

Viewpoint Tournament Rules

Basic Rules

Objective

To be the first player to collect 100 or more View-points. Viewpoint cards have a number in the top-left-hand corner, which indicates the number of View-points the card is worth. Each player collects View-points by placing cards from their **Hand** into their **Field of View** (the area on the table in front of each player).

Setting Up

Choose a player to shuffle the cards and deal 5 cards to each player (these cards become each players' **Hand**). The remaining cards are placed face-down in the middle of the table and become the **Draw Pile**.

Playing the Game

Starting with the player to the left of the dealer and continuing clock-wise around the table, players take turns performing the following steps:

1. Draw one card: Take one card from the **Draw Pile** and put it into your **Hand**. If there are no cards left in the **Draw Pile** then go straight to step 2.
2. Play one card: Place one card from your **Hand** into your **Field of View**. If you have no cards in your **Hand** to play and no other actions to performed (step 3) then your turn ends (go to step 4).
3. Perform actions: Perform the actions on the card you played. After drawing one card (step 1), you may also perform the actions on cards that allow you to perform additional actions on subsequent turns. Most of these actions involve moving cards between players' **Hands**, **Fields of View**, the **Draw Pile** and the **Discard Pile** (see page 2 for a description of each of these).
4. End the turn: You end your turn by adding up the number of View-points on the cards in your **Field of View**. If you have at least 100 View-points, you win the game. Otherwise, the next player starts their turn.

Finishing the Game

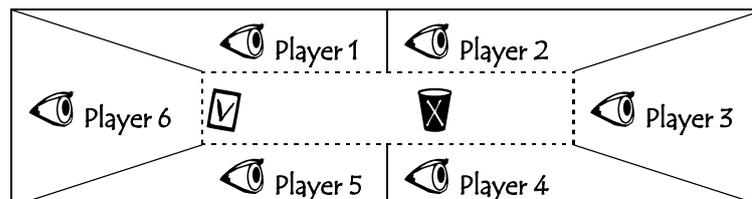
The game ends when a player has collected 100 or more View-points in their **Field of View**. This is determined at the end of each player's turn but only applies to the player whose turn it is. That is, if a player collects 100 or more View-points in another player's turn then they can't win until their next turn. However, if no player has reached 100 View-points and the **Draw Pile** and all players' **Hands** are empty, the winner is the player with the most View-points in their **Field of View**.

Special Rules and Actions

Viewpoint cards have rules text (sometimes including keywords and symbols) that describe what actions happen when you play the card or, in the case of cards like *Shadow* and *Visionary*, each of your turns while the card is in your **Field of View**. Most actions require a player to move one or more cards from one area to another. For example, the *Wink* card says "You DRAW 1 card". A player who plays the *Wink* card must take the top card of the **Draw Pile** and put it into their **Hand**.

Unless otherwise specified on the card, actions are mandatory (that is, they must be performed). The exception to this is if the action cannot be performed (or can only be partly performed) because there is no valid option, such as if there are not enough cards to draw, no cards to play or no cards to discard. Also, if an action can affect more than one player, the order that the players must do those actions in is clock-wise starting from the player who played the action (or is first affected by the action).

Figure 1:
Example table
set up



Symbols and Keywords

Viewpoint Symbols

Viewpoint symbols correspond to different areas within the game. Most actions in Viewpoint are used to move cards from one area to another. An example table setup is shown on page 1.



Hand

The cards in each player's Hand.



Field of View

The cards on the table in front of each player. When a player is required to play a card, the player takes a card from their Hand and puts it into their Field of View.



Draw Pile

The pile of cards in the middle of the table from where players draw cards. When a player is required to draw a card, the player takes the top card from the Draw Pile and puts it into their Hand. The player does not have to show which card they drew to the other players.



Discard Pile

The pile of cards next to the Draw Pile where discarded and cancelled cards are placed. When a player is required to put a card into the Discard Pile, it is placed face-up into the Discard Pile.

Viewpoint Keywords

Viewpoint keywords are used to simplify how actions on Viewpoint cards are explained.

DRAW

The player must take the top card of the **Draw Pile** and put it into their **Hand**.

DISCARD

The player must take a card from their **Hand** and put it face-up into the **Discard Pile**.

SWAP

The player must exchange any card in their **Field of View** with any card in another player's **Field of View**.

PASS

The player must take a card from their **Hand** and move it to the **Hand** of a specified player.

STEAL

The player must look at the cards in any other player's **Hand**, take any card from that player's **Hand** and put it into their own **Hand**.

REVEAL

Cards with the REVEAL keyword may be used in one of two ways. The first way is to play it normally during your turn and perform the actions (if any) stated on the card (except for the actions stated after the REVEAL keyword). The second way is to show the card from your **Hand** to all players, during any player's turn, and perform only the actions stated after the REVEAL keyword.

Note: Cards like *Peekaboo!* and *Two-Way Mirror* can be revealed and placed into your **Field of View** at any time (including during another player's turn). This action does not count as a card play.

CANCEL

Cards with the CANCEL keyword are used to cancel other actions. The actions that can be cancelled are stated on the cancelling card. When a player cancels a card, both the cancelled and cancelling cards are moved to the **Discard Pile**, unless otherwise stated, and the actions that were cancelled do not happen (even if the actions would have affected more than one player).

REPLACE

The player may move up to a specified number of cards from their **Field of View** and put them face-up into the **Discard Pile**. The player then plays cards (one at a time), equal to the number of cards they put into the **Discard Pile**, from the top of the **Draw Pile** into their **Field of View**. The actions on the newly played cards are performed as normal.

Note: Actions that can cancel cards that would move any cards from a **Field of View** to the **Discard Pile** can also cancel REPLACE actions.

HIDE

The player may put ('hide') a card in any player's **Field of View** face down underneath this card. The hidden card is considered not to be in a **Field of View** (for View-points and action purposes) but may be unhidden (and returned to the **Field of View**) if the hiding card is moved out of the **Field of View** (except for being hidden itself). Only the player whose card hid the card may look at the hidden card.

Official Tournament Rulings

If a rule on a card contradicts the rules in this document then the rule on the card takes precedence (unless otherwise clarified in this document). For example, *Shadow* will allow you to play more than one card during your turn.

Deck Composition

1. Tournament decks must consist of one Viewpoint deck and/or one Viewpoint Reflections deck and include the cards in the quantities specified below.
2. Each Viewpoint deck used in a tournament may only contain the following cards in the specified quantity:

