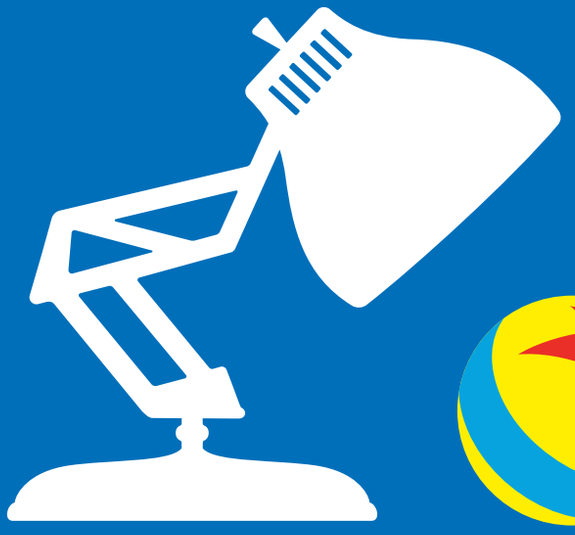
Spot it!®



PIXAR

Game rules

©Disney/Pixar

What's *Spot It!*?

Spot It! consists of 30 cards, each showing 6 symbols. Between any 2 cards, there is always 1—and only 1—matching symbol. Get ready to spot it!

Before You Start Playing...

If you've never played ***Spot It!*** before, familiarize yourself with the game by drawing 2 cards at random and placing them faceup on the table so that everyone can see them. Find the matching symbol between these 2 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 2 new cards, placing them on the table. Repeat these steps until all players clearly understand that there is always 1 and only 1 matching symbol between any 2 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 2 cards and call it out.

The Mini-Games

Spot It! is a series of fast, challenging mini-games in which all players act simultaneously. You can play them in any order, or only play your favorites. The main goal 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 overall champion.

In case of doubt

The first player to call out the name of the symbol wins. In case of a tie, the first player to take or place the card wins.

Tied for First?

If 2 players are tied for first at the end of the game, the 2 players have a face-off. Each player draws 1 card and flips it faceup simultaneously. The first player to spot the matching symbol between the cards and call it out wins. If 3 or more players are tied, play 1 round of a mini-game of your choice to determine the winner.

Pixar Characters

EVE

Sulley

Mike

Boo

Cruz Ramirez

Merida

Dug

Russell

Joe Gardner

Dorothea Williams

The Manticore

Ian

Ducky

Joy

Combat Carl Jr.

Buzz Lightyear

Bo Peep

Forky

Woody

Bunny

Frozone

Elastigirl

Mr. Incredible

Dante

Miguel

Lightning McQueen

Sadness

Nemo

Remy

Dory

WALL•E

GAME #1

Hide and Seek

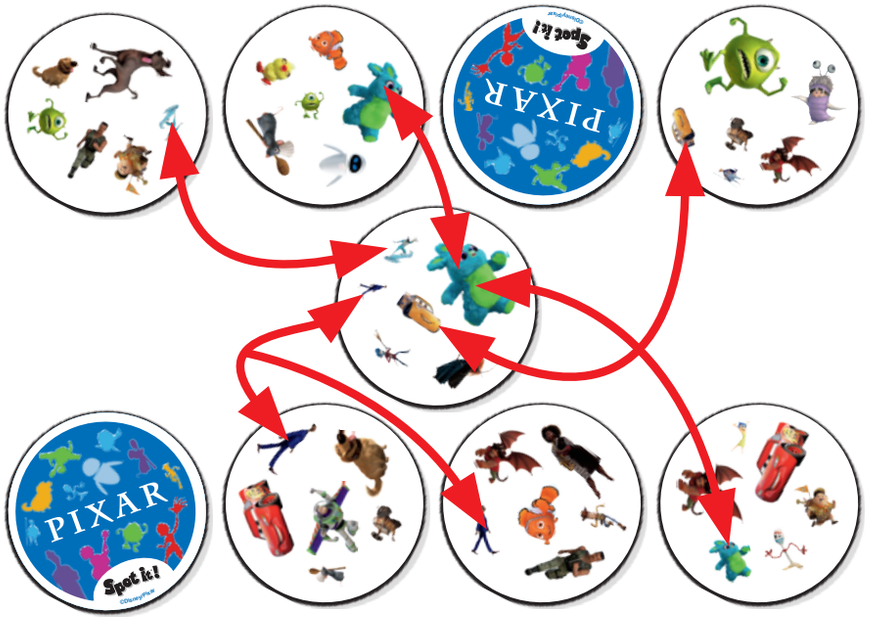
1) Preparing the Game: Place 4 cards faceup in front of each player (or 6 cards, depending on the player's age). Place 1 card facedown in the middle of the table and return the remaining cards to the box.

