

Setup

- 1 Place the living room board at the center of the table.
 - 2 Place the end game token in its space on the board.
 - 3 Put all the item tiles inside the bag.
 - 4 Shuffle the common goal cards, then draw 2 common goal cards and place them next to the living room board (put the other cards back in the box). For your first game, use only 1 common goal card.
 - 5 Divide the scoring tokens by the number on their back and put them in a stack on each common goal card from the lowest to the highest value. According to the number of players use the following tokens:
- | 2-players | 3-players | 4-players |
|-----------|-----------|-----------|
| 4-8 | 4-6-8 | 2-4-6-8 |
- 6 Each player takes a bookshelf display and places it in front of them. Assemble the three pieces being sure that the central piece has the thicker side on bottom.
 - 7 Shuffle the personal goal cards, then give each player 1 card to be held secret (put the other cards back in the box). Insert it into a card holder and keep it next to your bookshelf display.
 - 8 Choose a random first player and give them the first player seat (for the first game, remember to assemble it).
 - 9 Draw item tiles from the bag and place them randomly on the living room board. In a 3-player game, don't place item tiles in the spaces showing the 4 dots. In a 2-player game, don't place item tiles in the spaces showing the 3 and 4 dots.

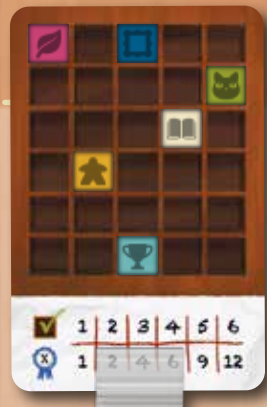
Goal of the game

Players take item tiles from the living room and place them in their bookshelves to score points; the game ends when a player completely fills their bookshelf. The player with more points at the end will win the game. There are 4 ways to score points:

1 Personal Goal card

The personal goal card grants points if you match the highlighted spaces with the corresponding item tiles.

Example: In the illustrated situation, at the end of the game the tile disposal shows 3 matches, that is worth 4 points.



2 Common Goal cards

The common goal cards grant points to the players who achieve the illustrated pattern. See the last page for a detailed descriptions of the common goal cards.

Example: In a 3-player game on both Common Goal cards will be stacked the 4-, 6-, 8- scoring tokens (from bottom to top).



3 Adjacent Item tiles

Groups of adjacent item tiles of the same type on your bookshelf grant points depending on how many tiles are connected (with one side touching).

Note: Item tiles with the same background color are considered to be of the same type.

Example: In the situation above, at the end of the game there are 5 groups of adjacent item tiles of the same type:



8 Plant tiles: 8 pt
4 Trophy tiles: 3 pt
5 Cat tiles: 5 pt
4 Frame tiles: 3 pt
3 Boardgame tiles: 2 pt
Total: 21 points

4 Game-end trigger

The first player who completely fills their bookshelf scores 1 additional point.



Gameplay

The game is divided in turns that take place in a clockwise order starting from the first player.

During your turn, you must take 1, 2 or 3 item tiles from the living room board, following these rules:

The tiles you take must be adjacent to each other and form a straight line.

All the tiles you take must have at least one side free (not touching directly other tiles) at the beginning of your turn (i.e. you cannot take a tile that becomes free after your first pick).

Then, you must place all the tiles you've picked into 1 column of your bookshelf. You can decide the order, but you cannot place tiles in more than 1 column in a single turn.

Note: You cannot take tiles if you don't have enough available spaces in your bookshelf.

Example: In the illustration on the right you can see possible correct picks encircled in green and incorrect picks encircled in red.



Refilling the living room

You must refill the living room when, at the end of your turn, on the board there are only item tiles without any other adjacent tile, i.e. the next player can only take single tiles. Put the item tiles left on the board back into the bag. Then, draw new item tiles from the bag and place them randomly in all the spaces of the board (remember that spaces with dots are only available in 3- or 4-player games).

Example: At the end of Carla's turn, the living room is in the illustrated situation. She draws new tiles to refill the board.



Fulfilling a common goal

If at the end of your turn you have achieved the requirements of a common goal card, take the topmost available scoring token from that card. You can achieve and take scoring tokens from both common goal cards in the same turn. You can only score points from common goal cards once per game, so you can't take more scoring tokens with the same back number. Players who achieve the common goals requirements first will score more points than the other players, so try to be faster than your opponents!