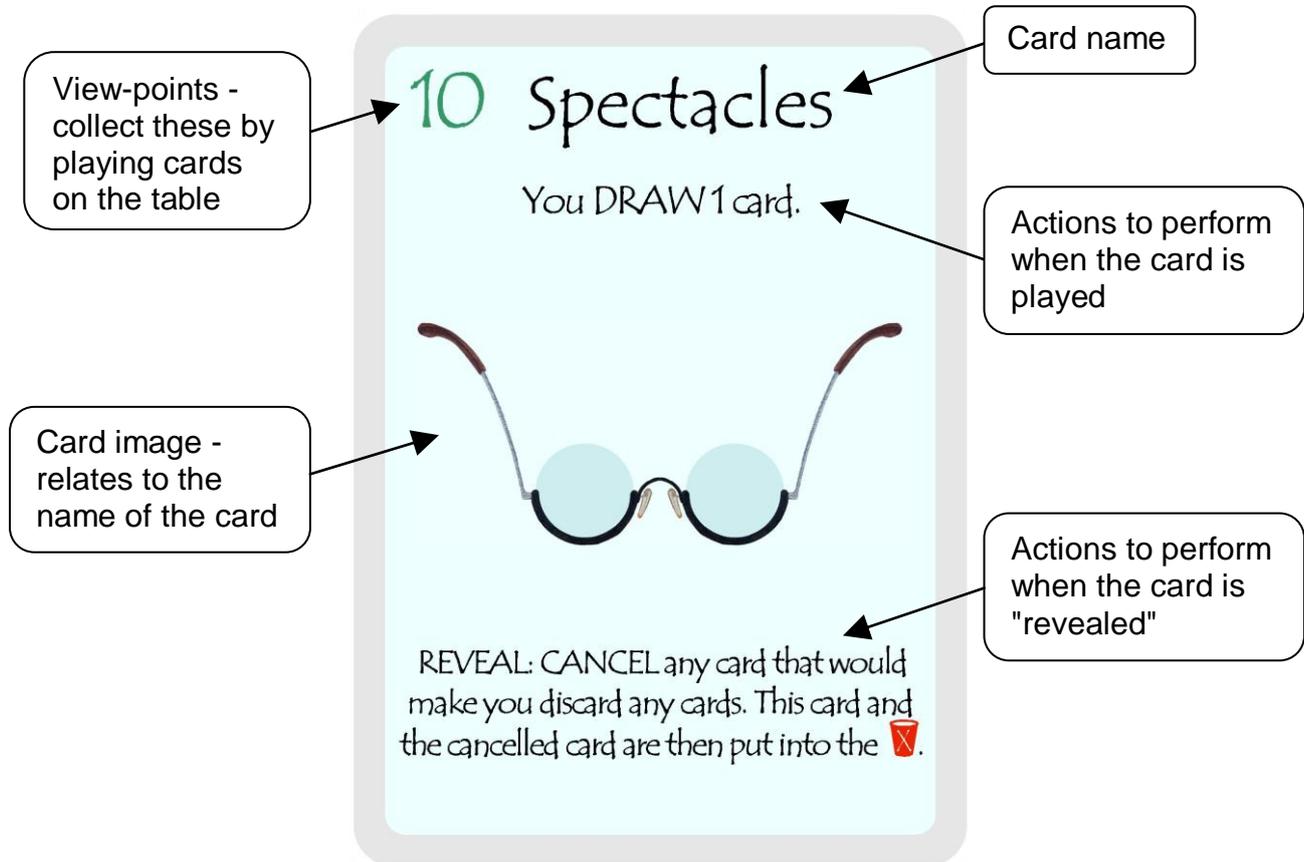
• All-Seeing Eye x 2	• Hindsight x 4	• Shared Perspective x 4
• Blind Freddie x 1	• Insight x 4	• Skewed View x 3
• Blind Spot x 6	• Mirage x 4	• Spectacles x 5
• Blindsided x 4	• Mirror Image x 2	• The Triclops x 1
• Blink x 3	• Peripheral Vision x 4	• Visionary x 1
• Blurred Vision x 3	• Persistence of Vision x 2	• Wild-eyed x 2
• Cross-eyed x 2	• See Into The Future x 3	• Wink x 6
• Eye Spy x 3	• Shadow x 1	
3. Each Viewpoint Reflections deck used in a tournament may only contain the following cards in the specified quantity:

• Bird's Eye View x 3	• Glance Left x 2	• Refocus x 2
• Counterspy x 3	• Glance Right x 2	• Robbed Blind x 1
• Evil Eye x 3	• Green-eyed Monster x 4	• Second Sight x 1
• Eye Catching x 4	• Hypnotise x 4	• Telescopic View x 5
• Eye for an Eye x 4	• Kaleidoscope x 4	• Two-Way Mirror x 2
• Eye Transplant x 2	• Lazy Eyes x 2	• Wandering Eyes x 3
• Focus Attention x 2	• Lighthouse x 4	• X-Ray Vision x 4
• Foresight x 3	• Peekaboo! x 6	
4. Tournament decks may, at the discretion of the tournament organiser, include the following special prize cards in the specified quantity:

• Eye on the Prize x 3	• Eyelets x 3	• Lookalikes x 3
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5. The composition of a deck may be altered during a tournament, but not during a game, so long as the rules above are adhered to. Furthermore, the same deck composition does not need to be used for every game that is played during a tournament. For example, in round one, there can be a game where a Viewpoint-only deck is used and a game where a Viewpoint Reflections-only deck. Then, in round two, there can be two games where a combined Viewpoint-Viewpoint Reflections deck is used.
6. The composition of all core decks (i.e. Viewpoint and Viewpoint Reflections) should be assessed for correctness prior to use in a tournament. The helps to ensure that no cards are missing or extra cards are present.
7. If a deck is found to have the incorrect composition during a tournament, that deck will be immediately replaced with a properly composed deck after the game in which it is being used is complete. The results of all games played with that deck will stand.

Official Tournament Rulings (continued)

Anatomy of a Card



Setting Up and Playing Viewpoint

TOURNAMENT STRUCTURE

8. There is a wide variety of structures that can be used to run a Viewpoint tournament. These include Knock Out, Round Robin, 2-Headed Giant, Double Score Multiple Player, Survival of the Fittest and many more.
9. The most common formats are Knock Out and Round Robin. The rules for setting up a Knock Out or Round Robin tournament are located on the 93 Made Games [website](http://www.93madegames.com.au).
10. A tournament organiser may use any format to run a tournament so long as they adhere to the rules in this document.
11. For the tournament to be sanctioned, the results from the tournament must be returned to 93 Made Games (info@93madegames.com.au) for ratification (incorporation into the global results database). 93 Made Games will determine the points awarded to each player in the tournament, which are used to determine rankings on the global leaderboard (on the 93 Made Games [website](http://www.93madegames.com.au)). Points awarded are dependent on the number of players in the tournament, the number of rounds played and the level/tier of the tournament (e.g. club, state, nation, world).
12. As a minimum, the results from a sanctioned tournament must include the player registration details, final player rankings (including any disqualifications or suspensions), date and location the tournament was run and the name and contact details of the tournament organiser.
13. Furthermore, tournaments must have a minimum of 4 players and a minimum of three games must be played during the tournament for it to be sanctioned; however, special dispensation for fewer players and/or games may be granted by 93 Made Games.

Official Tournament Rulings (continued)**DURATION OF ROUNDS**

14. Each round should only take 30 minutes to play but the tournament organiser can specify a maximum round time between 30 and 45 minutes depending on the number of games in a round.
15. If a winner has not been determined within a specific game when time is called then the current player finishes their turn and all players take one more turn each (missing a turn is counted as a player taking their turn in this instance). The winner is the player with the highest number of View-points after the last player takes their turn. If there are 2 or more people with the highest number of View-points at this stage, the game continues until only player has the highest number of Viewpoints (checked at the end of each players' turn).
16. Unless otherwise stipulated by the tournament organiser, there is no time limit in the final round or in play-offs.

GROUPING AND SEATING POSITIONS

17. Depending on the type of tournament, players may be grouped randomly or based on their rankings on the global leaderboard.
18. Players' seating positions may be chosen randomly or arbitrarily at the start of each game and the seating positions must not change during the game. It is up to the tournament organiser to decide which method for determining seating positions will be used.
19. More information on how to group and seat players is contained in the Viewpoint Tournament Organiser Pack and other tournament resources, which may be downloaded from the 93 Made Games [website](#).

SHUFFLING AND DEALING

20. The dealer is chosen at random between the players in each game.
21. The dealer shuffles the deck and deals 5 cards (face down) to each player starting with the player on the dealer's left.
22. The remaining cards are placed in the centre of the table and form the **Draw Pile**.
23. The player to the left of the dealer takes the first turn and play continues clock-wise around the table.
24. If multiple games are being played in a match (a series of games in the same round between the same players) then the winner of each game will be the dealer in the next game in that match.

