

SPOTLIGHT



COMPONENTS



5 BOARDS



1 SAND TIMER



**5 DIALS
(IN 5 COLORS)**

VARIANT COMPONENTS:



**4 QUADRANT
TOKENS**



**5 LANTERNS
(IN 5 COLORS,
DOUBLE-SIDED)**



**60 SEARCH
CARDS**



**5 PLAYER
PAWNS**



**5 QUADRANT
CARDS**



1 MOON DIE



**7 RUSH
TOKENS**

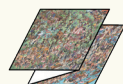


**1 MOON
PAWN**



**1 CHALLENGE
TOKEN**

ADDITIONAL COMPONENT:



1 POSTER

Purely aesthetic, not essential for gameplay. Enjoy the complete illustration experience!

GOAL OF THE GAME

Uh-oh, it's getting late... again!

It's been a blast exploring this fantasy kingdom with your friends, but now it's time to head back to camp. Grab your enchanted lantern and set off on a quest to find all whimsical characters still wandering out there. Team up, spot as many as you can, and hurry back before it's time to rest!

Spotlight is a cooperative game in which the players work together to uncover as many hidden characters as possible. Play through 5 rounds, aid each other, and ensure nobody gets back to camp too late!

COOPERATION OR COMPETITION?

Spotlight is primarily a cooperative game, but, with a few simple rule adjustments, it can transform into a competitive experience.

Here we provide the rules for the cooperative mode, but you can find instructions on how to switch to competitive play on page 6 of this rulebook.

Whether you prefer to team up or compete, choose the *Spotlight* mode that suits you best!

GAME SETUP

First of all, choose the right place! We suggest that you play in a **not-too-bright room** to increase the magic effect of the lanterns. Avoid placing yourself right under a strong light source!

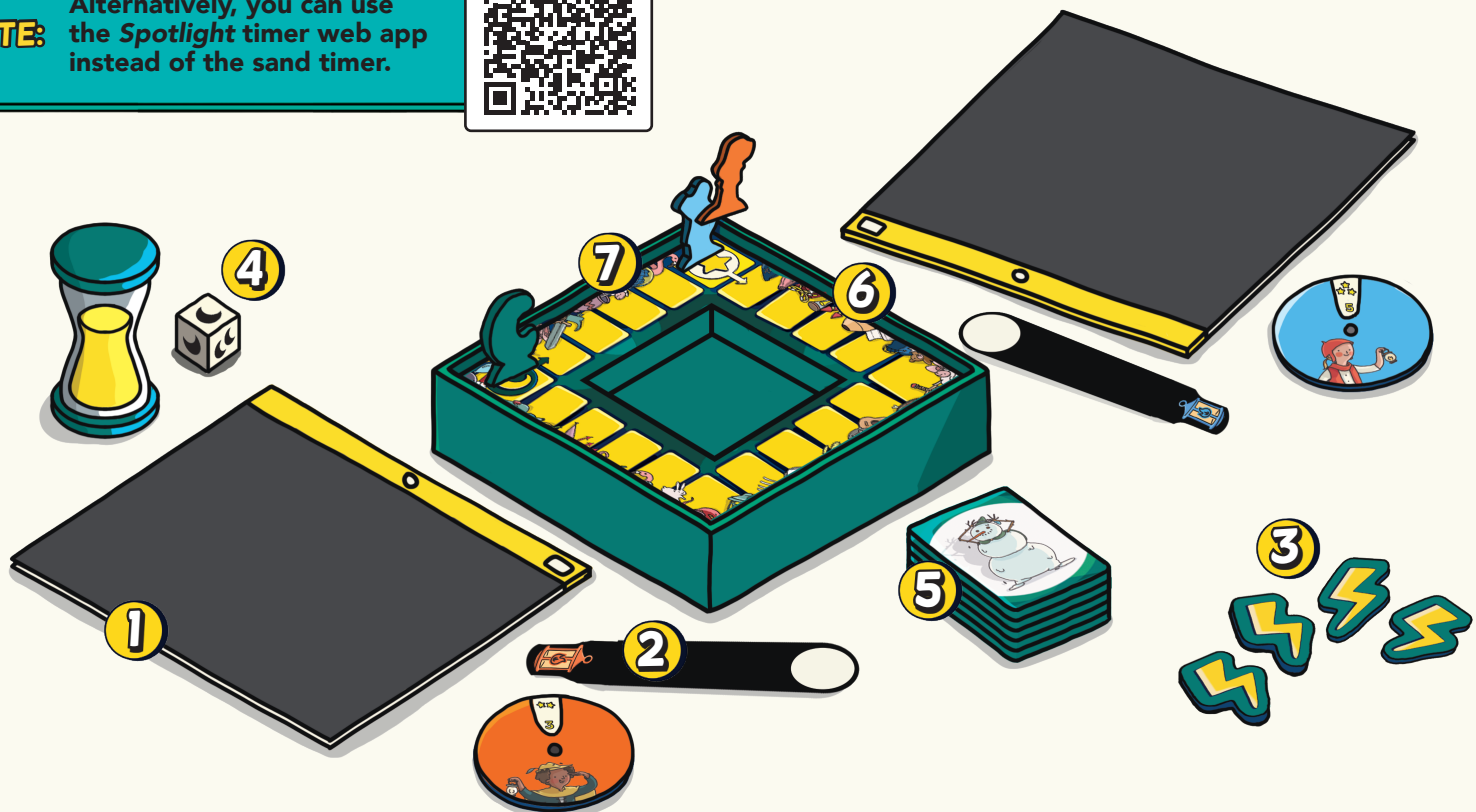
- 1 Give 1 **board** at random to each player.
- 2 Give 1 **lantern**, 1 **dial**, and 1 **pawn** of the same color to each player. Keep your lantern on the "Bright" 🔥 side.
- 3 Take a number of **Rush tokens** equal to the number of players +2 and place them face up on the table, visible to all players.
- 4 Place the **sand timer** and the **Moon die** on the table, in reach of all players.



