

SPOTLIGHT



a game of secret area control



1-2 Players



Ages 13+



30 Minutes

Game Rules



Hey there! Thank you for trying out SPOTLIGHT.

We are so excited to share our game with you. We hope it brings you as much intriguing fun and strategic decision making as it brought us during the design and development process.

To each and every person who believed in this project, thank you. Most of all, we would like to thank Adam Daulton, Ashley Egan, Evan Halbert, Carlos Roy, Barry Rozas, Chris Schnetzler, Dan Stichter, Adam West, Bloomington Indie Games Night, and all of our other wonderful playtesters.

– Adam Stichter and Jay Bell

*jack of peace
games.*

Visit jackofpeacegames.wordpress.com/feedback to give us feedback on SPOTLIGHT. We would love to hear how much you enjoy the game!

1A

Basic Gameplay & Contents

Spotlight is an abstract game where players play cards into *Areas* attempting to win them using their *Personal Suit*. After three rounds, the player with the most points wins.

Basic Gameplay: Each round, players take turns playing one of their *Playing Cards* to an *Area*. At the end of the round, you earn points from your *Personal Suit* card and any *Area Cards* your suit wins.

Contents:

24 *Playing Cards*

16 *Area Cards*

4 *Spotlight Cards*

2 *Player Aids*

8 *Rules Cards*



1B Sections of the Cards

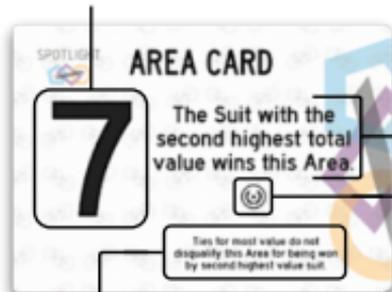
Playing Card

Value Suit Symbol



Area Card

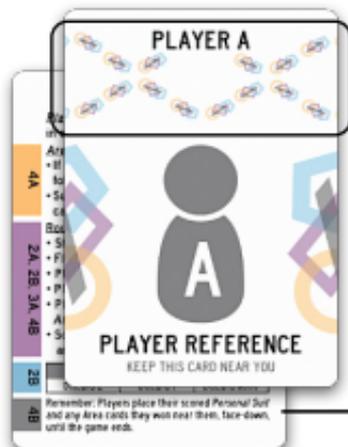
Points Area Effect



Effect Clarification

Effect Type Symbol

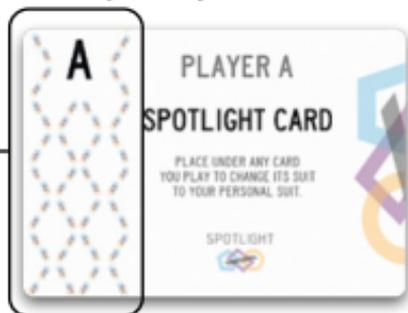
Player Aid



Matching Pattern For Easy Reference

Gameplay Quick Reference On Back

Spotlight Card



2A

Game Setup & Round Setup

Game Setup: Give players a *Player Aid* and the two matching *Spotlight Cards*. Shuffle all of the *Area Cards* and place the stack near the top of the play area.

Round Setup: Do the following in order.

- Flip over the top 4 *Area Cards* and place them in a row. Read any *Area* effects aloud.
- Shuffle the *Playing Cards* and deal out all of them equally to both players.
- Both players discard cards, then choose a *Personal Suit* (see 2B).



Be sure to leave space in between players and the *Area Cards* for each round. Columns of *Playing Cards* will be formed here.



2B

Round Setup

Discarding & *Personal Suits*

Discarding: At the beginning of the round, both players discard a number of *Playing Cards* based on the chart below.

Round 1	Round 2	Round 3
Discard 2	Discard 1	Discard None



Place discards face-down, away from the play area until the next round.

Personal Suits: From their remaining cards, players choose a card to be their *Personal Suit*. Any *Areas* won by that suit will score points for that player. Players will also earn points equal to their *Personal Suit's* value.



Personal Suit

Place your *Personal Suit* face-down near you.