TAKING A TURN

25. Each player performs the following actions during their turn:
 - 25.1. Draw cards. At the start of their turn, the player must draw one card from the top of the **Draw Pile** and put it into their **Hand**. No other actions may occur until this action takes place unless there are no cards to be drawn. The player may draw additional cards at any point during their turn if they have the *Visionary* card (or "cop(ies)" of the *Visionary* card) in their **Field of View**. The number of additional cards that may be drawn and the point at which they may be drawn is dependent on the number of *Visionary* cards (original or "cop(ies)") in the player's **Field of View** during their turn. See *Visionary*, *Mirror Image* and *Two-Way Mirror* for more details.
 - 25.2. Play cards & perform the actions on those cards. After drawing one card, the player must play one card from their **Hand** into their **Field of View**. The player must then perform the actions on that card. The player may play additional cards at any point during their turn if they have the *Shadow* card (or "cop(ies)" of the *Shadow* card) in their **Field of View**. The number of additional cards that may be played and the point at which they may be played is dependent on the number of *Shadow* cards (original or "cop(ies)") in the player's **Field of View** during their turn. See *Shadow*, *Mirror Image* and *Two-Way Mirror* for more details. After drawing one card, the player may also perform the actions on cards that allow them to perform additional actions on subsequent turns, including cards like *Second Sight*, which allows a "free" REPLACE action per turn.
 - 25.3. End the turn. After the player has drawn and played cards, the player adds up the number of View-points on the cards in their **Field of View**. If they have less than 100 View-points, the game continues with the next player's turn. If they have 100 or more View-points, they win the game.

SPECIAL CONDITIONS

26. A player does not have to draw a card if there are no cards left in the **Draw Pile**.
27. A player does not have to play a card if there are no cards left in their **Hand**.
28. If no player has reached 100 or more View-points when the **Draw Pile** runs out of cards then the game continues.
29. If no player has reached 100 or more View-points and the **Draw Pile** and all players' **Hands** are empty then the game ends at the end of the current player's turn. The winner(s) are the players with the most View-points at this point.

Official Tournament Rulings (continued)

30. On extremely rare occasions, the only card(s) left in a player or players' **Hands** might be the *Hindsight* card. If no player has reached 100 or more View-points and the **Draw Pile** is empty and a player uses *Hindsight* to return another *Hindsight* card to their **Hand**, any player may ask the player who did so to show the cards in their **Hand** to all players. If they have *Hindsight* or *Mirror Image* cards in their **Hand**, for the remainder of the game the *Hindsight* cards they play no longer have an effect. i.e. When played, they do not return cards to that player's **Hand**. This rule also applies if *Mirror Image* has been used to "copy" the actions of a *Hindsight* card or return another *Mirror Image* card to a player's **Hand**. This is known as the 'Hindsight Loop' rule.

Officiating Sanctioned Tournaments

The following protocols are used when participating in and officiating sanctioned tournaments. A sanctioned tournament is any tournament where the results are to be returned to 93 Made Games (info@93madegames.com.au) for ratification (incorporation into the global results database).

STRICT RULINGS

The following rulings must be adhered to when participating in a sanction tournament.

31. If asked, a player must declare how many cards they have in their **Hand**.
32. If asked, a player must declare how many View-points they have in their **Field of View**.
33. A player does not have to show or disclose the cards in their **Hand** unless a specific rule, such as STEAL, requires them to do so. The player "viewing" the STOLEN cards cannot show or disclose those cards to another player.
34. The onus is on each player to not let other players to see the cards in their **Hand**; however a player may show or disclose the cards in their **Hand** to any other player. Players receiving the information should beware of other players "bluffing", which is perfectly acceptable. However, players may not "bluff" information they are required to disclose, such as the number of cards in their **Hand** or the number of View-points in their **Field of View**.
35. Players may collude, however all players should beware that allegiances can be rather tenuous in a game of Viewpoint.
36. A player must layout the cards in their **Field of View** so that every card can be seen by all players and, if requested, must disclose the details of the cards in their **Field of View**.
37. Players may not look at or rearrange the cards in the **Draw Pile** unless a specific rule allows them to do so.
38. Players may look at and rearrange the card in the **Discard Pile**.
39. Players must keep track of the cards that they have "targeted" with their *Mirror Image* and *Two-Way Mirror* cards.
40. Players (or observers) that are watching a game they are not playing in must not provide advice or insight about the game they are watching.
41. If an action can affect more than one player, the order that the players must do those actions in is clock-wise starting from the player who played the action (or is first affected by the action). e.g. If Player A plays *Shared Perspective* then Player A draws the first card, the player to the left of Player A draws the next card and so on.
42. Players must draw a card at the start of their turn (if there are still cards in the **Draw Deck**). If a player has forgotten to draw a card, their opponents may remind them to do so and may also request that they immediately draw a card (even if it is not their turn).
43. Players must play a card after drawing their first card for their turn (assuming there were any cards to be drawn) only if they have cards in their **Hand**. If a player has forgotten to play a card, their opponents may remind them do so.
44. A card that has been played may not be returned to the player's **Hand** if it was a valid card play. i.e. A player may not return a "tabled" card to their **Hand**, even if they didn't mean to play the card in the first place. However, they must return it to their **Hand** if they were not allowed to play it. e.g. If it wasn't their turn.
45. A card that has been revealed may only be returned to the player's **Hand** if:
 - 45.1. Another player revealed a card that would make revealing a subsequent card obsolete. e.g. If Player A reveals *Spectacles* to cancel *Wild-eyed* and Player B then reveals their own *Spectacles*, Player B must return their *Spectacles* to their **Hand**.
 - 45.2. The actions associated with the reveal cannot take place. e.g. Player A plays *Mirage* and Player B reveals *Spectacles* in an attempt to cancel it, Player B must return *Spectacles* to their **Hand** as it cannot be used to cancel *Mirage*.
46. A card is considered to be in a **Field of View** as soon as it is played. This means that if a card is used to cancel a card being played, it cancels a card that is in a **Field of View**. Therefore, if the cancelled card would be moved from the **Field of View** to the **Discard Pile**, a card which could cancel this from happening could cancel the original cancelling card.

Official Tournament Rulings (continued)