- 5 Shuffle the **Search cards** and place the deck on the table with the **Picture side** facing up. If you're playing with kids, we recommend playing only cards with the ♥ symbol.
- 6 Place the box in the middle of the table with the track showing, within easy reach of all players.
- 7 Place the **Moon pawn** on the space of the track labeled with a 🌙 icon and the player pawns on the space of the track marked with a ☆ icon.

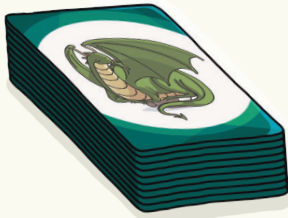
NOTE:

Alternatively, you can use the *Spotlight timer* web app instead of the sand timer.

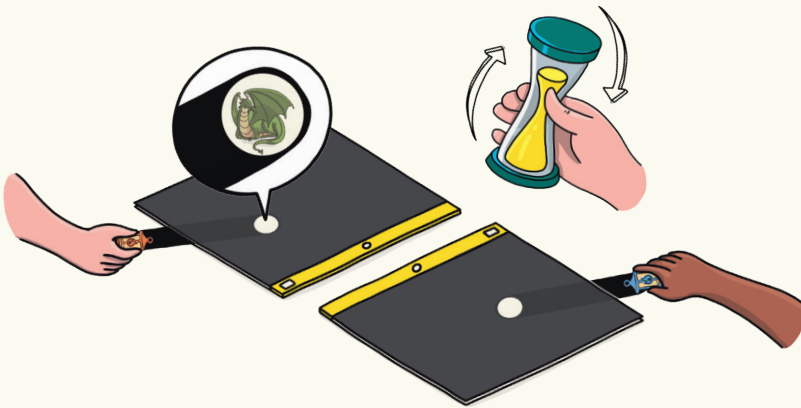


HOW TO PLAY

1 START THE SEARCH!



LOOK AT THE CARD on top of the deck. This will be the Hidden Picture to find this round. You all search for the same picture.



FLIP THE SAND TIMER to start the round.

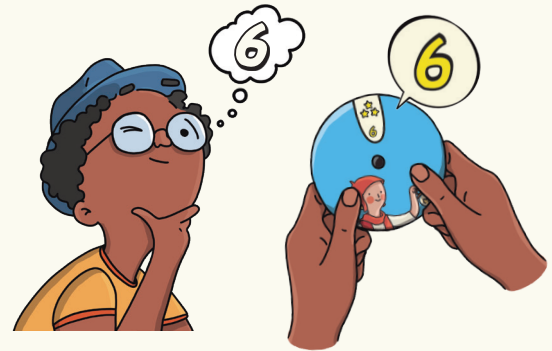
SLIP YOUR LANTERN into your board, between the transparent layer and the cardboard background. Then, all players start searching **simultaneously!** Each board includes **multiple copies** of the picture depicted on the card, try to find them all!

