

VIEWPOINT™ REFLECTIONS

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 then your turn ends (go to step 4).
3. **Perform actions:** Perform the actions on the card you played. Most of these actions involve moving cards between players' **Hands**, **Fields of View**, the **Draw Pile** and the **Discard Pile** (see opposite 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.

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 over the page.



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.



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.

Finishing the Game

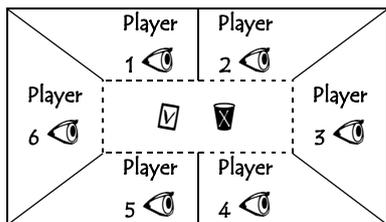
The game ends when a player has collected 100 or more View-points in their **Field of View**. This is determined at the end of each player's turn but only applies to the player whose turn it is. That is, if a player collects 100 or more View-points in another player's turn then they can't win until their 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 describes what actions happen when you play the card or, in the case of cards like *Second Sight* and *Lighthouse*, each of your turns while the card is in your **Field of View** or at any time while the card is in your **Field of View**, respectively. Most actions require a player to move one or more cards from one area to another. For example, the *Bird's Eye View* card says "Move 1 card in any other player's  to your .

A player who plays the *Bird's Eye View* card must take any card in another player's **Field of View** 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



Extra Information and Credits

Visit www.viewpointgame.com.au for the latest information on Viewpoint and Viewpoint Reflections, including alternative ways to play both games, official tournament rules and FAQs and news on upcoming Viewpoint releases.

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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**.

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.