47. Players may only respond to a card play with a reveal action after "target(s)" have been chosen. i.e. If a card play is being used to affect one or more players then the player playing the card must select the players to be affected before any player can respond to it with a reveal action. e.g. Player A plays *Skewed View* and "targets" a card in Player B's **Field of View** and a card in Player C's **Field of View**. Only after the "targets" have been chosen can Player B or Player C respond by cancelling *Skewed View* with *Persistence of Vision* or *Wandering Eyes*.
48. Players may only use a non-conditional reveal action (i.e. one that can be performed at any time during any players' turn) after the player whose turn it is has drawn a card at the start of their turn.
49. Players may only use an ongoing action (i.e. one that can be performed on a turn-by-turn basis, such as *Shadow*, *Visionary*, *Second Sight* and *Lighthouse*) after they have drawn a card (if possible) at the start of their turn.
50. Players must give their opponents enough time to respond to their card draw, play or reveal. e.g. If a player has *Shadow* in their **Field of View** and plays two cards in quick succession then they must allow their opponents to respond to the first card play before following through with the actions of the second card play. In this case, the second card is returned to the player's **Hand** as it is not a valid card play until their opponents are allowed enough time to respond to the first card play. Five seconds is considered to be a reasonable amount of time to respond to a card play or reveal but the tournament judge might allow for longer periods of time (not longer than 30 seconds) depending on the circumstances in the game.
51. After a player plays a card, all players get the chance to cancel the card being played (if they are able to do so). In clock-wise order starting with the player who played the card, players must either decline the chance or take the opportunity to cancel the card. After a player declines the chance, they cannot renege on their choice. If no one cancels the card, the actions on the card happen as normal. Note that this rule is most relevant when the opportunity to cancel a card that affects more than one player occurs. e.g. If *Wild-eyed* is played and more than one player has *Spectacles* in their **Hand**.
52. Players must not intentionally delay, slow down or stall a game. e.g. If a game is supposed to end within a certain time frame with the player on the most View-points at the end of the time frame declared the winner, no player is allowed to "stall" to protect their points lead. It is at the judges' discretion to decide whether or not a player is "stalling" and it is the onus of the players in the game to highlight any "stalling" indiscretions to the judges if the judges have not noticed.
53. Players are encouraged to arrive on time to all matches in which they are required to play; however, from time-to-time players may be tardy for reasons that are beyond their control. Therefore, players may arrive up to 5 minutes late for a match they are required to play in and still be allowed to play in that match. The players that are ready to play will be required to wait for 5 minutes (from the scheduled match start time or other reference time as stipulated by the judge(s)) for the tardy player(s) before commencing the first game in that match. A tardy player that arrives within the 5 minutes will be allowed to play in the match and will receive a warning (see 71) for the first game in that match. A tardy player that does not arrive within the 5 minutes will be considered to have forfeited all games in the match. The first game in the match will commence as normal as soon as all players arrive or when the 5-minute period ends (whichever comes first).
54. A player that forfeits a game, either voluntarily or if required to do so by a specific ruling, may continue to play in later games in the same tournament as long as playing in the forfeited game wasn't a prerequisite to playing in subsequent games. e.g. If it is a Knock Out tournament.
55. A player that forfeits a game will be considered to have lost that game. Their opponents will continue to play until a winner is declared in that game and continue playing in the tournament as normal. The player that forfeited will receive zero View-points (or the number of View-points they had at the time of the forfeit if they had less than zero), zero wins and one loss for every game they forfeit. If the forfeited game was a 2-player game (or all players except one has forfeited), the player that didn't forfeit receives 100 View-points (or the number of View-points they had at the time of the forfeit if they had more than 100), one win for every game the other player forfeited and no losses.
56. A player may forfeit all remaining games in the tournament. This is known as "dropping". It is up to the tournament organiser to decide how to determine the tournament statistics of a player who has dropped. e.g. their ranking, wins, losses, cumulative View-points, etc. In smaller tournaments it is typical to allow the player to retain the wins, losses and cumulative View-points they had at the time they dropped from the tournament. However, in larger tournaments, a player that drops will be deemed to have received zero wins, zero cumulative View-points, no prize and a ranking of last (or equal last if more than one played dropped) behind any other player(s) that completed the tournament.
57. Players may not "intentionally draw" by all players in the same game agreeing not to play each other during that game. If all players in a game forfeit under these conditions, those players will be considered to have dropped from the tournament. It is at the judge(s) discretion to decide whether or not this rule will be strictly enforced.
58. Players may not take notes during a game other than keeping track of scores. e.g. Players may not write down which cards they have or had in their **Hands** or what cards they observe in other players' **Hands**.

Official Tournament Rulings (continued)**OFFICIATING GAME PLAY**

The following rules exist to protect the integrity of the tournament structure and gives consistent guidelines to judges and score keepers.

59. There must be at least one judge in a sanctioned tournament. If there is more than one judge, one of the judges must be designated the role of head judge.
60. Judges may not play in a tournament in which they are officiating.
61. All rulings are at the discretion of the judge(s) and all judges' rulings are final. However, if there is a dispute between judges' rulings, the head judge's rulings are final.
62. A player has the right request a rules clarification from a judge, who must then provide the clarification.
63. A player has the right to appeal a ruling to the head judge who will then make the final decision.
64. There must be at least one score keeper in a sanctioned tournament. This may be a judge, tournament organiser, player or independent person. If it is a player, the scores after each round must be verified by a judge or independent person.
65. Score keepers may play in a tournament in which they are keeping score only if they are not also performing the duties of a judge.
66. The score keepers must ensure the results of the tournament are returned to 93 Made Games so they may be ratified.

INDISCRETIONS AND PENALTIES

67. Judges may assign penalties for indiscretions committed by players in sanctioned tournaments.
68. Players must be verbally notified of penalties they receive and the cautions, warnings and disqualifications must be noted next to their entries in the player registration sheet or database for the tournament.
69. When a player commits an indiscretion, the player or judge must immediately rectify that indiscretion (if possible, and within the next player's turn).

CAUTIONS, WARNINGS AND DISQUALIFICATIONS

70. A caution is a verbal notification that an indiscretion has occurred. **Penalty:** No penalty and the indiscretion must be corrected.
71. A warning is a verbal notification that a large indiscretion or repeat indiscretions have occurred in a single game. **Penalty:** The player receives a "-50 View-points" token for that game (cumulative).
72. A disqualification is a verbal notification that the player has committed a dangerous, illegal or severe indiscretion. **Penalty:** The player is removed from the tournament without prize and can be asked to leave the venue. All cards in that player's **Hand** and in their **Field of View** are removed from game.
73. Disqualifications can result in suspension from playing in a sanctioned tournament for a minimum of 2 years. The exact period of suspension will be determined by 93 Made Games after consultation with the judge(s). All of the global leaderboard points the player has accrued and the player's global ranking are nullified.
74. The head or sole judge must report the disqualification of a player from a tournament to 93 Made Games.
75. The following indiscretions attract a caution:
 - 75.1. Player does not draw or play a card as required or misplays a card (see 41, 42, 43, 44).
 - 75.2. Player performs an action out of order (see 41). e.g. if they draw out of turn from a *Shared Perspective*.
 - 75.3. Player takes notes during a game (excluding score-keeping) (see 58).
 - 75.4. Player does not keep track of the cards they have "targeted" with their *Mirror Image* or *Two-Way Mirror* cards (see 39).
 - 75.5. Player does not perform their actions in a timely manner (see 48, 52).
76. The following indiscretions attract a warning:
 - 76.1. Player refuses to disclose information as required (see 31, 32, 33, 34, 35).
 - 76.2. Player looks at or rearranges the cards in the **Draw Pile** when they are not allowed to do so (see 37).
 - 76.3. Player arrives up to 5 minutes late for a match (see 53).
 - 76.4. Player has received 3 cautions in the same game.
 - 76.5. Player has received 6 cautions in the tournament.
 - 76.6. Player acts in a minor unsportsmanlike manner. e.g. swearing.
77. The following indiscretions attract a disqualification:
 - 77.1. Player verbally or physically abuses another player.
 - 77.2. Player acts in a major unsportsmanlike manner. e.g. stealing, arguing with the head judge after they have made their final ruling, stalling (see 52).
 - 77.3. Player attempts to bribe a tournament official or participant.
 - 77.4. Player cheats in any other manner not described in this document.

Card Clarifications

Specific Card Rulings

The details in the card rulings below refer to the player playing or revealing the card unless otherwise specified.

WINK (15 View-points)

- a. Draw one card from the top of the **Draw Pile**.
- b. If there are no cards remaining in the **Draw Pile**, draw no cards.

BLINK (10 View-points)

- a. Draw two cards from the top of the **Draw Pile**.
- b. If there is only one card remaining in the **Draw Pile**, draw the remaining card.
- c. If there are no cards remaining in the **Draw Pile**, draw no cards.

THE TRICLOPS (5 View-points)

- a. Draw three cards from the top of the **Draw Pile**.
- b. If there are only one or two cards remaining in the **Draw Pile**, draw the remaining cards.
- c. If there are no cards remaining in the **Draw Pile**, draw no cards.

