

# Perspective

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2-4 Players, Solitaire

5-15 Minutes

Content:

- 1 Cheat Sheet Goal Card
- 6 Goal Cards
- 20 Double sided color cards

Perspective is a game of hand management, memory, and limited knowledge. There are unique sets of rules for two, three, and four players. The winner is the player who, manages to match the colors on the back of their double sided cards with the goal pattern.

Perspective can be played with 2 to 4 players or as a solitaire game.

2-4 player games are played with a hand of 3 cards. Each card is double sided, so when held one side is facing toward the player (**the private side**) and the other is facing their opponents (**the public side**). the private side of the cards will determine what actions a player may take. When a card is played, it is placed into the **used pile** with what was **the private side** of the card face up.

Each player has a goal card placed in front of them on the table, their objective is to get **the public side** of their hand to match the colors and order of their goal hand. At any point during a player's turn, they may lay down their three cards without tampering to see if their goal is met. If the player's cards do not match the goal card, they are eliminated from the game.

When players draw cards, the face up side will become **the private side**, and they never see **the public side**. It only takes a few turns until the draw pile is depleted. When this happens, remove the top card of the **used pile** to start a new used pile and flip the rest of the cards over to create a new **draw pile** (no shuffling). Every card placed in The **used pile** must remain partially visible at all times.

Each turn consists of the active player drawing a card and playing a card.

Players may not rearrange their hand, and no table talk is permitted during play.

## Core actions

Actions may be played on the active player's hand or their partner's hand. The active player makes all of the choices of cards and positioning regardless of whose hand his action effects. Whenever a card is put into a hand, the active player chooses where it is placed.

Yellow: Flip

- Active player rotates one card in either their hand or that of a partner, so that **the private side** becomes **the public side**.

### **Green: Trade**

-Active player puts one card from their hand anywhere into the Partner's hand without rotating the card. Then the active player takes any card from the Partner's hand and place it in his own hand without rotating the card.

### **Red: Reclaim**

-Active player places a card from the chosen hand into the used pile, then places any card from the used pile into that hand. He maintains the face up side of the card as **the private side**.

### **Blue: Sort or Inform**

-A player may rearrange the cards in either their hand or that of a partner, **OR** use the info option by either asking the color of a card's **public side** from their hand, or telling the color of one of their partner's card's **public side**.

### **Note:**

- The active player makes all decisions regardless of which hand is being affected.
- Actions may only be used on the active player, their partner or the shared hand. Actions may not be used on opponent's hands.
- Whenever a card goes into a hand, the active player chooses where. (Excluding Solitaire play)

## **Taking a Turn**

The player wearing the color of the top of the draw deck goes first. The active player draws a card, placing it anywhere in their hand. He then plays a card from their hand by placing it into the used pile and using the color's action. Play continues clockwise.

## **Claiming goal**

At the start of a turn before drawing or at the end of the active player's turn they may claim their goal. If the active player is claiming their goal, they may chose to not use the action of the card they play that turn. To claim their goal the active player will (without rearranging their cards) place their hand down so **the public side** is face up. If their hand does not match their goal, they discard there had one card at a time, flipping each one as you put it in the used pile. Draw a new hand of 3 cards end the turn.

## **4 Players**

### Setup:

Three cards are dealt to each player with the private side face up. Once each player receives a hand, Players pick up their cards being careful not to see the public side of their hand. The player wearing the most of the color on the top of the draw deck goes first.

### Objective:

Once a teammate correctly claims their goal, set it to the side and continue play. When both members of a team have fulfilled their goal, they win.

## 3 Players

Setup:

Setup is the same as the four player game, but place an additional three cards in the center. This will be known as the Shared Hand. When you place each card from the draw deck for the shared hand, flip each card over, so that players see the bottom (private) side of each card before it is placed.

There are no partners, so the Shared Hand serves as the Partner's Hand for every player.

Objective.

The player to first correctly claim their goal wins.

## 2 Players

Setup:

Remove one copy of each card that has the same color on both sides Red/Red, Blue/Blue etc. The rest of setup is the same as the three player game.

Objective:

The player to first correctly claim their goal wins.

## 2 Players (Advanced)

Setup:

Setup is the same as the standard two player with one exception. Do not give either player a goal card.

Objective:

The shared hand in the middle of the table becomes the goal hand for both players. Which means every time a card in the shared hand changes, so does the goal. Both the top and the bottom of the shared hand is considered a usable goal, so there are always two acceptable goal hands (one visible and one not).

## Shared Hand

In the Shared Hand, the side of the cards that is up is the **Public** side and the side that is face down is the **Private** side.

**Using Red/Reclaim on the Shared Hand:** The card taken from the shared hand will be flipped, so the side that was **the private side** is now up.

**Using Blue/Info on the shared hand:** Active player may chose to look at the **Private** side of a card.

## Solo Play

Set-up:

Remove one copy of each card that has the same color on both sides Red/Red, Blue/Blue etc.

Place the four double sided cards in the center of the play area forming a plus sign (+) with one color in each direction. Place three cards creating hands at the base of each double sided card. Make sure that the top side matches the color of the corresponding center card (see image). Place a goal card on each side that does not have that side's color (see image). (for example: The goal card on the Red side of the plus will have Yellow, Blue and Green on it.)



Objective:

Simultaneously match all of the hands to their corresponding goal hands. (see image) Keep track of how many moves it takes to arrive at the goal hand.



Gameplay:

In solitaire game the action you use is determined by the cards you interact with. Start by using the color action of the card on the top of the last card you placed during set-up.

**Yellow: Flip**

Action: Flip a card of choice.

Next Action: The color on the top of card you flip before you flipped it.

**Blue: Sort or Info**

Action: look at the bottom of a card.

Next Action: The color on the top of that card.

OR

Action: Rearrange any of the 4 hands.

Next Action: The color that is not on the corresponding goal hand.

### **Green:Trade**

Action: Swap the position of two cards not in the center, flipping them so the side that was up becomes down.

Next Action: The top color of either moved card before they were moved.

### **Red:Reclaim**

Action: Swap the position of one card from the center and one from an outer hand, flipping them so the side that was up becomes down.

## **Key Terms**

### Private Side

-The side of the card facing the player

### Public Side

-The side of the card facing away from the player. A player never sees the public side of their hand.

### Draw Pile

-The pile cards are drawn from.

### Used Pile

-The pile cards are placed into when being used.

### Partner hand

-The hand of your teammate in a four player game.

### Shared hand

-A hand placed on the table not controlled by any player. In two and three player games this is treated as every player's partner's hand.