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# BLIND SPOT

A GAME OF CLEVER  
WORD-SPOTTING  
BY RICHARD VICKERY

## OBJECTIVE

Reveal words by covering a letter on the board with one of your spots and block the other players from using the nearby letters. Race the clock and outlast your opponents to win!

## COMPONENTS

- 18 double-sided letter tiles
- 1 glasses tile
- 80 spots: 20 each in 4 colors
- 4 30-second sand timers
- This rulebook

***Note:** The small number on the bottom of each tile is for reference only and doesn't impact gameplay. Using the numbers on the tiles, you can create your own setups and your friends can copy them to try them out!*



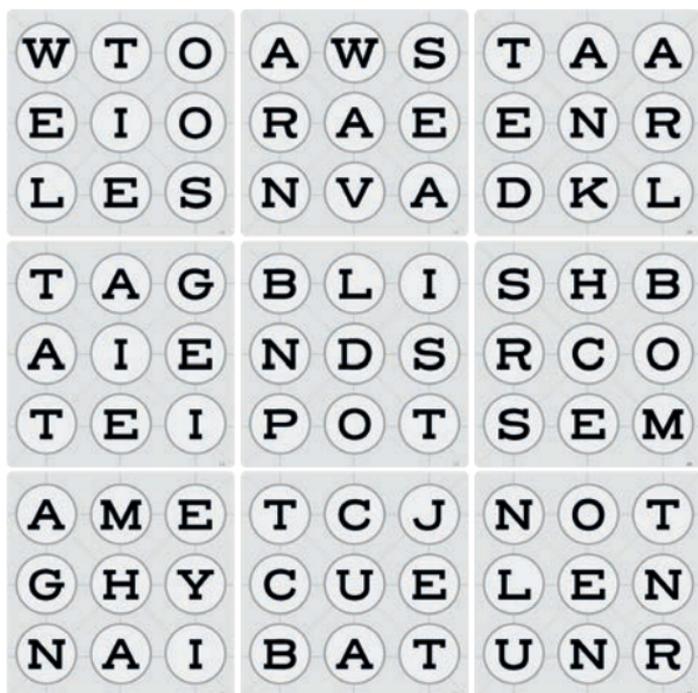
## CREDITS

**Game Design:** Richard Vickery

**Graphic Design:** Cody Jones, Dann May

**Executive Producer:** Dan Yarrington

**Publisher:** Sparkworks



Sample game setup

## SETUP

1. Randomly select 9 of the letter tiles and create the board by laying them out in a 3 x 3 grid, with all letters facing the same direction. It does not matter which side of the tile you use.

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2. Each player takes all the spots of one color. If playing with 2 players, one player takes the red and yellow spots and the other takes the blue and green spots (40 spots each).

## PLAY

Starting with the player with the best eyesight, players take turns in clockwise order. On your turn, start by flipping your timer. You now have just 30 seconds to spot a word!

To spot a word, you must place one of your spots on a vacant letter. You must then announce a valid word formed by reading across that spot using the following rules:

- The word must be made from letters in a straight, orthogonal line.
- The word may be read up, down, forwards, or backwards.
- Your just-placed spot may not be on the first or last letter in the word. Letters from **both** sides of the spot must contribute to forming the word.
- The word may include any number of **your own spots** but cannot include any spots belonging to another player.
- The word must be a dictionary word at least 3 letters long. If there is a dispute, have a vote among the players or consult an agreed upon dictionary. A list of allowed 3-letter words is provided at the end of this rulebook.

## FARSIGHTED BONUS

If your word is 5 letters long or more, you may immediately place a bonus spot of your color anywhere on the board! This spot does not have to form a word, so you can use it to block your opponents.

## GLASSES

If a player fails to spot a word in time, they must put one of their spots on the glasses tile. The next player then takes their turn as usual.

If this is the player's **first** spot on the glasses tile, they may now play words by reading **diagonally** in addition to orthogonally. Words may also be read forwards or backwards as usual.