REFOCUS (5 View-points)

- a. Shuffle any and all cards in the **Discard Pile** and **Draw Pile** together.
- b. Place the shuffled cards face down to make a new **Draw Pile**.
- c. Draw three cards from the top of the **Draw Pile**.
- d. If there are only one or two cards remaining in the **Draw Pile**, draw the remaining cards.
- e. If there are no cards remaining in the **Draw Pile**, draw no cards.

LOOKALIKES (10 View-points)

- a. Count the number of players in the game.
- b. Draw that many cards from the top of the **Draw Pile**.
- c. If there are fewer cards in the **Draw Pile** than the number of players in the game, draw the remaining cards.
- d. If there are no cards remaining in the **Draw Pile**, draw no cards.

TELESCOPIC VIEW (10 View-points)

- a. Count the number of *Telescopic View* cards in all players' **Fields of View** (including this card).
- b. Draw that many cards from the top of the **Draw Pile**.
- c. If there are fewer cards in the **Draw Pile** than the number of *Telescopic View* cards in all players' **Fields of View**, draw the remaining cards.
- d. If there are no cards remaining in the **Draw Pile**, draw no cards.

SHARED PERSPECTIVE (20 View-points)

- a. Starting with the player who played the card and continuing clock-wise around to and including the player on the right of the player who played the card, all players draw one card from the top of the **Draw Pile**.
- b. If there are fewer cards remaining in the deck than there are players in the game, players draw cards until the remaining cards are all drawn.
- c. If there are no cards remaining in the **Draw Pile**, players draw no cards.

KALEIDOSCOPE (10 View-points)

- a. You choose to perform one of the following actions:
 - (1) Draw two cards (or as many as possible) from the top of the **Draw Pile**.
 - (2) Select another player to choose and discard one card of their choosing from their **Hand** (if able).
 - (3) Select any card (except *Hindsight*) in any player's **Field of View** to be moved into the **Discard Pile** (if able).
- b. The chosen action can be cancelled as normal.

Card Clarifications (continued)**X-RAY VISION** (10 View-points)

- a. Look at the top three cards of the **Draw Pile** (or the entire **Draw Pile** if there are three or fewer cards in it).
- b. Select one of those cards and put it into your **Hand**.
- c. Put the remaining cards (if any) face down on top of the **Draw Pile** in any order.
- d. If there are no cards remaining in the **Draw Pile**, do nothing.

BLIND SPOT (20 View-points)

- a. Select another player to choose and discard one card of their choosing from their **Hand**.
- b. If the chosen player does not reveal *Spectacles*, the chosen card is placed face up into the **Discard Pile**.
- c. If the chosen player reveals *Spectacles*, that player does not discard a card and *Blind Spot* and *Spectacles* are both placed face up into the **Discard Pile**.
- d. If the chosen player has no cards in their **Hand**, no cards are discarded.

BLURRED VISION (10 View-points)

- a. Select another player to choose and discard two cards of their choosing from their **Hand**.
- b. If the chosen player has only one card in their **Hand**, that card is chosen.
- c. If the chosen player does not reveal *Spectacles*, the chosen cards are placed face up into the **Discard Pile**.
- d. If the chosen player reveals *Spectacles*, that player does not discard cards and *Blurred Vision* and *Spectacles* are both placed face up into the **Discard Pile**.
- e. If the chosen player has no cards in their **Hand**, no cards are discarded.

BLIND FREDDIE (0 View-points)

- a. Select another player to choose and discard three cards of their choosing from their **Hand**.
- b. If the chosen player has less than three cards in their **Hand**, they choose all cards in their **Hand**.
- c. If the chosen player does not reveal *Spectacles*, the chosen cards are placed face up into the **Discard Pile**.
- d. If the chosen player reveals *Spectacles*, that player does not discard cards and *Blind Freddie* and *Spectacles* are both placed face up into the **Discard Pile**.
- e. If the chosen player has no cards in their **Hand**, no cards are discarded.

HINDSIGHT (20 View-points)

- a. Move any other card in your **Field of View** to your **Hand**.
- b. If you have no other cards in your **Field of View**, do nothing.
- c. This card cannot be moved from any players' **Field of View** to the **Discard Pile**.

BIRD'S EYE VIEW (0 View-points)

- a. Move any card in any other player's **Field of View** to your **Hand**.
- b. If there are no cards in any other player's **Field of View**, do nothing.

WILD-EYED (15 View-points)

- a. If no player reveals *Spectacles*, starting with the player who played the card and continuing clock-wise around to and including the player on the right of the player who played the card, each player chooses and discards a card from their **Hand** and places it face up into the **Discard Pile**. Players with no cards in their **Hand** may ignore this effect.
- b. If any player reveals *Spectacles*, no players discard cards and *Wild-eyed* and *Spectacles* are both placed face up into the **Discard Pile**.

BLINDSIDED (10 View-points)

- a. Select another player to miss their next turn.
- b. If the chosen player does not reveal *See Into The Future*, the next time that player would have a turn (not including turns they are already missing), they instead miss that turn.
- c. If the chosen player reveals *See Into The Future*, that player does not miss their next turn (not including turns they are already missing) and *Blindsided* and *See Into The Future* are both placed face up into the **Discard Pile**.

Card Clarifications (continued)**SEE INTO THE FUTURE** (5 View-points)

- a. Perform any remaining actions in your current turn (e.g. extra card draws/plays) and check the end of turn win condition.
 - i) If you have 100 or more View-points in your **Field of View** at the end of your turn, you win the game.
 - ii) If you have less than 100 View-points in your **Field of View** at the end of your turn, you immediately take another turn.
- b. REVEAL ACTION:
 - (1) You may reveal *See Into The Future* when you are chosen to miss your next turn using a card such as *Blindsided*.
 - (2) If you reveal *See Into The Future*, you do not miss your next turn and the card that would make you miss that turn and *See Into The Future* are both placed face up into the **Discard Pile**.

FORESIGHT (10 View-points)

- a. If you have more than 40 View-points in your Field of View (after playing *Foresight*), draw one card from the top of the **Draw Pile** (if able).
- b. Otherwise, perform any remaining actions in your current turn (e.g. extra card draws/plays) and check the end of turn win condition.
 - i) If you have 100 or more View-points in your **Field of View** at the end of your turn, you win the game.
 - ii) If you have less than 100 View-points in your **Field of View** at the end of your turn, you immediately take another turn.

MIRAGE (10 View-points)

- a. Select any card (except *Hindsight*) in any player's **Field of View** to be moved into the **Discard Pile**.
- b. If the player whose card is chosen does not reveal *Persistence of Vision* or *Wandering Eyes*, the chosen card is placed face up into the **Discard Pile**.
- c. If the player whose card is chosen reveals *Persistence of Vision* or *Wandering Eyes*, the player keeps their card and *Mirage* and *Persistence of Vision/Wandering Eyes* are both placed face up into the **Discard Pile**.

SKEWED VIEW (5 View-points)

- a. Select any two cards (except *Hindsight*) in any player's **Fields of View** to be moved into the **Discard Pile**.
- b. If there are no other cards (except *Hindsight*) in any player's **Field of View** when *Skewed View* is played, *Skewed View* becomes the only valid card to choose. i.e. *Skewed View* must be chosen to move itself to the **Discard Pile**.
- c. Two cards can be chosen from one player's **Field of View** or one card each can be chosen from two players' **Fields of View**.
- d. If no player whose card(s) are chosen reveals *Persistence of Vision* or *Wandering Eyes*, the chosen cards are placed face up into the **Discard Pile**.
- e. If any player whose card(s) are chosen reveals *Persistence of Vision* or *Wandering Eyes*, the players keep their cards and *Skewed View* and *Persistence of Vision/Wandering Eyes* are both placed face up into the **Discard Pile**.

