

Quick Tips (use along with the original instructions)

My Shelfie (2-4 players)

Setup:

- Place the **living room board** in the center of the play area. Each player takes a **bookshelf display**.
- Shuffle the **common goal cards** and randomly select 2 (see Instructions, Common Goal Summary Section). Get **Scoring Tokens** according to the number of players (see Instructions, Setup). Separate the tokens by the 1 or 2 on their back side. Then arrange each pile from lowest to highest point value on top. Place them on the board.
- Shuffle and deal **1 personal goal card** to each player. Keep this goal a secret!
- Place the **End Game Token** onto its space on the board (see Instructions, Setup Section)
- Put all the **Item Tiles** into the felt bag. Shuffle and draw tiles, randomly filling the board.
 - Notice on the board there are squares with dots. Only place a tile on these squares when the number of players is equal or greater to the number of dots.

How to Play:

- Choose which player goes first. On a turn, you may choose to take **1, 2 or 3 tiles** from the living room.

There are **2 rules to taking tiles**:

 1. You can only take tiles that are in a **vertical or horizontal row or column**.
 2. Tiles must have **at least 1 side** that exposed when you begin your turn.
- All the tiles you took must be placed into a **single** column on your bookshelf. You can choose in which order to place the tiles, but they all must go into 1 column.
 - You cannot take more tiles than you have room for in a column.
- Pay attention to your **personal goal card**! To score more points, try to place item tiles in your bookshelf so that they will match the position of bookshelf items on your goal card.
- You can also try to complete one or both of the **common goal cards**. Be the first to do this and you'll get a higher **scoring token**. You can complete each goal only once!
- When the board has 4 tiles remaining, return those tiles to the bag and refill the board with random tiles.

Game End and Scoring:

- The game ends when a player has completely filled their bookshelf. After this, all other players are allowed one more turn.
- There are **4 ways to score points**, which you add up. The **highest scoring player wins!** :
 1. The player who finished first takes the **End Game Token**. This is worth +1 point.
 2. Count the number of matches in your bookshelf to the position of items in your **personal goal card**! Point values are listed at the bottom of the card.
 3. Sum the points from any **scoring tokens** you got from completing common goals.
 4. Score points for **group size of similar items** in your bookshelf. See your board's bottom right corner for point values of different group sizes.