Note: Everyone searches by themselves. You **cannot talk** to the other players about your findings. **Don't say aloud the number of copies** you find, and don't let the others know if you think there are many or just a few!

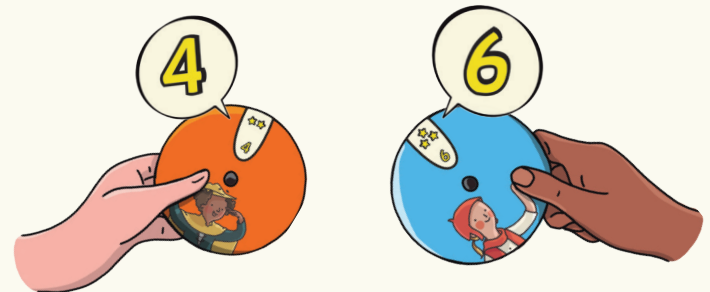
When the **sand timer runs out**, the search is over. It's ok to steal a few seconds if you forgot to check the sand timer, but if you want to be precise with the timing, we suggest using the *Spotlight* timer app.

NOTE: If you're playing with younger children, you can refer to the rules for the Kids mode on page 5 for a more relaxed gaming experience.

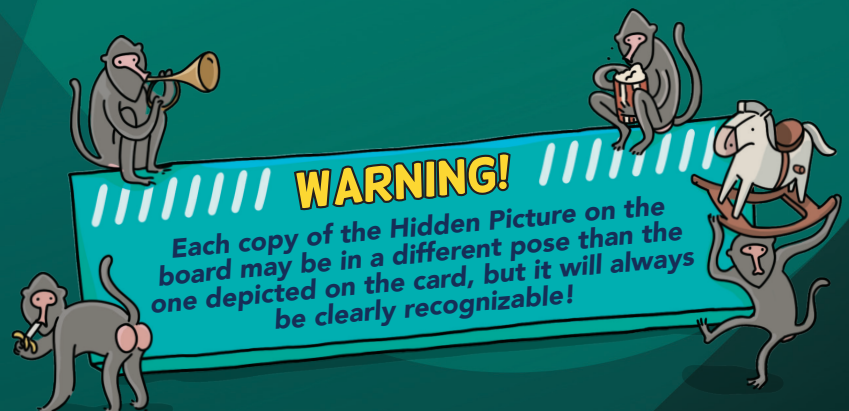
2 MAKE YOUR GUESS!



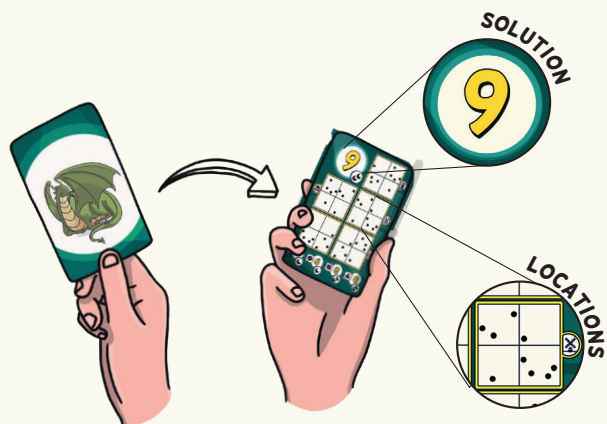
When the search is over, remove your **lantern** from your board. Set your dial to the number of **Hidden Pictures** that you have found and place it in front of you, face down. Remember: **It's against the rules to disclose the number of Hidden Pictures** you've found to the other players!



When all players are ready, reveal your **dials** simultaneously. You will now know how everyone did!



3 ADVANCE THE PLAYERS!



Turn the card over to the **Solution** side. The circle in the upper left corner shows the total number of **Hidden Pictures** it was possible to find.

The square boxes, on the other hand, indicate the **precise locations of each Hidden Picture** on the board with the corresponding symbol. These are only included as an **aid**: you don't have to be able to tell where each of the Hidden Pictures can be found, but you can use it if you are **curious** to see what you have missed.



