

***SPEED***

***SPOT***

Instruction Manual



## ***What is Speed Spot?***



Welcome to Speed Spot, a game of quick reflexes and sharp observation! Inspired by the fast-paced world of Formula 1, Speed Spot challenges players to find matching symbols across cards featuring iconic F1 elements.

## ***Contents***



- ✓ 57 Speed Spot cards
- ✓ Rules Booklet

Each card in Speed Spot features 8 unique Formula 1-themed symbols. Every card has exactly one symbol in common with any other card. Your mission: spot it first!

## ***Setup***

- 1.** Shuffle the deck.
- 2.** Place the cards face down in a draw pile or as specified by the chosen game mode.

## ***Basic Rules***

- Each player gets a turn to flip over two cards or
- ✔ observe the draw pile and the flipped card, depending on the mode.
  - ✔ Find the matching symbol between the two cards.
  - ✔ The first player to correctly name the matching symbol wins the round.
  - ✔ Be quick but accurate – wrong guesses mean you're out for the round!

## Example of the Symbols



Steering Wheel



Podium



Yellow Flag



Marshall



Ticket



Shoey



Safety Car Ending



Penalty



Halo



Rear Wing



Red Bull Ring



Cap



Fastest Lap



Under Investigation



Lap Tracker



Team Radio



Fan



Starting Lights



Fuel



Pedals



Pit Crew



Lanyard



Monza



Wheel Gun



Medal



Laurel Wreath



Safety Car



Virtual Safety Car



Gloves



Barcelona



Curb

## Race Formats

### ***The Classic Wheel-to-Wheel***



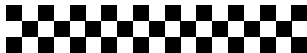
✓ Players sit in a circle. Place one card face up in the center.

✓ Deal the rest of the deck equally among players, face down.

✓ At "Go!" everyone flips their top card and looks for the matching symbol between their card and the center card.

✓ The first player to spot it calls out the symbol and places their card on the center card.

✓ The game continues until one player runs out of cards. That player wins!



## Race Formats

### **Grid Battle**



- ✓ Lay out 9 cards face up in a 3x3 grid.
- ✓ Players race to find matching symbols between any two cards in the grid.
- ✓ The player who spots a match picks up the two cards and places them in their pile.
- ✓ Replace the missing cards from the draw pile.
- ✓ Continue until the draw pile runs out. The player with the most cards wins!

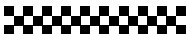


# Race Formats

## ***Pole Position***



- ✓ Each player starts with one card. Place the rest in a draw pile face down.
- ✓ Flip the top card from the draw pile face up.
- ✓ Players must find the matching symbol between their card and the revealed card.
- ✓ The first to call out the match takes the revealed card and adds it to their pile.
- ✓ The player with the most cards at the end wins.



## Race Formats

### ***Speed Champion***



- ✔ Place one card face up in the middle. Divide the rest of the deck equally among players.
- ✔ Players take turns flipping their top card and racing to find the match with the center card.
- ✔ If a match is found, the player adds their card to the center pile and flips their next card.
- ✔ First player to run out of cards is crowned Speed Champion!



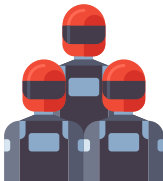


## Race Formats

### ***Team Relay***



- ✓ Play in teams of two.
- ✓ One player flips a card while the other searches for the match and calls it out
- ✓ Alternate roles every round.
- ✓ The team with the most correct matches after a set number of rounds wins.



## ***Tips for Success***

- ✓ Scan the cards systematically rather than randomly.
- ✓ Memorize commonly repeated symbols to gain an edge.
- ✓ Stay calm under pressure – precision beats speed when you're unsure.

## ***Penalties***

- ✓ Incorrectly calling a match results in skipping your next turn.
- ✓ If a player disrupts the flow of the game, they lose a card as a penalty.