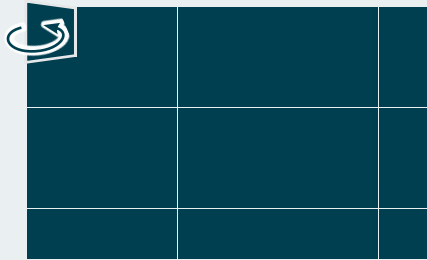


## Game end

Once all tiles are assembled, you should check if you have pieced the scene together correctly. Start by reading *hint* cards one by one. This will ensure you have not made any mistakes. Then, flip all tiles **LATERALLY** and the full scene should appear under your eyes. If tiles are placed incorrectly, then you made mistakes.



## Advice

- Prioritize playing with only 2 players. It is the best player count for *Behind*.
- Take ample time to observe each tile in the scene. Every detail counts.
- When you are stuck, read a hint!
- In *Behind* there is no score. Putting the scene together is its own reward.

A game by **Cédric Millet**  
Cover art: **Maud Chalmel**  
Graphic Design: **Alexis Vanmeerbeeck**  
Translation: **Mathieu Rivero**

**THE HEIST**  
Design by Cédric Millet, art by Pierô

**THE PROFESSOR**  
Design by Cédric Millet, scenario and art by Martin Vidberg

**IMHOTEP**  
Design by Cédric Millet, art by Maud Chalmel

# BEHIND

### WARNING!

**Do not open the box compartments or remove the tiles until you have read the following rules!**  
**Make sure you count your tiles before starting a scene.**

## Components

In this box, you will find 1 rule sheet and 3 different decks of tiles:

### THE HEIST

56 tiles  
(34mm x 34mm)



6 hint cards



### THE PROFESSOR

54 tiles  
(42mm x 28mm)



6 hint cards



### IMHOTEP

70 tiles  
(34mm x 34mm)



6 hint cards



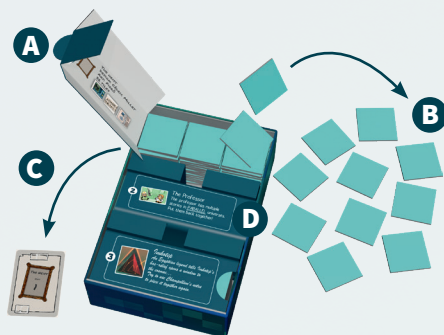
## Goal of the game

**Cooperate** to assemble a scene that has been split in many fragments: tiles. To recreate and admire its art on the back of the tiles, you play only with the front of these tiles:

- **Analyze** them
- **Assemble** them in a logical way
- And **flip** them all to take the scene in.

## Setup

- Choose one of the 3 compartments of the box. Each contains a different scene. Open the compartment and take all the tiles within **WITHOUT FLIPPING THEM**.
- Lay them out on the table within reach of everyone and **SHUFFLE THEM** without flipping them.
- Take all 6 *hint* cards and keep them close **FACE DOWN**.
- On the lid of the compartment you opened, you can see a **BRIEFING**. Read it carefully, as it contains very useful information.



**Note:** to help you make out the front and the back of each tile, you may use the colors of the following tiles.

### THE HEIST



### THE PROFESSOR



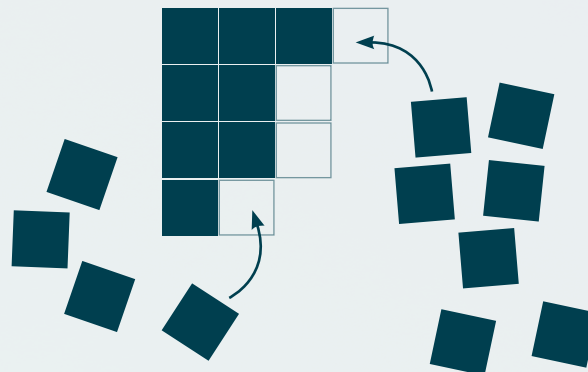
### IMHOTEP



## Game flow

Piece together all tiles so as to make a rectangle. There is only one correct layout. To find it, you will need to:

- use text and art continuity (somewhat required)
- understand how the scene works (heavily required!)



If you're stuck for more than 10 minutes, read a *hint* card.

- Hints must be read in order. (First hint 1, then hint 2, and so on...).
- If the hint is of no use to you, immediately read the next number.
- Hints do not give a direct solution, but rather help you understand how the scene works.