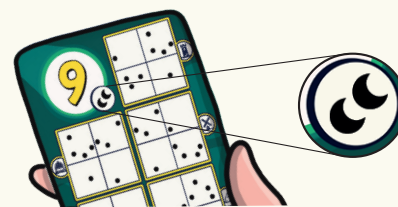
You advance your pawn on the track **as many spaces as the stars** shown above the number you marked on your dial, **+1 bonus space** if you marked the exact number of **Hidden Pictures** shown on the card, as a bonus for your hawk-eye.

If, on the other hand, you marked on your dial a number that is **higher** than what is shown on the card, you **do not advance at all**!

STAY TOGETHER! You all want to get back home in time! After everyone has moved their pawns, any of **the players in the lead** (but **just one** per turn!) may **help** another player. By **moving back 1 space**, they can grant **1 advancement** to another player of their choice.

Not available when there is just **1 player**!

4 ADVANCE THE MOON!



It's time for the Moon to advance, too!

First of all, check the back of the card you just played again. Some cards show **1 or more** icons near the solution. If that is the case, **the Moon immediately advances** that many spaces on the track.

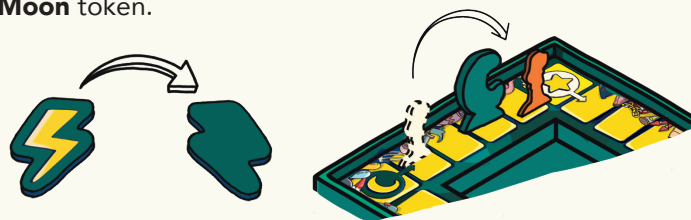
Then, **throw the Moon die** and check the result:

- Advance the Moon **1 additional step**.
- Advance the Moon **2 additional steps**.
- All players **flip their lantern** to the Faint side. You will play the **next round** with a smaller spotlight! **Just for 1 round**: Remember to flip your lantern back to the Bright side when it's over!



If, at the end of the Moon movement, one or more players have been **reached or passed** by the Moon pawn, it means it is getting reeeally late, time to rush!

If you still have any **Rush tokens** face up, **flip 1** of them **for each player** reached or passed by the Moon. By doing so, you can move that player's pawn to the space **in front of the Moon** token.



If, on the other hand, all of your Rush tokens are already flipped face down, **the game is over** (see End of the Game).

When you are done, discard the card you just played. There is a new Hidden Picture on top of the deck. **Get your lanterns ready, and start a new round!**

END OF THE GAME

The game ends after **5 cards** have been played, or if at any time any player's pawn is reached by the Moon pawn and you have no Rush tokens left.

If no one was left behind, it's a victory! Now, **add up**:

- 1 The number of **Rush tokens still facing up**;
- 2 The number of **empty spaces** between the **last player's** pawn and the Moon pawn.

The result is your Game Score. Compare it to the table below to check how good you were!

ANY PLAYER REACHED

0-2

3-5

6-9

10

TRY AGAIN! YOU NEED TO GET EVERYONE HOME!

JUST IN TIME!

NOT BAD AT ALL!

A GREAT TEAM!

UNBELIEVABLE! TIME TO TRY A MORE DIFFICULT MODE!



WARNING!

After playing a few games, there is a risk that some of you may remember the solution of a card by heart. If any of you is sure they remember the solution when you draw a card, discard it and draw again.

If you have played many Spotlight games and this happens to you with many cards, we recommend that you switch to the Quadrant Variant (see next page).

DIFFICULTY LEVELS

You can play *Spotlight* at a different difficulty level, to increase or decrease the challenge based on the players' age or your expertise.

KIDS: More time to search! **Recommended for young players.** After the sand timer runs out, you can flip it and play **1 additional minute**. Alternatively, set the mode to Easy on the *Spotlight* app.

EASY: This is the introductory difficulty level, which follows the rules described in the previous pages.

NORMAL: The Moon moves **faster**! During the *Advance the Moon* phase, move the Moon **1 additional space**. Put the Challenge token on the table with the ☾ side facing up as a reminder.

HARD: The Moon moves **even faster**! During the *Advance the Moon* phase, move the Moon **2 additional spaces**. Put the Challenge token on the table with the ☾ side facing up as a reminder. You won't have many chances to miss characters in this mode.

