


P A N O R A M A

RULES





The dew glistens on the grass, the mist hangs over the valley, and the haunting bellow of a solitary moose echoes off the mountains. You're setting off on an overnight hike, your trusty camera in your hand, in the hope of capturing an image of this beautifully remote place.

Objective

During the game, you will select cards to add to your panoramas. At the end of the game, cards score points based on their relationships to other cards. You will also score points by winning awards. The player with the most points wins.

Contents



First Player token



10 Award tiles



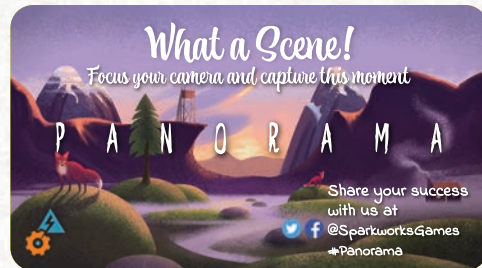
58 Dawn cards



58 Dusk cards



Player Aid



Victory card

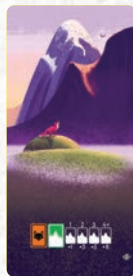
Setup

This setup section is for games with 3 to 6 players. See Solo and Two-Player Variant sections for their unique setups (pages 12-14).

Each game has 2 phases: the first uses the Dusk Deck, while the second uses the Dawn Deck.



Dusk



Dawn

Select the appropriate deck (Dusk or Dawn) for the phase.

For a game with 4 or fewer players, remove all of the cards designated for 5 and 6 players. For a 5-player game, remove the cards for 6 players. Otherwise, use the entire deck.

5 5 Player

6 6 Player

Shuffle the remaining cards.

Deal cards from that deck face down to each player depending on the player number:

Number of players	3	4	5	6
Number of cards	12	10	9	9

The first player is the person who most recently saw a wild animal. That player places the First Player token in front of them.



Shuffle the Award tiles face down.

Deal 4 Award tiles face up to the center of the table. Put the rest of the Award tiles back in the box; they will not be used in this game.



Gameplay

Each game takes place in two phases, one using the Dusk Deck and one using the Dawn Deck. During each phase, players are building panoramas with the players directly next to them. At the game's end, each player scores for both of these panoramas.

Complete setup for the Dusk Deck and follow the game play rules in this section. Then do the same using the Dawn Deck. When finished, score points to determine the winner! See Scoring and Winning for details.

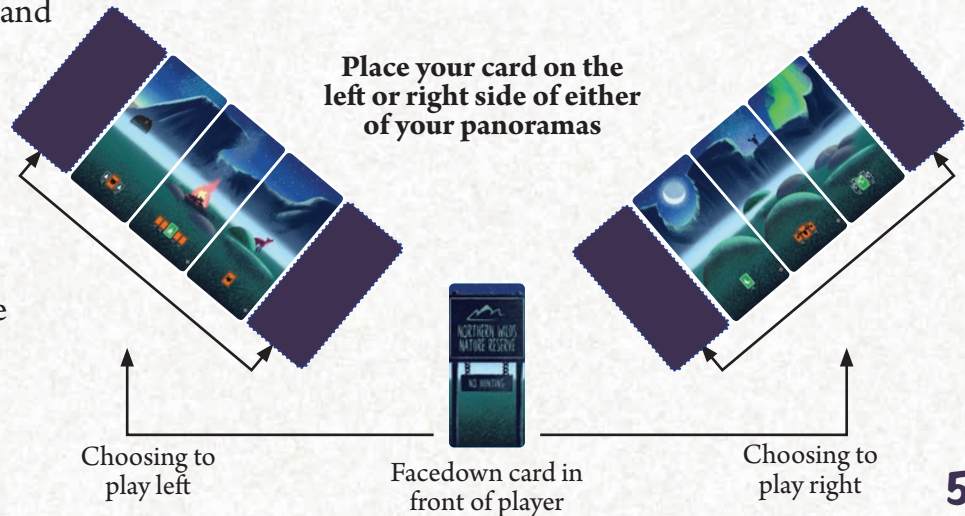
Gameplay proceeds in rounds, as follows:

1. Simultaneously, each player looks at their hand of cards and chooses one to play, placing it face down in front of them. Players hold onto the rest of their cards while others are finishing their decisions.

2. Once all players have chosen a card, the first player places the card they selected face up either to their left side or their right side. If this is the first round, this starts a new panorama.

3. Each player, in clockwise order, will then place their card face up to their left side or their right side.

🦊 If there is already a card on that side, they place their card adjacent to the existing card(s) to continue with that panorama. See below for how to place cards.



🦊 If a player cannot place their chosen card, they must place that card face down on one end of either the panorama to their left or their right.