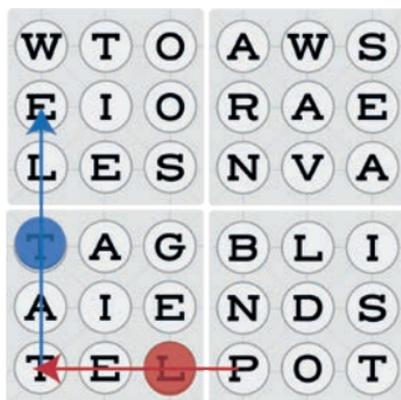
If this is the player's **second** spot placed on the glasses tile, they are **eliminated** from the game.

The last player still spotting wins!

## EXAMPLES OF PLAY

Red made the word PET  
(reading left).

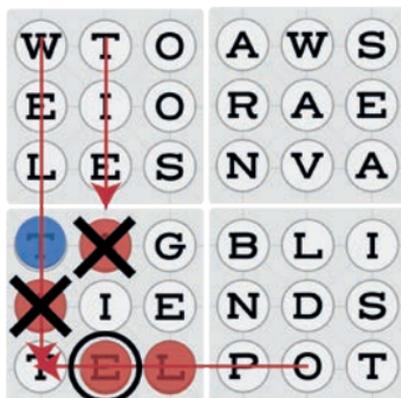
Blue responded with TALE  
(reading up).



Red cannot cover the A on the fourth row to make TIE as she is not reading across the newly placed spot.

Red also cannot cover the A to make WELT because she is not allowed to read over her opponent's spot. However, she has many other possible choices such as tea, goo, ego, tow, and roe.

Red decides to place a spot on the E on the bottom row and play OPT.



## TEAM GAME

Four players may play as two teams. The players with the red and yellow spots form a team, and the players with the blue and green spots form the other team. Each player controls one color. The members of each team sit alternately with the other team.

The rules are the same as in the normal game, with the following exceptions:

- Words may be spotted reading over both your spots **and** over your teammate's spots.
- Players should decide whether or not you wish to allow teammates to communicate with each other.
- As soon as one team member has a spot on the glasses tile, **both** members of the team may then play diagonal words.
- The first team to have **one of their players** place their second spot on the glasses tile loses the game, and the other team wins!

## SOLO PLAY

Take all of the red and blue spots. Your goal is to get as many red spots on the glasses tile before you add your second blue spot to the glasses tile. If you run out of spots, continue by using the green spots for blue, and the yellow spots for red.

Following the usual rules, play a blue spot first, then play a red spot. Continue to alternate turns between the colors. You must play a word if you can. When you can no longer play a specific color, place that color's spot on the glasses tile. As usual, one spot on the glasses tile enables you to use that color to play words that read diagonally.

After placing a second spot on the glasses tile, you can no longer use that color to play words on the board, but you should continue to add a spot to the glasses tile each turn that color would have been played. The game ends when the second blue spot is placed onto the glasses tile. Your score is equal to the number of red spots on the glasses tile.