TIME CHALLENGE: Once you become accustomed to *Spotlight's* characters, you may try to increase the difficulty even more by **reducing the time available** for the search. Use the *Spotlight* timer app and set the time limit to FAST (45 seconds) or SUPER FAST (30 seconds). With tight time limits, you are forced to spot the characters at first glance, because you won't have a chance to see the same area twice. Is your eye fast enough?

QUADRANT VARIANT

AFTER A FEW GAMES, YOU AND YOUR FRIENDS MAY REMEMBER THE SOLUTION FOR SOME CARDS. IF YOU HAVE BECOME THAT EXPERT, THIS IS THE MODE FOR YOU!

Each board is divided into **4 quadrants**, each represented by one of these symbols: ■ square, ● circle, ◆ diamond, and ▲ triangle.

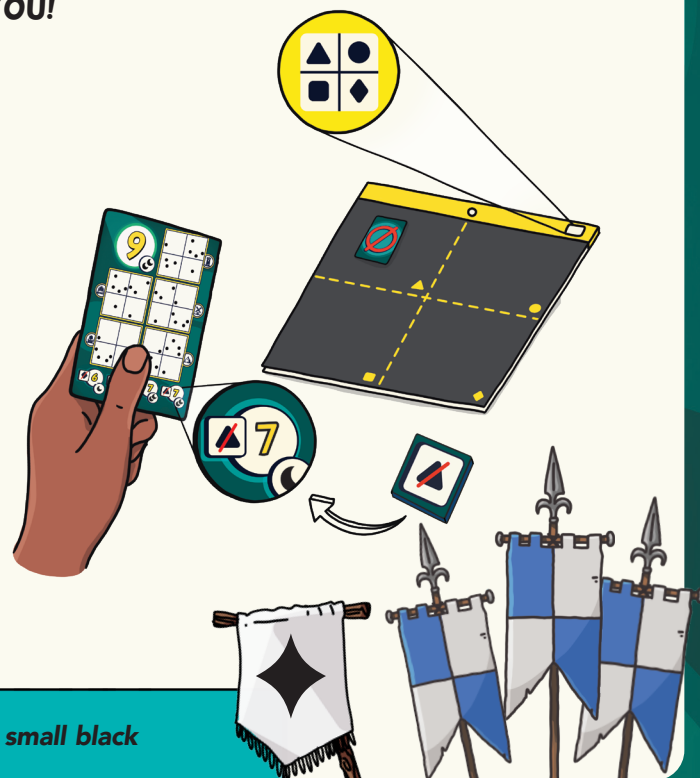
You can check the position of each quadrant on your board by looking at the **small recap** to the right of the yellow stripe at the top of your board. Note that the symbols are **on different quadrants from board to board**.

When you play with the quadrant variant, apply the following changes:

- 1 Before starting, choose or randomly pick a **Quadrant token**. Each token shows one of the four symbols, slashed out.
- 2 Each player places a **Quadrant card** on the corresponding quadrant of their board.

Start playing with the usual rules, with the following exception: **you can't search** in the quadrant **covered by the Quadrant card** when looking for Hidden Pictures.

Also, when you look at the Solution side of the card, ignore the number shown in the upper left corner: instead, the **correct solution** is the number shown **next to the symbol of the ignored quadrant** at the bottom of the card. The same goes for the Moon advancements.



NOTE: The border between quadrants is marked on each board edge by small black triangles and in the center of each board by a **WHITE FLAG**.

COMPETITIVE MODE

Apply the following changes to play competitively!

GAME SETUP: Remove the Moon token, the Moon die, and the Rush tokens from the game as they won't be needed.

HOW TO PLAY: In the *Advance the Players* phase, ignore the "STAY TOGETHER" box as cooperation is not required.

The *Advance the Moon* phase is not present. Instead, at the end of the round, the **leading player** (or players) on the track **flips their lantern to the Faint side**: they will play with a smaller spot in the next round. All the other players keep their lanterns on the Bright side.

END OF THE GAME: After **5 cards**, the game is over. The **most advanced** player on the track wins! In the event of a tie, victory goes to any tied player using a Faint lantern. If the tie persists, victory is shared.

QUADRANT VARIANT: The Quadrant Variant is available in competitive mode by applying the same changes as in the cooperative mode.

CREDITS

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