EVIL EYE (5 View-points)

- a. Select any two cards with the same name (except *Hindsight*) in any player's **Fields of View** to be moved into the **Discard Pile** or select any card (except *Hindsight*) in any player's **Fields of View** to be moved into the **Discard Pile**.
- b. If there are no other cards (except *Hindsight*) in any player's **Field of View** when *Evil Eye* is played, *Evil Eye* becomes the only valid card to choose. i.e. *Evil Eye* must be chosen to move itself to the **Discard Pile**.
- c. If the player whose card(s) are chosen does not reveal *Persistence of Vision* or *Wandering Eyes*, the chosen card(s) are placed face up into the **Discard Pile**.
- d. If the player whose card(s) are chosen reveals *Persistence of Vision* or *Wandering Eyes*, the player keeps their card(s) and *Evil Eye* and *Persistence of Vision/Wandering Eyes* are both placed face up into the **Discard Pile**.

EYELETS (10 View-points)

- a. Select any card in any player's **Field of View** and place that card underneath *Eyelets*. That card is considered to be "hidden".
- b. The actions on that card cannot be performed and the View-points on that card don't count towards any players' total amount of View-points whilst it is underneath *Eyelets*. Furthermore, the card underneath *Eyelets* cannot be "targeted" by any other action.
- c. If *Eyelets* is subsequently moved out of the any **Field of View**, the actions on the card can be performed as normal, the View-points once again count and it can be "targeted" by actions as normal.
- d. If *Eyelets* is placed underneath another *Eyelets*, the card that was hidden by the first *Eyelets* is still considered to be hidden.

Card Clarifications (continued)**EYE FOR AN EYE** (10 View-points)

- a. You may select any card (except *Hindsight*) in your **Field of View** to be moved into the **Discard Pile**.
- b. If you do move a card to the **Discard Pile**, take the top card from the **Draw Pile** (if any) and play that card immediately.
- c. Perform the actions on that card as normal (except for the REVEAL actions).

EYE TRANSPLANT (0 View-points)

- a. You may select up to any two cards (except *Hindsight*) in your **Field of View** to be moved into the **Discard Pile**.
- b. If you do move card(s) to the **Discard Pile**, one at a time (for the number of cards moved to the **Discard Pile**) take the top card from the **Draw Pile** (if any) and play that card immediately.
- c. Perform the actions on each card played as normal (except for the REVEAL actions).

SECOND SIGHT (-5 View-points)

- a. Whilst this card is in your **Field of View**, during each of your turns, you may select any card (except *Hindsight*) in your **Field of View** to be moved into the **Discard Pile**.
- b. If you do move a card to the **Discard Pile**, take the top card from the **Draw Pile** (if any) and play that card immediately.
- c. Perform the actions on that card as normal.

ALL-SEEING EYE (10 View-points)

- a. You may Move any card from the **Discard Pile** to your **Hand**.
- b. If there are no cards in the **Discard Pile**, do nothing.

FOCUS ATTENTION (15 View-points)

- a. Move any two cards (or all cards in your **Hand** if you have fewer than two) from your **Hand** to the **Discard Pile**.
- b. Move any card from the **Discard Pile** to your **Hand**.
- c. If there are no cards in the **Discard Pile**, do nothing.

PERIPHERAL VISION (10 View-points)

- a. Select any card in your **Field of View** and any card in another player's **Field of View**.
- b. Move the card chosen in your **Field of View** to the other player's **Field of View** and move the chosen card in their **Field of View** to your **Field of View**.
- c. If there are no cards in any other player's **Field of View**, do nothing.

EYE CATCHING (-5 View-points)

- a. Move any card in another player's **Field of View** to your **Field of View**.
- b. If there are no cards in any other player's **Field of View**, do nothing.

INSIGHT (10 View-points)

- a. Select another player to show you the cards in their **Hand**.
- b. The chosen player shows the cards in their **Hand** to you and you choose one of those cards and place it into your **Hand**.
- c. You are not obliged to tell the chosen player which card you intend to take or have taken.
- d. If the chosen player has no cards in their **Hand**, do nothing.

EYE SPY (0 View-points)

- a. Select another player to show you the cards in their **Hand**.
- b. The chosen player shows the cards in their **Hand** to you and you chose two of those cards and place them into your **Hand**.
- c. You are not obliged to tell the chosen player which cards you intend to take or have taken.
- d. If the chosen player only has one card in their **Hand**, you take that card.
- e. If the chosen player has no cards in their **Hand**, do nothing.

Card Clarifications (continued)**ROBBED BLIND** (-10 View-points)

- a. Select another player to show you the cards in their **Hand**.
- b. The chosen player shows the cards in their **Hand** to you and you chose three of those cards and place them into your **Hand**.
- c. You are not obliged to tell the chosen player which cards you intend to take or have taken.
- d. If the chosen player only has one or two cards in their **Hand**, you take those cards.
- e. If the chosen player has no cards in their **Hand**, do nothing.

GREEN-EYED MONSTER (5 View-points)

- a. Select another player who has more cards in their **Hand** than you have in your **Hand** (after playing *Green-eyed Monster*) to show you the cards in their **Hand**.
- b. If the chosen player subsequently reduces the number of cards in their **Hand** so that they no longer have more cards in their **Hand** than you have, you may select another player who does have more cards.
- c. The player eventually chosen shows the cards in their **Hand** to you and you chose two of those cards and place them into your **Hand**.
- d. You are not obliged to tell the chosen player which cards you intend to take or have taken.
- e. If the chosen player only has one card in their **Hand**, you take that card.
- f. If no player has more cards in their **Hand** than you have in your **Hand**, do nothing.

COUNTERSPY (5 View-points)

- a. Select another player to show you the cards in their **Hand**.
- b. The chosen player shows the cards in their **Hand** to you and you choose one of those cards and place it into your **Hand**.
- c. You are not obliged to tell the chosen player which card you intend to take or have taken.
- d. If the chosen player has no cards in their **Hand**, do nothing.
- e. REVEAL ACTION:
 - (1) You may reveal *Counterspy* when a card is played to make a player STEAL any cards from your **Hand**.
 - (2) If you reveal *Counterspy*, that player STEALS no cards from your **Hand**. Instead, you STEAL one card from that player's **Hand**.

CROSS-EYED (-5 View-points)

- a. Select any other player to exchange the cards in your **Hand** with the cards in their **Hand**.
- b. Both players exchange the cards in their **Hands** (even if one player has no cards in their **Hand**).

HYPNOTISE (15 View-points)

- a. Select another player to move one card from their **Hand** to your **Hand**.
- b. If the chosen player has no cards in their **Hand**, do nothing.

GLANCE LEFT (20 View-points)

- a. Every player moves one card from their **Hand** to the **Hand** of the player on their left.
- b. Any player that has no cards is not required to move a card from their **Hand**.
- c. Players cannot "pass on" a card that they just received.

GLANCE RIGHT (20 View-points)

- a. Every player moves one card from their **Hand** to the **Hand** of the player on their right.
- b. Any player that has no cards is not required to move a card from their **Hand**.
- c. Players cannot "pass on" a card that they just received.

LAZY EYES (20 View-points)

- a. Put any two cards (or all cards in your **Hand** if you have fewer than two) from your **Hand** (face down) on top of the **Draw Pile** in any order.

VISIONARY (-10 View-points)

- a. Whilst this card is in your **Field of View**, during each of your turns, you may draw an additional card beyond your regular card draw.

Card Clarifications (continued)**SHADOW** (-15 View-points)

- a. Whilst this card is in your **Field of View**, during each of your turns, you may play an additional card beyond your regular card play.

