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PAPER WORLD

8+ 2-4 20'

A Game by Alexandre Aguilar and Benoit Turpin

OVERVIEW & GOAL OF THE GAME

In Paper World, each player takes on the role of a traveler trying to recreate the landscapes they have seen during their journeys using layers of paper. Stack the various layers of paper you find to have the most victory points at the end of the game.

COMPONENTS

- 1 96 Landscape cards, referred to as "cards" in these rules
- 2 4 Starting Landscape cards
- 3 10 Objective cards, referred to as "objectives" in these rules
- 4 3 sets of 3 different score tokens (4, 2 and 1 points)
- 5 1 scissors token

SETUP

1. Prepare the deck:
 - For 4 players, use all the Landscape cards.
 - For 3 players, remove the 20 cards with red backs.
 - For 2 players, remove the 20 cards with red backs and the 20 cards with yellow backs.
2. Each player chooses a starting card of value «1» (recognizable by its back) and places it in front of them.
3. Shuffle the Landscape cards and create a line of 5 face-up piles of approximately equal size in the center of the table.



4. Randomly select 3 Objectives and place them to the side. (For a first game, use the 3 Objective cards with the ✂ symbol.)
5. Place the score tokens as follows:
 - For 3 and 4 players, place a 4, 2 and 1-point token in front of each Objective card.
 - For 2 players, place a 2 and 1-point token in front of each Objective card.



6. The last person to have used scissors starts the game!

GAMEPLAY

Players take turns in clockwise order.

On your turn, you can either :

- **TAKE** one or more cards.
- **PLACE** one or more cards in front of you, forming your landscape.

In both cases, the rule is the same: **take / place cards of the same color or the same value.**

TAKING CARDS

- Announce what you are taking.
For example, "I am taking blue cards."
- You must take **ALL** the cards of the same value **OR ALL** the cards of the same color from the piles in the center of the table.
- You cannot have more than 9 cards in hand at the end of your turn. If you exceed this limit, you **need** to discard the excess cards to your personal discard pile next to you.



Each discarded card, and each card left in your hand at the end of the game, loses you 1 victory point.

NOTE: During the game, cards in the piles may become visible on the edges. You can choose to rearrange the piles, or not...

PLACING CARDS

- Announce what you are placing.
For example, "I am placing the 2s."
- You can place **on one or more** piles in your landscape either :
 - Cards of the same color.
 - **OR** cards of the same value.

PLACEMENT RULES

- You do not have to place all possible cards from your hand. *For example, if you announce, "I am placing yellow cards," you do not have to place all the yellow cards in your hand.*
- You must build your landscape in ascending order on the same spot. Place cards of value 1 first, then 2, then 3, etc., **always** of the same color.



- You cannot place a card of the same value on top of another card.
- You cannot place a card of a different color on top of another card.
- Stack the cards in a 3x3 grid to form your landscape.
- Cards can be placed orthogonally adjacent (not diagonally) to already created piles, as long as this respects the 3x3 grid by the end of the game.

For example: "I am placing green cards": I place my green 4 and 5 cards on the 3, and I place my green 2 card on the 1.



> SKIPPING

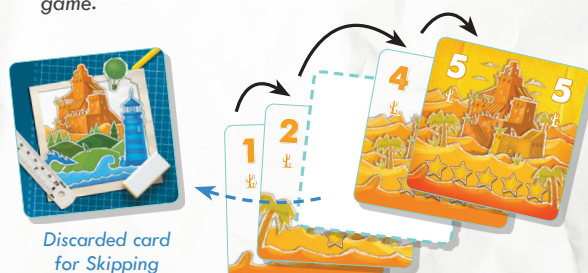
During your turn, you can discard a card from your hand to "skip" one number when placing cards.

NOTE: You can skip a 1 card to start a new pile.

NOTE: This skip can only be performed once per turn.

For example, you have a yellow 1 card already placed in front of you and hold the yellow 2, 4, and 5 cards, among other cards, in your hand. You can wait to get the yellow 3 to place the entire collection or you can discard a card from your hand to skip the yellow 3 and place the yellow 2, 4, and 5 directly.

