Eye vs Eye

Rules of Play

OBJECTIVE

Be the first player to collect 100 or more Viewpoints. The number in the top-left-hand corner of each card indicates the number of Viewpoints the card is worth. Players collect Viewpoints by placing cards from their **Hand** into their **Field of View**.

SETTING UP

Choose a player to shuffle the cards and deal five cards to each player, which becomes their **Hand**. The remaining cards are placed face down and become the **Draw Pile**.

PLAYING THE GAME

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

1. <u>Draw one card</u>: Take one card from the **Draw Pile** and put it into your **Hand**; if there are no cards left in the **Draw Pile**, skip to step 2.

2. <u>Play one card</u>: Place one card from your **Hand** into your **Field of View**; if you have no cards in your **Hand**, your turn ends (skip to step 4).

3. <u>Perform actions</u>: Perform the actions on the card you played. Actions include moving cards between players' **Hands**, **Fields of View**, the **Viewniverse**, the **Draw Pile**, and the **Discard Pile**.

4. <u>End the turn</u>: End your turn by adding up the number of Viewpoints on the cards in your **Field of View**. If you have at least 100 Viewpoints, you win. Otherwise, the game continues.

FINISHING THE GAME

The game ends when a player has collected 100 or more Viewpoints in their **Field of View**. If the **Draw Pile** and all players' **Hands** are empty and no player has 100 Viewpoints, the winner is the player with the most Viewpoints in their **Field of View**.

VIEWPOINT SYMBOLS

Hand: The cards in each player's **Hand**.

Field of View: The cards laid out in front of each player. When a player is required to play a card, they take a card from their **Hand** and place it in their **Field of View**.

Viewniverse: All players' **Fields of View**.

Draw Pile: The pile of cards where players draw a card. When a player is required to draw a card, they take a card from the top of the **Draw Pile** and put it in their **Hand**. The **Draw Pile** is not replenished/reshuffled when it runs out.

Discard Pile: The pile where DESTROYED and CANCELLED cards are placed. Cards are placed face up on the **Discard Pile**.
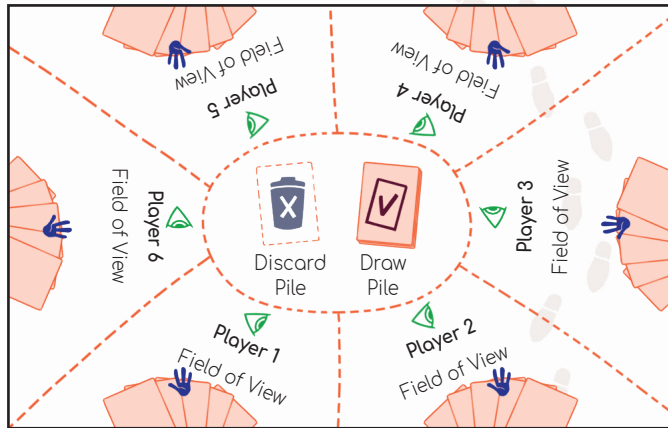
Reveal: Cards with this symbol can be used in two ways (see page 6).

Relic: This symbol will gain importance in future sets.

EXAMPLE SETUP

Player 5 — Field of View

Player 4 — Field of View

Player 6 — Field of View

Player 3 — Field of View

Discard Pile

Draw Pile

Player 1 — Field of View

Player 2 — Field of View

VIEWPOINT KEYWORDS

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

DRAW: A player takes a card from the top of the **Draw Pile** and puts it in their **Hand**.

DESTROY: A player moves a card from the **Viewniverse** to the **Discard Pile**.

SQUINT: A player takes a card from their **Hand** and puts it face down on the **Draw Pile**.

STEAL: A player looks at the cards in another player's **Hand**, takes a card and puts it in their own **Hand**.

REPLACE: A player may DESTROY up to a specified number of cards in their **Field of View**. That player then plays cards (one at a time), equal to the number of cards they DESTROYED, from the top of the **Draw Pile** into their **Field of View**. The actions on the newly played cards are performed as normal.

PASS: A player takes a card from their **Hand** and gives it to another to put in their **Hand**.

REVEAL (⬆): A card with the **Reveal (⬆)** symbol can be used in two ways. You can play it as normal during your turn and perform only the actions (if any) stated before the ⬆ symbol. Alternatively, you can reveal the card by showing it during any player's turn and perform only the actions stated after the ⬆ symbol. The card being revealed will state what happens to it after the actions are performed. Revealing a card is not considered a card play.

CANCEL: You may use this card to cancel an action that would be performed. Unless otherwise stated, when you cancel a card, both the cancelled and cancelling cards are moved to the **Discard Pile** and none of the actions stated on the cancelled card are performed. For example, if a card is cancelled that would have made every player SQUINT, none of the players SQUINT.

SPECIAL RULES AND ACTIONS

Viewpoint cards have rules text (including keywords and symbols) describing what actions happen when you play the card or during your turn 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 *Kaleidoscope* card includes an option that says, "make another player SQUINT twice", so the chosen player takes two cards from their **Hand** and puts them face down on the **Draw Pile** in any order.

All possible actions must be performed even if those actions can only be partly performed. For example, if a card requires a player to SQUINT twice but they only have one card in their **Hand,** they still SQUINT that card. Actions affecting more than one player are played in a clockwise direction, starting from the player who played the action.

When the rules on a card contradict the rules in this booklet, the rules on the card take precedence.

All Viewpoint sets can be mixed in any combination. e.g. The cards from *Viewpoint Revisioned* (👁) and *Eye vs Eye* (🔍) can be shuffled together to make a giant **Draw Pile**. When mixed, the rules applicable to each set are applicable to all games played with those sets.

CHARACTER BIOS

Agent π. The Blinkers first encounter Agent π on Spytopia. Besides being a world-class spy, he is also a gifted mathematician and physicist. He quickly understands the Blinkers' predicament and agrees to help them steal plans and equipment required to construct the Kaleidoscope, an inter-dimensional teleporter that could allow them to blink back to Myclopia. His known aliases include: Erik Yuri, Kristyan Kornea and Iain A. Pieper.

Silas is Eyenstein's nemesis and a competing professor at MEyeT University. The catastrophic Cyclotron experiment also caused Silas and other Myclopians to blink around the Viewniverse. Silas encounters the Blinkers on Spytopia while trying to steal the secret plans to the Kaleidoscope. Silas cherishes Spike, his green-eyed pet.

Sapphira is a shady spy who often poses as a fortune teller or a mystic to gather information and has ties to the mysterious group known as the Observers. Iris, who is having visions of the future, approaches Sapphira for help in understanding them. She has a significant bounty on her head and is being hunted by several Spytopians.

Eagle is Hawk's trans-dimensional doppelganger from Spytopia. He is a spy, private detective and bounty hunter. Initially, he is sceptical of the Blinkers' story and the real reason behind his lookalike's existence. However, he is encouraged by the Blinkers' offer to help capture a high-value bounty.

EXTRA INFORMATION AND CREDITS

Visit **www.viewniverse.fun** for the latest information on Viewpoint games, including alternative ways to play, official tournament rules, FAQs and news on upcoming Viewpoint releases.

Game Concept & Design: Sean Carroll

Graphic Design & Illustrations: Ashley Kenawell and Kerri Aitken

SPECIAL THANKS

When we released the original Viewpoint card game in 2009, we never realised how many wonderful people it would connect us to. From our backers to local game store owners and dedicated play-testers to casual gamers, each of you are a big part of the success of Viewpoint. We thank all of you for being a part of our continuing journey.

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