3A

Gameplay Play Order & Card Laying

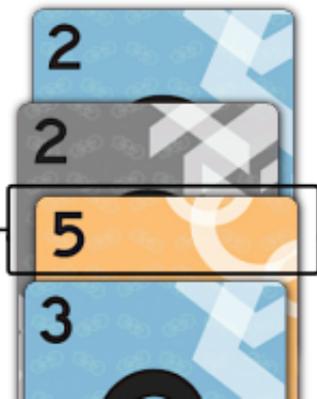
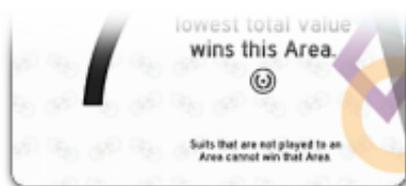
Play Order: Whoever won the last game starts Round 1. Alternate for rounds 2 & 3.

Card Laying: On their turn, a player must play one card from their hand into a column under one of the *Area Cards*. If there is no column below an *Area Card*, players may play their card to start a column.

Players continue playing cards into columns until each player has played every card from their hand.

When playing a card into a column, lay it on top of the last card played.

Be sure to keep the value and suit of the previous card visible.



3B

Gameplay Spotlight Cards

Spotlight Cards: When playing a card, a player may place one of their two *Spotlight Cards* underneath it. Doing so will change that card's suit to that player's *Personal Suit* during end of round scoring.

A player may not change the placement of a *Spotlight Card* after it has been played.

Player A chose ♣ as their *Personal Suit*.

Because Player A used a *Spotlight Card* when playing their ♣ 5, it will be added to the ♣ suit when calculating which suit wins the Area.

The diagram shows the following components:

- Area Card:** A card with the number 7 and the text "The Suit with the second highest total value wins this Area."
- Player A's Hand:** A fan of cards including 4 of Clubs, 4 of Spades, 4 of Hearts, 5 of Clubs, 5 of Spades, 3 of Clubs, 2 of Clubs, 3 of Clubs, 2 of Clubs, and 4 of Clubs.
- Spotlight Card:** A card with the number 5 and the text "PLACE UNDER ANY CARD TO CHANGE THE SUIT TO YOUR PERSONAL SUIT."
- Personal Suit:** Clubs (♣), indicated by a thought bubble and a card labeled "PLAYER A" with a Clubs symbol.
- Area Card:** A card with the number 7 and the text "The Suit with the second highest total value wins this Area."

4A

Area Cards

Area Card limit: A **maximum of 5 cards** can be played to each *Area Card*. If a column has 5 cards in it, rotate the *Area Card* as a reminder that this column is full.

Area effects: Scoring or placement of a card may be affected by the *Area Card* it's played to. Symbols on the *Area Card* offer reference.

- ⚡ Affects this *Area*'s card placement
- 🏆 Affects this *Area*'s end of round scoring

The *Area* worth 7 points affects ♠️ suit cards played there, requiring them to be played face-down.

The *Area* worth 5 points (which is full) affects the scoring of cards played there, so that the suit with the lowest total value wins that *Area*'s points.



For new players we suggest playing a sample round with the *Area Cards* that have no effects.

End of Round: After players have played all the cards from their hand, players reveal their *Personal Suit* card. Next, see which suit has won each *Area* by adding up the values of each suit present in the *Area's* column. The suit with the highest total value wins, unless an *Area's* effect says otherwise.

Area Ties: If two suits tie for most value in an *Area*, no one wins that *Area*. If both players have chosen the same *Personal Suit*, no *Areas* are scored that round, only *Personal Suit* cards are.

Scoring: Each round, players earn points equal to the value of the their *Personal Suit* card, and any *Area* their *Personal Suit* won. Players place those cards near them, face-down, until the game ends. The player with the most points after three rounds wins.

Tie-Breaker: If points are tied after the third round, players can share the victory or reset the decks and play one final tie-breaker round.

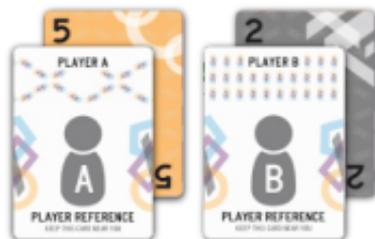
5A



Scoring Rubric & Scoring Sample

1. Flip *Personal Suit* cards face-up.
(If players chose the same *Personal Suit*, no points are earned from *Area Cards*.)
2. One by one, determine which suit won each *Area*. Remember to:
 - Flip over any face-down cards
 - Check for *Area Card* effects
 - Check for suits changed by *Spotlight Cards*
3. Place your *Personal Suit* card and any *Area Cards* won by your suit face-down, near you until the end of the game.