Setup: Example for 2 Players

2) Object of the Game:
To be the first player to flip all their cards facedown.

3) Playing the Game:
Flip the center card faceup.
Simultaneously, players try to spot
the 1 symbol that appears on both the
center card and one of their cards. As soon
as you find your match, call it out. Then flip your
matching card facedown. Continue playing until
one player has flipped all their cards facedown.

4) Winning the Game: The first player to
flip all their cards facedown wins.



GAME #2

Ready, Set, Go!

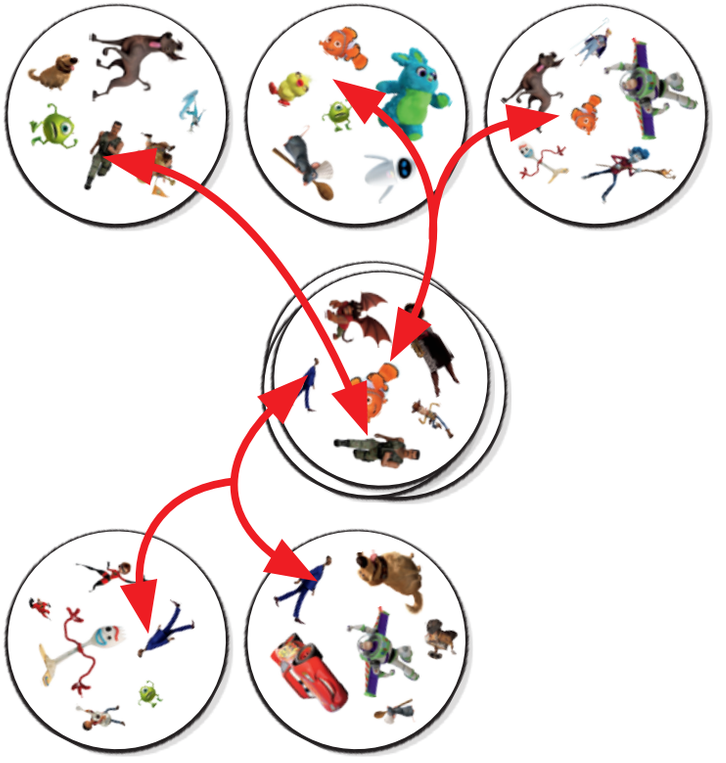
1) Preparing the Game: Place 4 cards faceup in front of each player (or 6 cards, depending on the player's age). Place 1 card facedown in the middle of the table and return the remaining cards to the box.

Setup: Example for 2 Players

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

3) Playing the Game:

Flip the center card faceup. Simultaneously, players try to spot the 1 symbol that appears on both the center card and one of their cards. As soon as you find your match, call it out and place your matching card on the center card. Then players use the new center card to find a new match. Continue playing until 1 player runs out of cards.



4) Winning the Game:

The first player to run out of cards wins.

