

# VIEWPOINT REVISIONED



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**.



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## 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. 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**, skip 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**, your turn ends (skip to step 4).
3. Perform actions: 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. End the turn: 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**.

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## 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 DISCARDED, DESTROYED and CANCELLED cards are placed. Cards are placed face up on the **Discard Pile**.

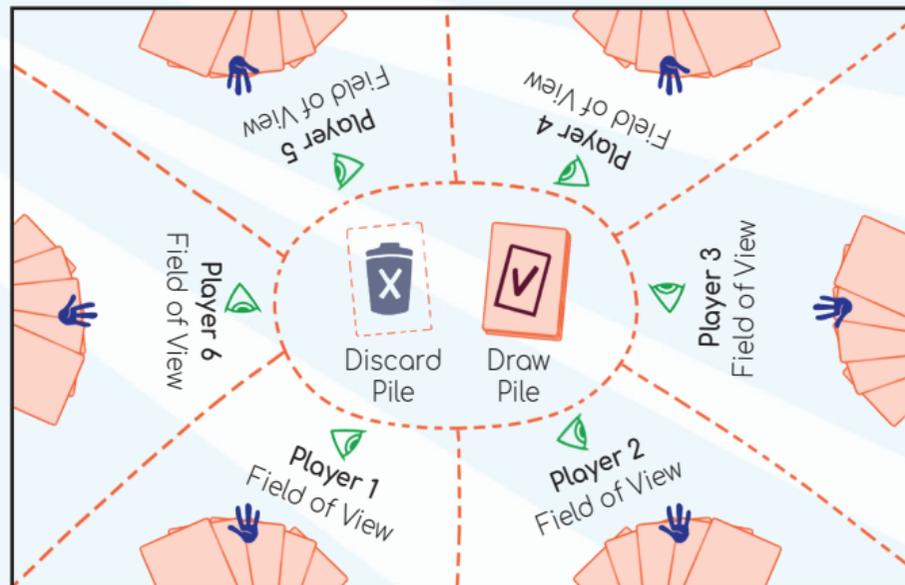


**Reveal:** Cards with this symbol can be used in two ways (see page 6).



**Relic:** This symbol will gain importance in future sets.

## Example Setup



## 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**.

**DISCARD:** A player takes a card from their **Hand** and puts it face up on the **Discard Pile**.

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



**SWAP:** A player exchanges a card in their **Field of View** with a card in another player's **Field of View**.

**STEAL:** A player looks at the cards in another player's **Hand**, takes a card and puts it in their own **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 **DISCARD** a card, none of the players **DISCARD** a card.



## 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 *Wink* card says, "DRAW 1 card", so the player takes the top card of the **Draw Pile** and puts it in their **Hand**.

All possible actions must be performed even if those actions can only be partly performed. For example, if a card requires a player to DISCARD three cards but they only have one card in their **Hand**, they still DISCARD 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



**Maximillian Eyenstein** is a professor of optics, metaphysics and extragalactic astronomy at MEyeT University on Myclopia. Prior to the disastrous Cyclotron experiment, which caused him and his companions to be stuck blinking around the Viewniverse, he was researching photonic influences on quantum particles and was on the verge of creating a new trans-photonic particle called a 'veutrino'.



**Iris** is a doctoral student and laboratory assistant to Eyenstein and is studying quantum mechanics under his tutelage. She believes that the occult, mysticism and the ethereal plane can be accessed from the physical Viewniverse using specific technology, which is what she is trying to prove with her doctoral thesis. She begins seeing visions of the future after she starts blinking between dimensions. She has been romantically involved with Hawk since they met on MEyeT campus.



**Hawk** is a prodigious medical student at MEyeT University. His cavalier practises and wild theories on ocular transplants and genetic replication have held him back from receiving full recognition by the medical fraternity. However, he has the full support of his girlfriend, Iris, and is excited that they get to share their journey blinking around the Viewniverse.



**Shadow.** A being of pure darkness created from one of Eyenstein's experiments. Even though Shadow has been "haunting" Eyenstein's laboratory for a few years, Eyenstein only recently became aware of the being's presence.



**Triclops.** King of Triclopia. He governs several tribes of savage, primitive three-eyed beings. He is extremely hostile and distrustful of outsiders after "observers" from another world caused a massive drought on Triclopia.

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## Extra Information and Credits

Visit [www.viewniverse.fun](http://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

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## 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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