



POINT OF VIEW

LOST PLACES



10+

2-8

60'

INSTRUCTION



You are part of an expedition group exploring a remote and seemingly deserted Pacific Island. But after your initial enthusiasm for the many idyllic Lost Places, you soon realize that the island harbors a dark secret ...

A communicative cooperative puzzle game with different perspectives.

Game duration: approximately 60 minutes per chapter
Game Designer: Lukas Bleuel
Concept & Game Developers: Antje Gleichmann & Thade Precht
3D asset pool: Synty Studios
3D composition: Rob Rauchfuss & Marko Müller



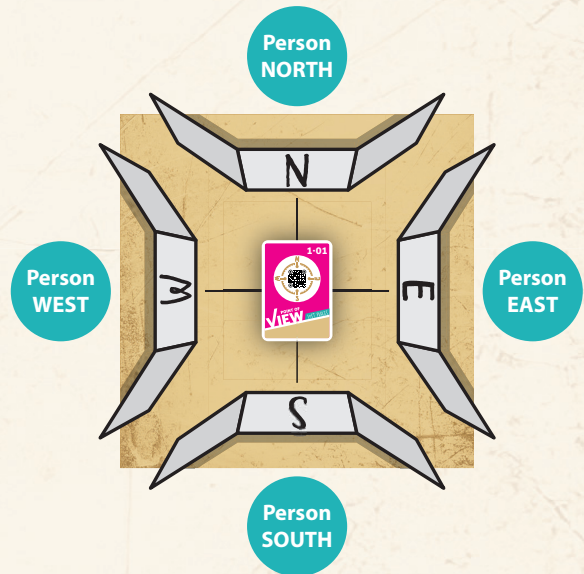
WHAT'S IN THE BOX:



You will also need a pen.

BEFORE YOU START:

- Make sure you have good lighting – and your glasses, if you wear them – so you can see everything properly while playing :-)
- The folding boxes are numbered according to the chapters, from 1 to 4. Start the game with Chapter 1, i.e. **folding box 1**. Take out the cards and place them in the middle of your play area as a face-down stack – **without shuffling them or looking at the backs**. The pink card “1.01” is at the top. It shows 4 directions. Sit around the stack of cards as follows:
 - Are there just 2 of you playing? Sit opposite one another. The other 2 directions remain unoccupied.
 - Are there 3 of you playing? One direction remains unoccupied.
 - Are there 4 of you playing? Each direction is occupied.
 - Are there more than 4 of you playing? Simply form 4 groups that are as evenly sized as possible.
- Ready? Each player takes the envelope matching their direction. In Chapter 1 you will “only” find one folding map in each envelope. Place the maps in front of you or hold them so that only you can see them. Each map shows the same detailed scene, but only from the position you are in.
It’s against the rules to look at each other’s maps!
 - Are there 2/3 of you playing? Then open the remaining envelope(s) and place their contents – in the appropriate place – face-up so that all players can see.



LET’S GET STARTED:

You are a team! As you go through the chapter, you work through the stack of cards in the middle, one card at a time.

Does the top card show a QR code?

Take the card and read the text on the back out loud. The picture above the text almost always refers to the text. You may all look at the card.

- Are you being asked a question? Everyone must agree on an answer before you can move on to the next card. The number of stars (1 to 3) shows how easy or difficult the question is.
 - **If you answered the question correctly,**
place the **question card** on a face-up *scoring pile*.
 - **If you answered the question incorrectly or not at all,**
place the **question card** on a face-up *discard pile*.

All cards with a **turquoise background** are also put on the face-up discard pile after they have been read out.

Does the top card not show a QR code?

This is a **special card** containing valuable additional information. The direction highlighted in color on the pink front of the special card indicates which person or group may take the card and place it behind their map.

Here too: **it’s against the rules to look at each other’s special cards!**



General tips and notes:

- Listen carefully when the texts and questions are being read out: quite often, every word counts.
- To answer the questions, you must discuss in detail what you see or don't see. Communication is the key to success!
- Pay attention to details and don't be fooled by perspectives: some objects appear closer together than they actually are.
- You may look at and read out cards you've already played as many times as you like. But you mustn't look at any cards you haven't played yet, including those in other chapters!

Have fun solving the puzzles!

WHEN DOES THE GAME END?

The chapter ends as soon as you've played all the cards from the stack in the middle.

How many question cards are on your scoring pile?

- **0-5:** Yikes, that wasn't very good. Did you communicate with each other at all?!
- **6-14:** Okay to very good. But there's room for improvement.
- **≥15:** Wow-wee! You make a great team and have amazing observation skills!

Now return all the maps to their envelopes. **Important: put any special cards in with their associated maps.**

All the remaining cards are returned to their folding box. Enter your names and the date on which you played the chapter on the back of the envelopes.

CHAPTERS 2 TO 4:

Do you want to play the next chapter – right away or later on? Then grab the folding box for that chapter and prepare the game as above. Ideally, you continue the game in the same group. But it's no problem if there are a couple of new additions and/or the number of players changes. **In general: players are only assigned each direction one time!** Take a look at what you wrote on the back of the envelopes to see which directions you've played already and which you haven't. A little incentive: anyone who plays all four chapters can enjoy a complete 360-degree view!

Are there any special cards in your new envelope? Keep them to yourselves as you did before. But look at them closely. They may contain information that applies to more than one chapter.

NOT IN THE MOOD FOR READING?



Then let our free app help you! The app can read out the cards to you. Simply scan this QR code and download the POINT OF VIEW app:

Lukas Bleuel (Game Designer)

lives and works as an artist and teacher in Hamburg and Fulda. In his artistic work, he examines the current problem of the ever faster and more superficial viewing of images. "POINT OF VIEW" is his attempt to bring together people who want to explore a visual world together and question its content. In the game, each player can experience how complicated it can be to describe their own perspective to others.

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