GAME #3

The Tower

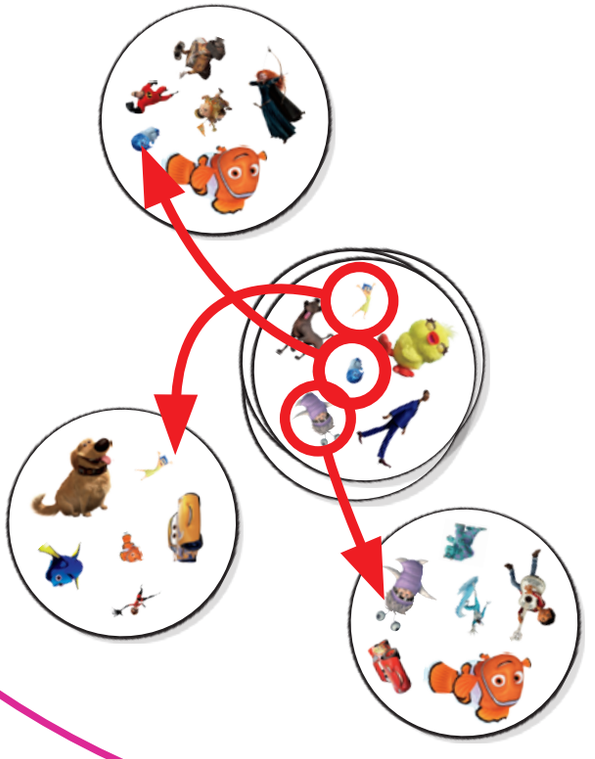
1) Preparing the Game: Deal 1 card facedown to each player. Place the remaining cards faceup in the middle of the table to form the draw pile.

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

Setup: Example for 3 Players

3) Playing the Game:

Simultaneously, players flip their cards faceup and try to spot the 1 symbol that appears on both the center card and their own card. As soon as you find your match, call it out. Then take the center card and place it faceup on top of your flipped card to form a personal pile. Now use the new top card on your personal pile to find a match with the new center card. Continue playing until the draw pile runs out of cards.



4) Winning the Game:

The player with the most cards wins.

GAME #4

The Well

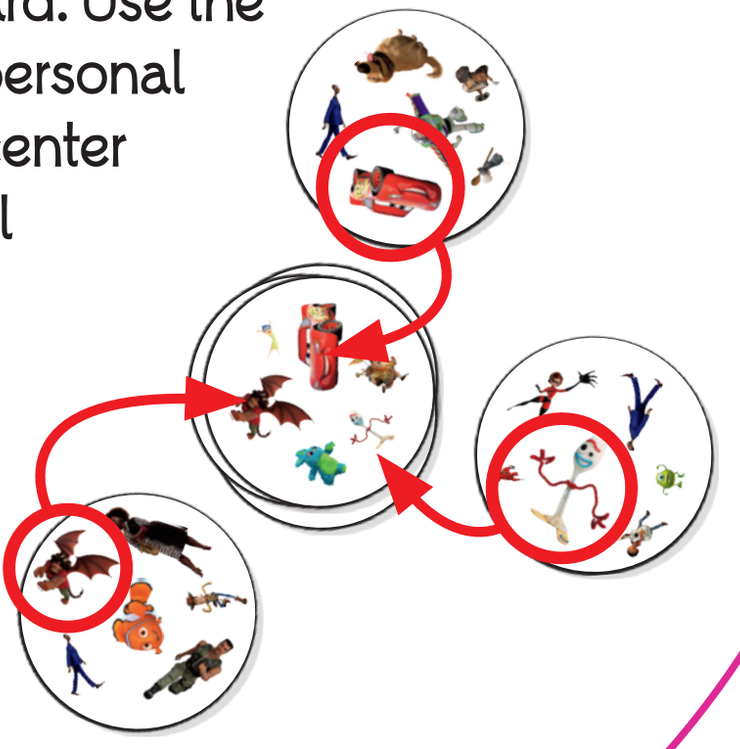
1) Preparing the Game: Place 1 card faceup in the middle of the table. Deal the remaining cards facedown as evenly as possible among all the players. These cards form their personal draw piles.