MIRROR IMAGE (0 View-points)

- a. Select any other card in any player's **Field of View**.
- b. Perform the actions on that card (except for the REVEAL actions).
- c. If the chosen card is another *Mirror Image* or *Two-Way Mirror* then the actions that are performed are the actions that the chosen *Mirror Image* or *Two-Way Mirror* had "targeted" or is currently "targeting", not the *Mirror Image* or *Two-Way Mirror* action.
- d. If the chosen card is removed from the table (e.g. it is moved to the **Discard Pile** or a player's **Hand**), the actions can no longer be performed. e.g. If *Shadow* was chosen and then removed from the table, the *Shadow* actions can no longer be performed.

TWO-WAY MIRROR (10 View-points)

- a. REVEAL ACTION:
 - (1) You may reveal *Two-Way Mirror* at any time during any player's turn.
 - (2) If you do, put *Two-Way Mirror* into your **Field of View**.
 - (3) Select another player to take the top card from the **Draw Pile** (if any) and play that card immediately.
 - (4) That player performs the actions on that card as normal.
 - (5) You then perform the actions on that card (except for the REVEAL actions).
 - (6) If the played card is *Mirror Image* then the actions that are performed are the actions that the chosen *Mirror Image* had "targeted" or is currently "targeting", not the *Mirror Image* action.
 - (7) If the played card is removed from the table (e.g. it is moved to the **Discard Pile** or a player's **Hand**), the actions can no longer be performed. e.g. If *Shadow* was chosen and then removed from the table, the *Shadow* actions can no longer be performed.

SPECTACLES (10 View-points)

- a. Draw one card from the top of the **Draw Pile**.
- b. If there are no cards remaining in the **Draw Pile**, draw no cards.
- c. REVEAL ACTION:
 - (1) You may reveal *Spectacles* when you would be made to discard any cards using a card such as *Blurred Vision*.
 - (2) If you reveal *Spectacles*, no player discards cards (due to the DISCARD action) and the card that would cause cards to be discarded and *Spectacles* are both placed face up into the **Discard Pile**.

PERSISTENCE OF VISION (10 View-points)

- a. REVEAL ACTION:
 - (1) You may reveal *Persistence of Vision* when you would be made to move any cards from your **Field of View** to the **Discard Pile** using a card such as *Skewed View*.
 - (2) If you reveal *Persistence of Vision*, no player moves cards from their **Field of View** to the **Discard Pile** (as a result of the move action) and the card that would cause those cards to be moved and *Persistence of Vision* are both placed face up into the **Discard Pile**.

WANDERING EYES (5 View-points)

- a. Select any card (except *Hindsight*) in any player's **Field of View** to be moved into the **Discard Pile**.
- b. If the player whose card is chosen does not reveal *Persistence of Vision* or *Wandering Eyes*, the chosen card is placed face up into the **Discard Pile**.
- c. If the player whose card is chosen reveals *Persistence of Vision* or *Wandering Eyes*, the player keeps their card and *Wandering Eyes* and *Persistence of Vision*/*Wandering Eyes* are both placed face up into the **Discard Pile**.
- d. REVEAL ACTION:
 - (1) You may reveal *Wandering Eyes* when you would be made to move any cards from your **Field of View** to the **Discard Pile** using a card such as *Skewed View*.
 - (2) If you reveal *Wandering Eyes*, no player moves cards from their **Field of View** to the **Discard Pile** (as a result of the move action) and the card that would cause those cards to be moved and *Wandering Eyes* are both placed face up into the **Discard Pile**.

Card Clarifications (continued)**LIGHTHOUSE** (20 View-points)

- a. At any time during any players' turn, you may move *Lighthouse* from your **Field of View** to the **Discard Pile** to cancel any card being played.
- b. If you do, the card play is cancelled and *Lighthouse* and the cancelled card are both placed face up into the **Discard Pile**.

PEEKABOO! (5 View-points)

- a. REVEAL ACTION:
 - (1) You may reveal *Peekaboo!* at any time during any player's turn.
 - (2) If you do, put *Peekaboo!* into your **Field of View**.

EYE ON THE PRIZE (-10 View-points)

- a. Whilst this card is in your **Field of View**, when an action is played that would affect any cards in your **Field of View**, which could also affect this card, this card must be chosen to be affected before any other cards in your **Field of View** can be chosen to be affected.

Frequently Asked Questions

Q. Can I score more than 100 View-points in a game?

A. Yes, and you win that game if you are the first to do so.

Q. What happens if the cards in the **Draw Pile** run out?

A. You keep playing until a player reaches 100 View-points or all players' **Hands** are empty.

Q. Can I look at and rearrange the cards in the **Discard Pile**?

A. Yes

Q. Is there a limit to the number of cards I can have in my **Hand** or **Field of View**?

A. No

Q. When a player makes me DISCARD a card, do I remove the card from my **Hand** and/or **Field of View**?

A. Your **Hand**. The DISCARD action only affects cards in your **Hand**. Cards that remove cards from your **Field of View** will state this explicitly.

Q. Can there be more than one copy of a card on the table at any time?

A. Yes

Q. When a player STEALS cards from my **Hand**, is the player supposed to show me the cards they took?

A. No

Q. Besides when I play or REVEAL a card, when am I required to show my cards to other players?

A. When a player targets you with a STEAL action and you have to show that player your **Hand**.

Q. Is it possible to miss multiple turns in a row?

A. Yes, if players have played more than one *Blindsided* card and selected you to miss a turn.

Q. Is it possible to take multiple turns in a row?

A. Yes, if you have played one or more *See Into The Future* or *Foresight* cards. Each additional turn happens after you have drawn and played all cards you could (and have chosen to) in the preceding turn.

Q. If I play a card to give me an extra turn, do I take that turn straight away if I have *Shadow* in my **Field of View**?

A. No, you must still finish your turn including any other actions you must make, such as playing an extra card.

Q. If I have *Visionary* in play, when do I draw the extra card?

A. During your turn, at any point after you play *Visionary* or any point after your normal card draw if it is already in your **Field of View**.

Q. Can you exchange an empty **Hand** with *Cross-eyed*?

A. Yes, the unlucky player will just give all of their cards to the player with none.

Q. When I use the SWAP action, do I get to use the actions on the cards that I swapped into my **Field of View**?

A. Only if it is an action that is supposed to occur every turn, such as for the *Shadow*, *Visionary* and *Second Sight* cards. SWAP only exchanges the points and "on table" actions of the card, not the "as played" or REVEAL actions.

Frequently Asked Questions (continued)

Q. What happens if I play a card with the SWAP action and all other players have no cards in their **Fields of View**?

A. This means there are no valid cards to move to your **Field of View** and therefore all of your cards remain in your **Field of View**. That is, you can play a card with the SWAP action but you cannot swap a card when it is played.

Q. What happens if I play *Hindsight* and it is the only card in my **Field of View** and I am required to return another card to my **Hand**?

A. Nothing, *Hindsight* remains in your **Field of View** as it must move any other card back to your **Hand**.

Q. What happens if I am using *Mirror Image* or *Two-Way Mirror* to “copy” *Shadow* (or *Visionary*) and the *Shadow* (or *Visionary*) card is removed from the table (i.e. to the **Discard Pile** or back into a player's **Hand**)?

A. *Mirror Image* or *Two-Way Mirror* no longer “copies” the *Shadow* (or *Visionary*) actions because the *Shadow* (or *Visionary*) card is no longer in any player's **Field of View**.

Q. What happens if there are only *Mirror Image* cards (or no cards at all) on the table when another *Mirror Image* card is played?

