

# VIEWPOINTS

# GAME RULES

## Custom Prototype Rules

**VIEWPOINTS** is a COOPERATIVE PUZZLE GAME for 1 to 5 players.

### **GOAL OF THE GAME**

The goal of the game is to build a structure using available pentominos and blueprint cards. The blueprint cards however only show the final structure from a particular viewpoint. The players need to work together to build the final structure while **not allowed to discuss** (verbally or non-verbally) their cards or the actions needed to build the structure. The players are building **THE SAME** structure, however from different perspectives.

### **GAME CONTENTS**

- 10 Pentomino Pieces
- 1 Base for a 10x5 pentomino solution (has playing grid on the bottom)
- 100 Blueprint cards (CHALLENGEs A001 to A020)
- 1 Round Counter
- 5 Card Stands
- 10 Empty Blueprint cards
- 1 Rulebook
- 5 Special Action Tokens

## GAME SETUP

1) Find a suitable place to play the game. As it is important to see the structure from your viewpoint (side) properly, it is advisable to play the game at a table.

2) Use the provided playing grid (bottom of the game box) as a base for the game, place it in between the players, so everybody can reach it.

3) Place all pentomino pieces around the playing grid (these are called free pentominos). If you are playing with Action Tokens, place the tokens next to the playing grid.

4) Select a CHALLENGE that you want to play and find all 5 associated blueprint cards (each CHALLENGE has 5 blueprint cards).

5) Based on number of players, hand out the appropriate cards (each card is marked player 1 to player 5). Single player (solitaire game) is described in a separate chapter. In a 2 player game, players can decide to use cards 1 and 2 or cards 3 and 4. Players should protect their cards and not show them to other players.

6) Players should position themselves around the playing grid based on this schema:

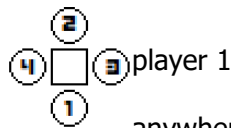
Player 1 always opposite player 2

Player 3 always to the right of

Player 4 always opposite player 3

Player 5 can be positioned

viewpoint is from the **TOP**



anywhere – their

7) Players should not move around and extensively lean over to see the structure from other perspectives.

8) Player 1 should always start and the round should continue with player 2, then 3,4 and 5. It is possible to start the game at any position and take turns in any order (e.g. just going

clockwise), however the CHALLENGEs were designed and balanced for complexity taking the correct order into account.

## **DIFFICULTY**



The challenges are ranked by 5 difficulty levels. The difficulty levels represent an aggregate complexity score taking into account size of structure, number of pentominos used, position of pieces and their relative

visibility on cards.

## **GAME TURN**

In a turn a player takes the following steps in the following order:

- 1) Announce to other players **IF** their viewpoint is fully completed (this step is skipped if there is obviously nothing to announce- for example start of game)
- 2) Take **ONE** of the following actions
  - a) Place a free (located around the playing grid) pentomino on the playing grid following the placement rules.
  - b) Change the position of a pentomino on the playing grid
  - c) Take a pentomino from the playing grid and reserve it
  - d) Place a reserved pentomino on the playing grid
  - e) Play a token (if playing with tokens)
  - f) Pass your turn (only available if conditions are fulfilled)

*Example: John is player 3 and Jane who is player 2 just finished her turn. John first looks at the structure and analyses whether it is fully completed according to his card. As it is early in the game, the structure is not complete and thus he does not announce anything (skips step 1) and takes an action of his choice.*

If the player completes his blueprint card **AFTER** they have taken an action from STEP 2, they do not announce it. They only announce completeness if the structure is complete when it becomes their turn.

### **A) Placing a pentomino**

Take a free pentomino (you cannot take a pentomino reserved by another player) and place it on the playing grid anywhere where it objectively fits. If small inaccuracies on the pentominos prevent you to smoothly place your pentomino, feel free to move pieces around to help you fit your piece in place. If a position is objectively blocked or placing your pentomino would cause any piece to fall over or get pushed away from their position then you are not allowed to place your pentomino that way. Pieces cannot be placed **OUTSIDE** the playing grid (no part of the pentomino can reach out of the playing grid (a virtual 6x6x6 cube).

### **B) Changing the position of a pentomino that is already on the playing grid**

Take a pentomino that is already placed on the playing grid and place it back on the playing grid. You may rotate the pentomino as you wish. You can only take the pentomino if it is not objectively blocked by other pieces or if it won't result in other pieces falling over. The subsequent placement of the piece follows the same rules as in "A".