### SOLO SCORING

**0 - 3** Get those eyes checked!

**4 - 9** Slightly blurry...

**10 - 15** Seeing clearly

**16 +** 20 / 20 vision!

## ALLOWED 3-LETTER WORDS A-M

ace	aye	but	deb	end	fro	hap	inn	lay	mix
act	baa	buy	del	ens	fry	has	ins	lea	moa
add	bad	bye	den	eon	fug	hat	ion	led	mob
ado	bag	cab	dew	era	fun	haw	ire	lee	mod
ads	bah	cad	dib	ere	fur	hay	irk	leg	mog
aft	bam	cam	did	erg	gab	heh	ism	lei	mol
age	ban	can	die	err	gad	hem	its	lek	mom
ago	bap	cap	dig	eta	gag	hen	ivy	let	mon
aha	bar	car	dim	eth	gal	her	jab	ley	moo
aid	bat	cat	din	eve	gam	hew	jag	lib	mop
ail	bay	caw	dip	ewe	gap	hex	jam	lid	mor
aim	bed	cay	dit	eye	gar	hey	jar	lie	mow
air	bee	chi	doc	fab	gas	hic	jaw	lip	mud
ait	beg	cob	doe	fad	gat	hid	jay	lit	mug
alb	bel	cod	dog	fag	gay	hie	jet	lob	mum
ale	bet	cog	dol	fan	gee	him	jib	log	
all	bey	col	dom	far	gel	hip	jig	loo	
alp	bib	con	don	fat	gem	his	job	lop	
alt	bid	coo	dos	fax	gen	hit	joe	lot	
amp	big	cop	dot	fay	get	hob	jog	low	
ana	bin	cos	dow	fed	gib	hod	jot	lox	
and	bio	cot	dry	fee	gid	hoe	joy	lug	
ant	bis	cow	dub	fem	gig	hog	jug	luv	
any	bit	cox	dud	fen	gin	hon	jut	lux	
ape	biz	coy	due	few	git	hop	kea	lye	
app	boa	coz	dug	fey	gnu	hot	keg	mad	
apt	bob	cru	dun	fez	goa	how	ken	mag	
arc	bod	cry	duo	fib	gob	hoy	key	man	
are	bog	cub	dye	fid	god	hub	kid	map	
ark	boo	cud	ear	fie	goo	hue	kin	mar	
arm	bop	cue	eat	fig	got	hug	kip	mat	
art	bot	cup	ebb	fin	goy	huh	kit	maw	
ash	bow	cur	eel	fir	gum	hum	koa	max	
ask	box	cut	eft	fit	gun	hut	kob	may	
asp	boy	dab	egg	fix	gut	ice	koi	med	
ass	bra	dad	ego	flu	guv	icy	lab	mel	
ate	bro	dag	eke	fly	guy	ids	lac	men	
auk	bud	dal	elf	fob	gym	iff	lad	met	
ave	bug	dam	elk	foe	had	ifs	lag	mew	
awe	bum	dan	ell	fog	hag	ilk	lam	mho	
awl	bun	dap	elm	fop	hah	ill	lap	mic	
awn	bur	daw	ems	for	haj	imp	law	mid	
axe	bus	day	emu	fox	ham	ink	lax	mil	

## ALLOWED 3-LETTER WORDS N-Z

nab	orc	pow	rot	son	too	wen
nag	ore	pox	row	sop	top	wet
nan	ort	pro	rub	sot	tor	who
nap	oud	pry	rue	sow	tot	why
nay	our	psi	rug	soy	tow	wig
nee	out	pub	rum	spa	toy	win
net	ova	pud	run	spy	try	wit
new	owe	pug	rut	sty	tub	wiz
nib	owl	pun	rye	sub	tug	woe
nil	own	pup	sac	sue	tui	wok
nim	pad	pus	sad	sum	tun	won
nip	pal	put	sag	sun	tut	woo
nit	pan	pyx	sal	sup	tux	wow
nix	pap	rad	sap	tab	two	wry
nob	par	rag	sat	tad	uke	xor
nod	pat	rah	saw	tag	ump	yag
nog	paw	raj	sax	taj	ups	yah
noh	pax	ram	say	tan	urn	yak
nor	pay	ran	sea	tao	use	yam
not	pea	rap	sec	tap	ute	yap
now	ped	rat	see	tar	vac	yaw
nub	pee	raw	seg	tat	van	yay
nun	peg	ray	set	tau	vas	yea
nut	pen	rec	sew	taw	vat	yen
oaf	pep	red	sex	tax	vet	yes
oak	per	ref	she	tea	vex	yet
oar	pet	reg	shy	ted	via	yew
oat	pew	rep	sib	tee	vie	yin
obi	phi	ret	sic	teg	vim	yip
oca	pia	rev	sim	ten	vis	yob
odd	pic	rex	sin	the	vow	yon
ode	pie	rho	sip	thy	vox	you
off	pig	ria	sir	tic	vug	yum
oft	pin	rib	sis	tie	wad	zag
ohm	pip	rid	sit	til	wag	zap
oil	pit	rig	six	tin	wan	zig
old	pix	rim	ska	tip	war	zip
one	ply	rip	ski	tit	was	zit
ooh	pod	rob	sky	tod	wax	zoo
ops	poi	roc	sly	toe	way	
opt	poo	rod	sob	tog	web	
ora	pop	roe	sod	tom	wed	
orb	pot	rom	sol	ton	wee	