Each discarded card loses you 1 point at the end of the game.



THE SCISSORS TOKEN

If you play a card with a "scissors" logo and this card remains visible at the end of your turn, you take the scissors token and place it on this card. If you played multiple cards with a "scissors" logo during the same turn and they stayed visible at the end of the turn, choose which card to place the token on.



BONUS: As long as you hold the scissors token, you can skip for free each turn. Therefore, you do not discard a card when you skip.

PENALTY: The scissors token locks the pile it is on. You cannot place any card on that pile while the token is present. To free the pile, either an opponent takes the token, or you play a new card with a scissors logo (visible at the end of your turn) during a subsequent turn, allowing you to move the token.

OBJECTIVE CARDS

At the end of your turn, if you have fulfilled an objective, take the **highest** remaining score token available in front of that objective.

You **cannot** fulfill the same objective **twice**.



END OF GAME

When only **2 piles** of cards remain in the center at the end of a player's turn, the end game is triggered. Each player, including the one who triggered the end of the game, plays one more turn before the final scoring.

SCORING

- Each visible card scores as many points as the number of stars present on the top card of the pile.
- Add the stars on the Objective tokens obtained during the game.
- Lose 1 point for each card still in hand and in your discard pile.
- The scissors token earns you an additional 2 stars.

The player with the most stars wins. In case of a tie, the player with the fewest cards in their discard pile wins. If the tie persists, the tie persists, and what's more beautiful than sharing a great victory!?

For example : Your visible cards earn you 15 points, you have achieved an objective which earns 4 points. You lose 5 points because you still have 3 cards in hand and discarded 2. Finally, you gain 2 points from the scissors token.

Your score is 16 points.



OBJECTIVES

L OF THE SAME COLOR: An L in the direction of your choice (even mirrored) composed of 3 cards of the same color.

4 CORNERS WITH THE SAME VALUE: The four corners of your landscape must be with cards of the same value.

L OF 2s: An L in the direction of your choice (even mirrored) composed of three cards of value 2.

A SQUARE OF 4 DIFFERENT COLORS: Four cards of different colors forming a square.

9 STACKS: your landscape grid is completely filled.

A DIAGONAL OF THE SAME COLOR: One of the two diagonals made up of three cards of the same color.

A LINE OF 3s: A line (and therefore not a column) made up of three cards of value 3.

2 CARDS 5 VISIBLE: Two piles with a value card 5 visible.

1-2-3-4-5 VISIBLE: Five piles with the values 1, 2, 3, 4, 5 visible.

A 2-5-2 COLUMN: A column (and therefore not a row) composed, in order, of the values 2, 5, 2.

A 2-3-4 DIAGONAL: One of the two diagonals composed, in order, of the values 2, 3, 4 (ascending or descending).

3 CARDS 4 VISIBLE: Three piles with cards of value 4 visible.

5 CARDS 1 VISIBLE: Five piles with valuable cards 1 visible.

A LINE OF VALUE 9: A line (and therefore not a column) made up of three cards. The addition of the three values = 9.

A COLUMN OF VALUE 12: A column (and therefore not a row) of three cards. The addition of the three values = 12.

3 CARDS WITH VISIBLE SCISSORS: Three piles with visible scissors icons.

A SQUARE OF 3s: Four cards of value 3 forming a square

A SQUARE OF THE SAME COLOR: Four cards of the same color forming a square

CROSS WITH DIFFERENT VALUES: Five cards of different values forming a cross

CROSSES WITH DIFFERENT COLORS: Four different colored cards forming a cross (it doesn't matter which card is in the middle of the cross).

ADVANCED MODE

Change the normal skipping rules to:

- You can perform **multiple skips** per turn.
- Skips can be of **multiple cards**. For example, you can place a card 3 directly on an empty spot by discarding 2 cards.
- The scissors token reduces the cost of a skip by 1 card during a player's turn.