The scoring samples on 5B show how *Area* effects, *Spotlight Cards*, and ties work when scoring an *Area*. For these scoring samples, assume that Player A chose the 🌀 5 for their *Personal Suit*, and that Player B chose the ✈️ 2.



5B

Scoring Sample



Because of this Area's effect, the suit with the lowest total value wins.

Player B played a *Spotlight Card* with the 2, so it will instead score as Player B's *Personal Suit* (). The other suits have higher total values, 3 for , and 9 for (4 + 5), so wins the Area, giving Player B this Area's 7 points.



Because of this Area's effect, cards played with a *Spotlight Card* have +1 value. Player A played a *Spotlight Card* with the 5, and Player B played theirs with the 4.



$$5 \times 5 + 1 = 6$$

3

3

2

$$4 \times 4 + 1 = 5$$

After applying the Area's effect, and *Spotlight Cards*, both and tie with 8 total value. Neither player receives this Area's 6 points.

6A



Solo Gameplay

Setup & Cards Per Round

In Solo gameplay you play against an AI named Light, attempting to outscore it. Solo gameplay has the following changes from 2 player gameplay:

- The ⚡ effect *Area Cards* are not used.
- You will not discard any *Playing Cards*.
- You will play the first card in each round.
- Light does not use *Spotlight Cards* or *Personal Suit* cards.

Any other changes will be mentioned throughout the Solo gameplay rules.

Each round, deal 8 *Playing Cards* to yourself and 13 to Light. Set aside the extra *Playing Cards*. Place Light's deck of cards face-down near the *Area Cards*.

When gathering up cards for rounds two and three, remember to return the extra *Playing Cards* that were not used in the last round.

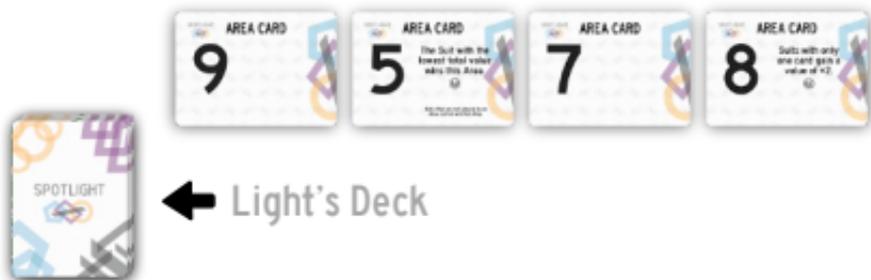
The only cards you will not gather up at the end of the round are the *Personal Suit* cards in your score pile.

6B

Solo Gameplay

Layout and Card Placement

After you have laid out the *Area Cards* and dealt out the *Playing Cards*, choose a *Personal Suit* from your hand of cards and place it near you.



On your turn, play one card from your hand. On its turn, Light will play two cards from the top of its deck in a specific way:

- The 1st card is always played into the same *Area* you last played to. (Unless it is full)
- The 2nd card is played into the left-most *Area* with the lowest number of cards in it.

If the *Area* you last played to is full, Light plays its 1st card into the left-most *Area* with the lowest number of cards. Light's 2nd card is played into whichever *Area* is now the left-most *Area* with the lowest number of cards.

7A



Solo Gameplay Light's Card Placement

In this example, Light plays its 1st card in the third column, after your \neq 2.

Light's 2nd card goes into the second column, because it is the left-most Area with the lowest number of cards.



In each round of Solo gameplay Light will play a single card on the final turn. All four Areas will be filled at the end of the round.

7B



Solo Gameplay

Scoring Tiers & Difficulty

The only variation in scoring during Solo gameplay is that Light wins every Area your *Personal Suit* does not win, including Areas that are tied. Remember to check for:

- The *Area Card*'s effect
- Suits changed by *Spotlight Cards*

Your *Personal Suit* card from each round is put into your scoring pile and is not played in future rounds. Place all *Areas* that you win in your scoring pile and any *Areas* Light wins into a face-down scoring pile for Light.

Scoring Tiers: The Solo game objective is to score more points than Light. How well you outscore Light determines your scoring tier.

★	★★	★★★	★★★★	★★★★★
Win by 1–10 points	Win by 11–15 points	Win by 16–20 points	Win by 21–25 points	Win by >25 points

Difficulty Adjustment: Once you've mastered game play against Light, challenge yourself by playing with one or no *Spotlight Cards*.