

**For real home fun and relaxation,
play these Milton Bradley Games:**

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games are sold.**

*A New
Thrill!*



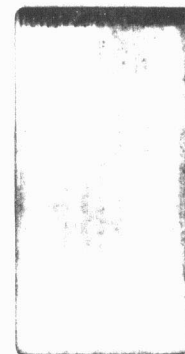
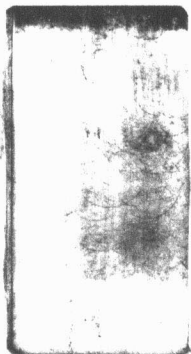
SPOTIA

THE GAME THAT KEEPS YOU GUESSING

Fun for any number of Players from Two to Twelve



**MILTON BRADLEY COMPANY
SPRINGFIELD, MASSACHUSETTS**



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SPOTTA

It is an old axiom that a leopard's spots never change. Although this statement has gone unchallenged for centuries, success or failure in this game depends on one's ability to change the leopard's spots — for the person who changes the most spots, wins the game. A good memory will help you to accomplish this although luck also plays an important part. You will find that the spots in the game are much like those you find yourself in, in everyday life — you might be in a "tight spot", or a "trying spot" or a "soft spot." You will notice that the game starts slowly and picks up momentum as the spots are changed and thus eliminated from further play.

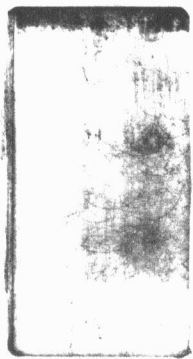
RULES

(Two or more players)

EQUIPMENT:

The equipment consists of a board showing a leopard without any spots. There are fifty round cardboard discs or "spots", black on top side, white on reverse, with one descriptive word printed on the white side, viz.: "Ideal" spot, "Bright" spot, "Dark" spot, etc. There is a deck of sixty cards, fifty of which have words corresponding to the words on the spots, and an additional ten lucky cards which are called "lucky spots." On each of the cards is a picture depicting the type of spot on that card.

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TO START THE GAME:

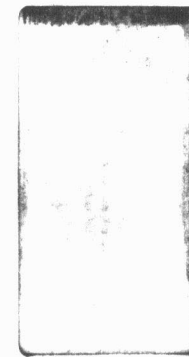
Place the fifty loose spots on the board word-side down, so that only the black side can be seen. Mix them up well, then distribute them evenly over the body of the leopard, including the tail, so that when completed you have a pretty, spotted leopard. Then shuffle the cards well and place the deck, face down, on the board so it may be easily reached by all of the players.

PLAY OF THE GAME:

One of the players is elected to start the game. He draws the top card from the deck and places it, face up, in front of him. He reads the legend on the card (Wet spot or Swell spot, or whatever it may be) and turns over one of the black discs on the leopard, hoping it matches the legend on the card he drew. The chances are 50 to 1 against him on this first play, but it *can* happen; and if it does, he leaves the disc with its white side up on the leopard, and turns the card face down on the table, at his right. This card forms the beginning of his "winning pile", and any other cards that he wins are added to it. He then has another turn and proceeds in the same manner.

THE "WRONG SPOT" PLAY:

If a player turns up a wrong spot — one that doesn't match the card he drew — which is usually the case in the early stages of the game, he shows it to all the players, then replaces the spot face down, leaving the card in front of him face up — and his turn is ended. As additional "wrong spot" cards are accumulated they are placed face up beside the first card in front of the player, so as to be easily read by all the players — not stacked one on top of another. Each player tries to remember the name of the spot which has just been turned down and its location, so that later on when its card is turned up, he will know where to find it. Turns follow to the left (clockwise).



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CHOICES OF PLAY:

On his first turn, each player must draw a card from the deck and try to find the corresponding spot on the leopard. However, after the first round there are several choices of play: A player may (1) Draw a card from the deck, or (2) He may play one of the cards which are turned face up in front of him, or (3) He may play a card which is face up in front of any of the other players.

(1) IF PLAYER DRAWS A CARD:

When a player draws a card from the deck, he must try once to find the corresponding spot on the leopard. If he fails, his turn is over. If he wins, he places the card face down on his "winning pile" and has another turn, in which he again has his choice of the 3 ways of play.

(2) IF PLAYER CALLS OWN CARD:

If a player decides to play for a spot corresponding to one of the cards in front of him, he must name the spot he is trying to pick. If he fails to find it, his turn is over. If he wins, he places the card face down on his "winning pile" and has another turn in which he again has his choice of the 3 ways of play.

(3) IF PLAYER CALLS ANOTHER PLAYER'S CARD:

If a player decides to play for a spot corresponding to one of the cards in front of an opponent, he must say which spot he is trying for. If he fails to locate this spot, he must give one of the cards from his "winning pile" to the opponent whose card he called, to be added to that player's "winning pile." If he wins, he takes the card which he called, from in front of the opponent, and adds it to his own "winning pile."

However, when an opponent's card is called, even if it is won, the player's turn is ended. No player may call an opponent's card unless the player calling has at least one card in his "winning pile", so that he can pay if he loses.

WHEN ALL CARDS HAVE BEEN DRAWN:

It may so happen that during the course of a game the players will have drawn all the cards from the deck before the end of the game has been reached. From the time this occurs until the end of the game, the players will of course be reduced to the two remaining choices of play, as explained in paragraphs 2 and 3.

"LUCKY SPOT" CARDS:

There are ten "Lucky Spot" cards in the deck, but no corresponding spots on the leopard. When a player draws a "Lucky Spot" card, he puts this in his "winning pile", and his turn is ended.

WINNER OF THE GAME:

When all the spots on the leopard have been successfully turned over in accordance with the above rules, the game is over. Each player counts the cards in his "winning pile", and the player who has the most cards wins the game.

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