A. Nothing, there are no practical actions to “copy”.

Q. Where do I place the *Mirror Image* or *Two-Way Mirror* cards when I use them to “copy” another card?

A. They are placed in your **Field of View** and you are required to keep track of what card they have copied.

Q. Can “cancelling” cards, such as *Spectacles*, *See Into The Future* and *Persistence of Vision*, CANCEL a card that is “copying” a corresponding action? e.g. If I play *Mirror Image* and use it to “copy” the action on *Blind Spot*, can a player CANCEL my *Mirror Image* with their *Spectacles*?

A. Yes

Q. A player plays *Skewed View* and chooses to move a card from my **Field of View** and another player's **Field of View** to the **Discard Pile**. If I then REVEAL *Persistence of Vision* to CANCEL the *Skewed View*, does the other player's card still get moved from his **Field of View** to the **Discard Pile**?

A. No, none of the actions on *Skewed View* happen if it is cancelled. The same is true for *Spectacles* cancelling *Wild-eyed*.

Q. I moved my *Lighthouse* to the **Discard Pile** to cancel a card being played but my opponent cancelled my *Lighthouse* with *Wandering Eyes*. *Wandering Eyes* says to move it and the card it cancelled to the **Discard Pile**. What happens if the *Lighthouse* is already in the **Discard Pile**?

A. It stays in the **Discard Pile**.

Q. Am I allowed to “pass on” the card that was passed to me using the *Glance Left/Right* action?

A. Only if it was passed to you using a previous *Glance Left/Right* action. i.e. You can't pass on a card that was passed to you using the same *Glance Left/Right* action.

Q. Can *Eye for an Eye* REPLACE itself when it is played?

A. Yes. The same applies for *Eye Transplant* and *Second Sight*.

Q. My opponent plays *Green-Eyed Monster* and selects me for the target of the STEAL action but I then reveal two *Peekaboo!* cards to shrink my hand size to less than my opponent's hand size. Does my opponent still get to STEAL the cards from my **Hand**?

A. No. However, your opponent may select another player who has more cards than them to STEAL from.

Q. Can I use my *Counterspy* card to cancel another player's *Counterspy* cancel action that is being used on me?

A. Yes, and your original STEAL action and the STEAL action from your *Counterspy* both happen.

Frequently Asked Questions (continued)

Q. What happens when I REVEAL *Two-Way Mirror* or play *Eye for an Eye* or *Eye Transplant* when there are no cards left in the **Draw Pile**?

A. Nothing happens with *Two-Way Mirror*. However, with *Eye for an Eye* and *Eye Transplant*, you may still move cards from your **Field of View** to the **Discard Pile**.

Q. If I get to REPLACE two cards with *Eye Transplant* and the first new card allows me to replace another card, do I REPLACE that card before playing the second new card with *Eye Transplant*?

A. Yes, playing new cards with the REPLACE ability is done one at a time. i.e. The first new card is played and all actions resulting from the first card play are completed. Then the second new card is played and all actions resulting from the second card play are completed.

Q. Can I REVEAL and place *Two-Way Mirror* or *Peekaboo!* into my **Field of View** during another player's turn?

A. Absolutely!

Q. Does REVEALLING and putting *Peekaboo!* or *Two-Way Mirror* into my **Field of View** count as a card play?

A. No, it is essentially a free card that you can put into your **Field of View** at anytime. Furthermore, you may still play both cards as normal without performing the actions listed after the REVEAL keyword.

Q. Can I cancel *Peekaboo!* or *Two-Way Mirror* with *Lighthouse*?

A. Only if those card are being played and not if they are being REVEALED. REVEAL actions can't be cancelled by *Lighthouse* as it can only cancel cards that are being played.

Q. Can I cancel a card that was played into a player's **Field of View** with *Two-Way Mirror*'s ability using *Lighthouse*'s ability?

A. Yes, because the card is being played from the top of the **Draw Deck**. If it is cancelled, *Two-Way Mirror*'s ability to perform the actions on that card can't be used as the card is no longer available to "copy".

Q. Can *Two-Way Mirror* be cancelled if it "copies" a STEAL ability?

A. Yes, *Counterspy* can be used to cancel it. In this case, *Two-Way Mirror* is cancelled and moved to the **Discard Pile**. However, the card that it is "copying", which is the card that was put into another player's **Field of View**, is not cancelled and remains in that player's **Field of View**.

Q. Does *Mirror Image* or *Two-Way Mirror* "copy" the option that is selected with *Kaleidoscope*?

A. No, these cards "copy" the *Kaleidoscope* rules text, including the ability to select one of the three options.

Q. If I "copy" *Telescopic View* with *Mirror Image* or *Two-Way Mirror*, do I count the "copying" card when determining the number of cards to draw?

A. No, because the "copying" card doesn't "copy" the name of the card it has "copied". It only "copies" the non-REVEAL actions on the card it has "copied".

Q. Can I cancel *Hindsight* with *Lighthouse*?

A. No, because *Lighthouse* cannot be moved from a **Field of View** to the **Discard Pile**.

Q. Can I use *Second Sight* to REPLACE a card on the turn that *Second Sight* is placed into my **Field of View**?

A. Yes.

Q. What happens if I play *Refocus* and either the **Draw Pile** and/or **Discard Pile** are empty?

A. You still shuffle together whatever cards remain in any of the piles and make a new **Draw Pile**.

Q. I played a card to STEAL a card from my opponent's **Hand** and started looking for a card to STEAL. My opponent then plays *Counterspy* to try and cancel the STEAL action. Is this allowed?

A. No. They can only cancel the STEAL action when you play the card that would allow you to STEAL a card. It is too late to cancel that card when you are already performing the STEAL action. The same applies for all actions that could be cancelled. i.e. If you are already performing the actions after the card play has been allowed to come into effect, that action can't be cancelled.

Q. When a card becomes unhidden, can I use the actions on that card again?

A. Only if they are actions that happen on a perpetual or per turn basis. e.g. *Lighthouse*, *Second Sight*, *Visionary* and *Shadow*.

Frequently Asked Questions (continued)

Q. When can I select whether or not to cancel a card with *Lighthouse*?

A. Once the player playing the card selects the card(s)/player(s) to be affected by the card they played. i.e. When their target(s) have been chosen. You can also select to cancel the card before the target(s) are chosen but this is usually not as beneficial.

Q. Can I use *Evil Eye* to move cards from two players' **Fields of View** to the **Discard Pile**?

A. No. *Evil Eye* can only be used to move cards from one player's **Field of View** to the **Discard Pile**.

Q. My opponent makes me play *Eye Catching* using *Two-Way Mirror*. Can I move my opponent's *Two-Way Mirror* (a "copy" of *Eye Catching*) to my **Field of View** so I can move another card to my **Field of View** using the "copied" *Eye Catching*?

A. Yes.

Q. My opponent makes me play *Foresight* (or *See Into The Future*) using *Two-Way Mirror* during another player's turn. When do I take the extra turn?

A. You take the extra turn after you have your next turn (or would miss your next turn or, if you would miss multiple turns in a row, the last turn that you would miss). You do not take your turn straight away. Also, your opponent who revealed *Two-Way Mirror* would not take their extra turn until after they had their next turn, etc.

Q. I use my *Counterspy* card to cancel another player's STEAL action that would have stolen 2 or more cards from my **Hand**. How many cards can I STEAL in response?

A. No matter how many cards would have been stolen from you, you can only STEAL 1 card in response when you use *Counterspy* to cancel a STEAL action.

Q. Do I play the actions again on a card that I have unhidden from *Eyelets*?

A. Only if it is an ongoing action like those on *Shadow*, *Visionary*, *Second Sight* or *Lighthouse*. Unhiding a card is not considered a card play.

Credits and Acknowledgements

Visit www.viewpointgame.com.au for the latest information on Viewpoint, including alternative ways to play the game, details of official events and news on upcoming Viewpoint releases.

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