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

Setup: Example for 3 Players

3) Playing the Game:

Simultaneously, players flip their entire draw piles over so they are faceup. If you are the first player to spot the matching symbol on both your top card and the center card, call it out and place your card on top of the center pile; it immediately becomes the new center card. Use the new card revealed on your personal pile to find a match with the center card. Continue playing until 1 player runs out of cards.



4) Winning the Game:

The first player to run out of cards wins.

GAME #5

Not Mine!

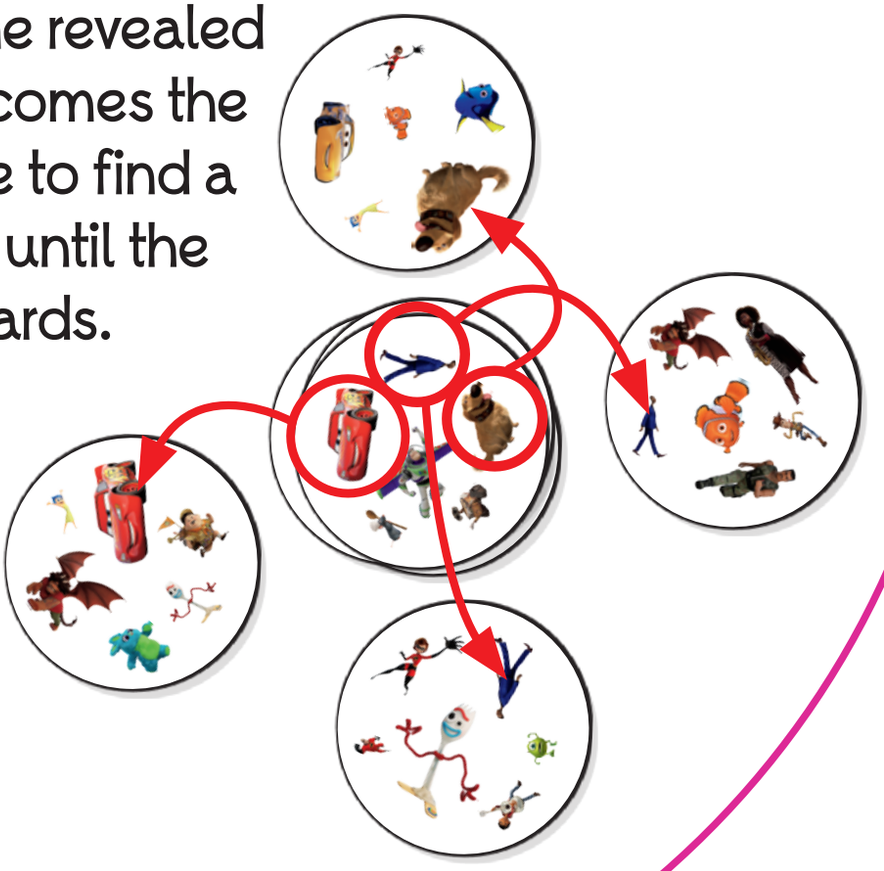
1) Preparing the Game: Deal 1 card facedown to each player. Place the remaining cards faceup in the middle of the table to form the draw pile.

2) Object of the Game: To have the fewest cards.

Setup: Example for 4 Players

3) Playing the Game:

Simultaneously, players flip their cards faceup. Players look for a match between the center card and any other player's card. If you spot a match, call it out. Then take the center card and place it on top of the other player's card on which you found the match. The revealed card on the draw pile becomes the new card that players use to find a match. Continue playing until the draw pile runs out of cards.



4) Winning the Game:

The player with the fewest cards wins.

US

Credits

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, and Igor Polouchine.

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