Please note that you can also move a pentomino to an obviously "incorrect" position as long as it is within the 6x6x6 virtual cube. This is very useful if you need to unblock a piece but you have already reserved one pentomino or you don't want to reserve one.

### **C) Reserving a pentomino**

Take a pentomino from the playing grid (follow same rules as in "B") and place the pentomino in front of you. This pentomino is now reserved by that player. This move is usually

used if a particular piece is blocking progress or it can be tactically used to indicate to other players that they are placing the piece wrong. A player can only reserve **ONE** pentomino at a time.

#### **D) Returning a reserved pentomino to the playing grid.**

Instead of taking a free pentomino placed around the playing grid, a player can use their reserved piece following the same rules as in "A". Don't forget that only the player who originally reserved the piece can return it to the game. A reserved pentomino can only be returned to the grid by the player who reserved it. It has to be returned to the playing grid – it cannot be returned to the free pentominos around the grid.

#### **E) Play a token**

There are 5 tokens available per game. The tokens are shared among all players (if one player uses a token it can no longer be used by another player). The tokens allow players to take a special action or get extra information that can help them complete the structure. Used tokens get discarded into the box – each token can be used once per game.



**I) XY Token** – a player who plays this token can ask any other player (not player 5) to publicly reveal the color in a particular slot on their card. The X-axis is represented by a letter A – F and the Y-axis is represented by a number 1 – 6. Please note that players 2 and 4 have their letter markings from right to left on purpose so that players 1 and 2 and players 3 and 4 refer to the same position.

*Example: Player 1 asks Player 3 – please reveal the color for the coordinate D-3 on your card. Player 3: "Dark Green".*

Cannot be used on cards/players that are not in play.



**II) XY? Token** – a player who plays this token can ask any other player (not player 5) to publicly answer (yes / no answer) a question about a color in a particular slot on their card.

*Example: Player 1 asks Player 2. Is the color on coordinate C-4, Dark Blue – on your card ? Player 2: "YES"*

Cannot be used on cards/players that are not in play.



**III) View card token** – A player that plays this token can ask any other player to view their card for a short period of time. The card may not be revealed to any other player or talked about. **CAN** be used on

cards/players that are not in play.



**IV) Color token** – A player that plays this token can ask any other player to publicly disclose which colors are visible on their card. Cannot be used on cards/players

that are not in play.



**V) Swap places token** – A player that plays this token can swap positions with any other player. These players exchange their cards and continue the game in their new respective positions. The targeted player cannot refuse the swap. Cannot be used on cards/players that are not in play.

## **F) Pass turn**

Players can pass under 2 conditions

I) If a player has announced that the constructions has been completed from their viewpoint they can start using the pass turn action from that point on during any of their following turns. (even if the structure changes and is no longer complete).

II) If the structure is not fully complete, however everything is in place (pentominos and empty spaces including) on the playing grid EXCEPT for a piece(s) that has been reserved by other player(s), the player can pass. Passing without a previous first announcement of a complete structure signals that the player is done, however they are missing a pentomino which has been reserved and are waiting for it to come back to play.

## **GAME END OF THE GAME**

Once the structure is completed from all player's viewpoint – all players announce their viewpoint is complete and pass in a row – the game ends and the puzzle is solved.

## **GAME VARIANTS**

**Limited Rounds Challenge** – Use the included **round counter** to challenge yourself to finish building the structure within a predefined number of rounds. After each player reviews their card the players can discuss (without disclosing anything about their card) how many rounds (1 round = each player takes plays their turn) they think will be needed to complete the structure. Player with the highest number (ie Player 5 > Player 1) has the final word if the players cannot agree. Player with the highest number controls the counter. They set the appropriate number of rounds on the counter and after every turn they take (highest number player completes their turn = end of round) they lower the counter by 1. If the counter reaches below 1 (turns back to 20) before the players are able to confirm completion of the structure the game is lost. Using each token lowers the round counter by 1.

**Solitaire (One player game)** - **VIEWPOINT** can be played as a solitaire puzzle game. A single player gets 2 cards (either player 1 and 2 or player 3 and 4 cards). Challenge yourself applying Limited Rounds mechanism in a solitaire game. Do not use Tokens. Always have only one card face up (do not look at both cards at the same time). Rotate the structure each time you turn cards so you view the structure from the right perspective.


**5X10 Pentomino Puzzle** – **VIEWPOINT** has been designed to allow only **ONE 5x10 solution** (not counting mirror and flipped solutions). Without looking at the solution provided with the game, put the pentominos back in the box.

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