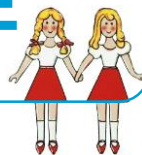
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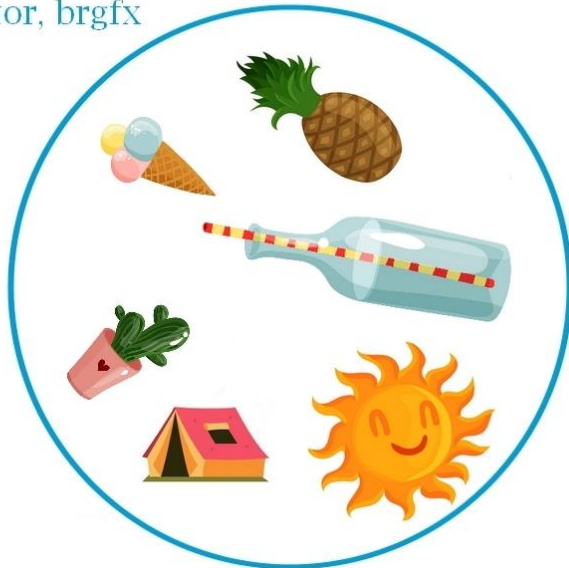
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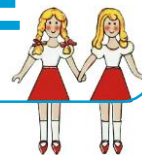
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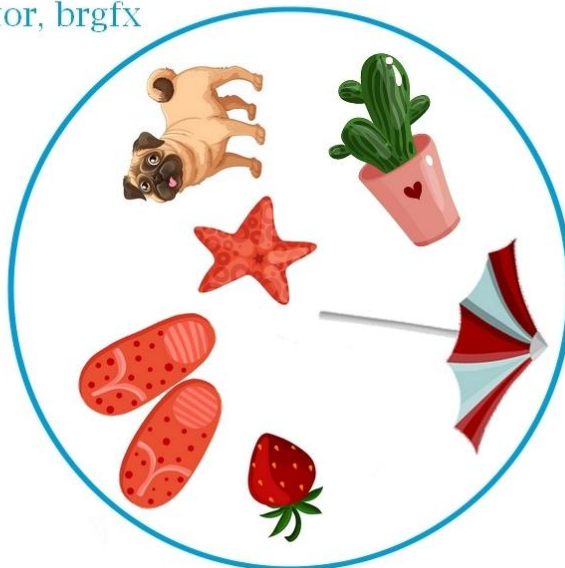
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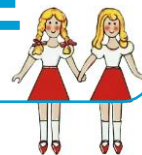
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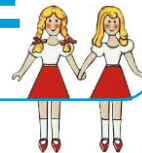
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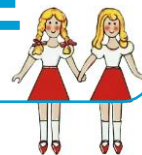
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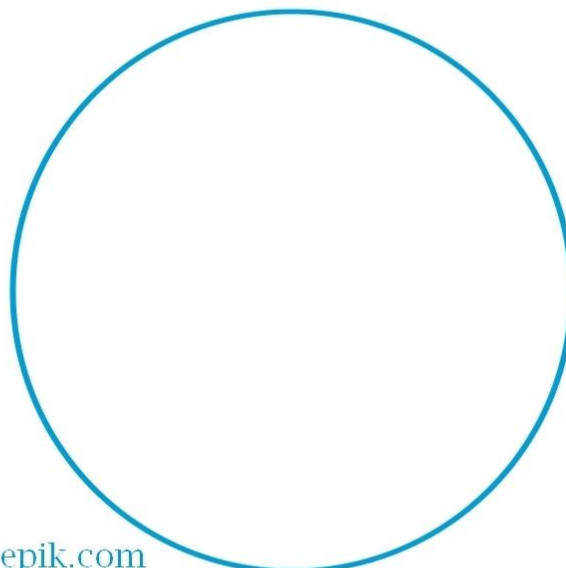
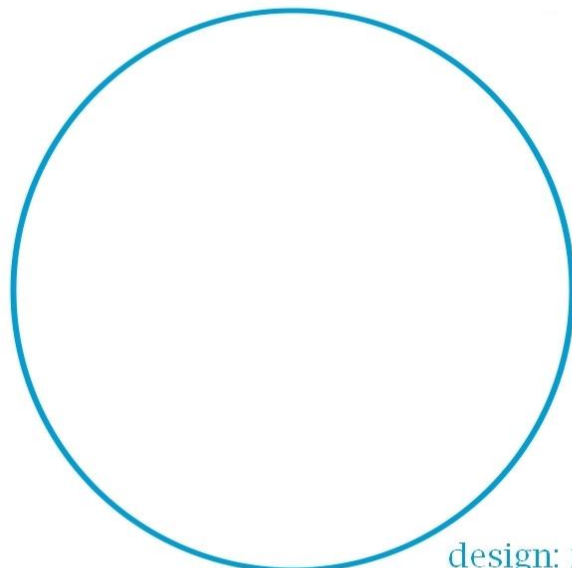
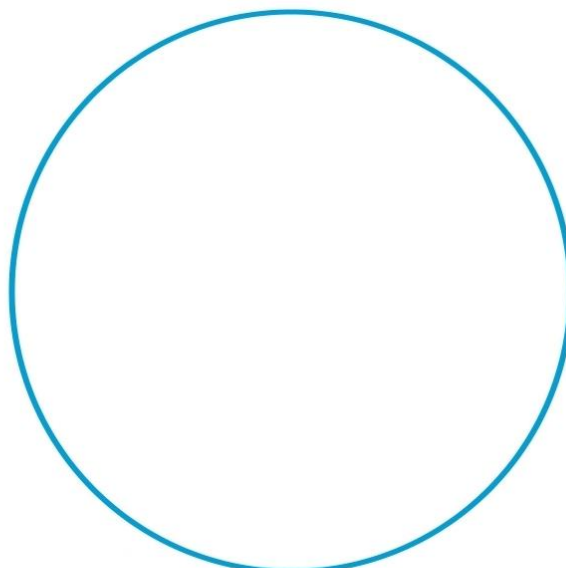
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