Example: Helena is the first player to reach the requirements of this common goal card, so she takes the topmost scoring token!

Game end

The first player who fills all the spaces of their bookshelf takes the end game token. The game continues until the player sitting to the right to the player holding the first player seat (if the end of the game is triggered by the player sitting to the right to the first player, the game ends immediately). Now you can proceed to the final scoring.

Each player will score:

The points indicated by the tokens they hold (scoring tokens and end game token);

1/2/4/6/9/12 points for 1/2/3/4/5/6 item tiles in the exact position illustrated by their personal goal card;

2/3/5/8 points for groups of 3/4/5/6+ item tiles of the same type adjacent on their bookshelf.

The player who scored most points wins the game. In case of a tie, the tied player sitting further (clockwise) from the first player wins the game.

Credits

Game designers: Phil Walker-Harding, Mattew Dunstan

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Phil would like to thank: Meredith Walker-Harding, Chris Morphew.
Matthew would like to thank: the Cambridge playtest group, and Terezie Křížkovská for her support of all his ludological pursuits!



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Common Goals Summary



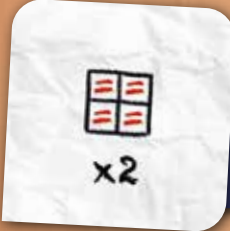
Six groups each containing at least 2 tiles of the same type (not necessarily in the depicted shape). The tiles of one group can be different from those of another group.



Four groups each containing at least 4 tiles of the same type (not necessarily in the depicted shape). The tiles of one group can be different from those of another group.



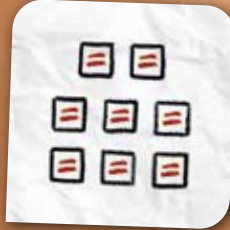
Four tiles of the same type in the four corners of the bookshelf.



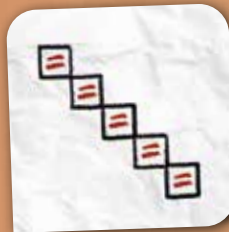
Two groups each containing 4 tiles of the same type in a 2x2 square. The tiles of one square can be different from those of the other square.



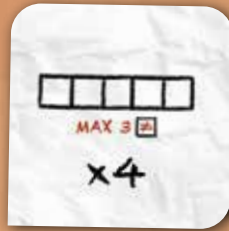
Three columns each formed by 6 tiles of maximum three different types. One column can show the same or a different combination of another column.



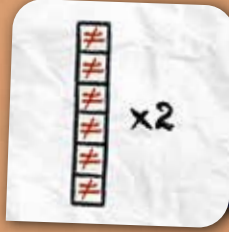
Eight tiles of the same type. There's no restriction about the position of these tiles.



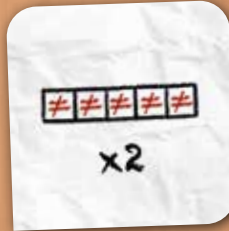
Five tiles of the same type forming a diagonal.



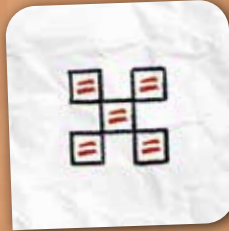
Four lines each formed by 5 tiles of maximum three different types. One line can show the same or a different combination of another line.



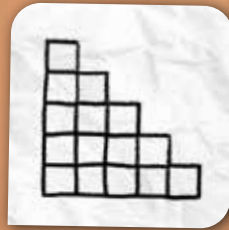
Two columns each formed by 6 different types of tiles.



Two lines each formed by 5 different types of tiles. One line can show the same or a different combination of the other line.



Five tiles of the same type forming an X.



Five columns of increasing or decreasing height. Starting from the first column on the left or on the right, each next column must be made of exactly one more tile. Tiles can be of any type.

My Shelfie

Phil Walker-Harding
Matthew Dunstan



Components

You've just taken home your new bookshelf and it's now time to put your favourite items in display: books, boardgames, portraits... Who will show the most organized shelfie?



1 living room board



12 common goal cards



12 personal goal cards



1 bag

Cats

Books

Games

Frames

Trophies

Plants



132 item tiles (22 in each of the 6 types)



4 bookshelf displays



4 card holders



1 end game token



8 scoring tokens



1st player seat