4. Once each player has placed exactly one card, they all pass their hand of cards to the player on their left (clockwise). Now each player has a new hand of cards. The first player, passes the First Player token to the player on their left along with their cards. That player is now the first player, and play continues with another round.

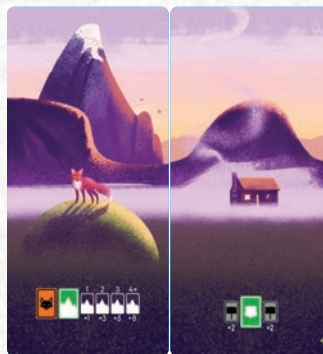
5. If this is the Dusk phase, once everyone plays their last panorama card, set the panoramas aside to score later and proceed with playing the Dawn phase. If this is the Dawn phase, once everyone plays their last panorama card, the game is over (see Scoring and Winning).

Playing Cards

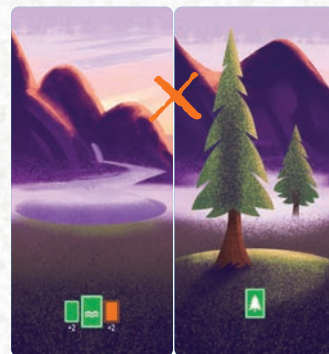
🦊 Players are building panoramas with the players directly next to them. At the end of the game, players score for each of the panoramas they built.

🦊 Players choose to play a card to their left or their right; then they place the card on either end of the panorama on that side.

🦊 The heights of the background landscape must match when placing a card.



Correct placement



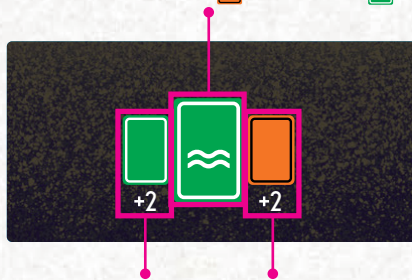
Incorrect

🦊 If a card can be played face up, then it must be. If a player cannot place their selected card, they must play it like normal, but **face down**. A facedown card can be played next to any card. *Any card can be played next to a facedown card in a panorama.*

🦊 *Cards will score based on their icons not their artwork. For example Tree cards only have one Tree icon, regardless of the number of trees present in the artwork. In the same way Northern Light cards are all equal, regardless of the varying intensity of the auroras in the artwork.*

🦊 Points that can be scored by a card are indicated by the icons on the bottom of that card (see Scoring and Winning).

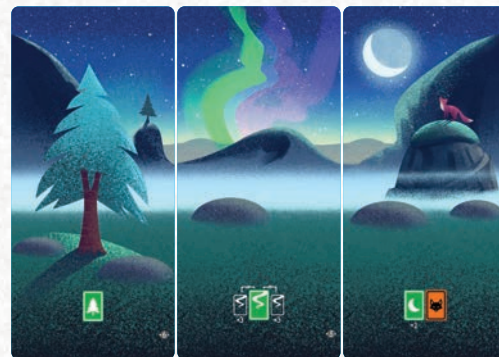
Large center icon(s) show what is on this card. These icons can be **animals** 🦊, **features** 🏞️ or both.



Small icons on either side indicate how this card will score points (see Scoring and Winning).



Example: The Cliff card in the middle scores 3 points for the Moon (feature) card on the right, and it does not incur the -2 point penalty because there are no animals on the left.



Example: The Northern Lights card scores no points as there are no Northern Lights beside it.

Scoring and Winning

4

Outfoxed



Fewest Foxes

Awards go to **all panoramas that meet their requirements.** This Award goes to the panorama(s) with the fewest foxes. See Awards for more details.

Each player will have four panoramas (2 for each phase) to score. See Two-Player and Solo Variant rules for exceptions.

Before scoring begins, review any Award tiles on the table. Give the Awards to the appropriate panoramas. *If there is a tie for that bonus, each of the tied panoramas will score for that Award.*

Each player adds the scores of the Dusk and Dawn panoramas to their left and the scores of the Dusk and Dawn panoramas to their right to get their final score. Use the scoring rules on the following pages to score your panoramas. Don't forget to add the additional points for any Awards a panorama won!

The player with the highest score wins the game!

Awards

>  **Treescape**
5 points for each panorama with the most Trees.

<  **Originality**
6 points for each panorama with no duplicate features.

>  **Fox Friend**
5 points for each panorama with the most Foxes.


>  **Naturalist**
3 points for each panorama with the most *natural* features (i.e. does not include Watchtowers, Campfires, or Ranger Stations).


Points


4 **Wide Angle** > 

Longest Panorama


Requirement


>  **Wide Angle**
4 points for each longest panorama.

 **Wildlife Award**
6 points for each panorama where every card has an animal.

<  **In Focus**
6 points for each shortest panorama.

<  **Clearview**
4 points for each panorama with the fewest Trees.

<  **Outfoxed**
4 points for each panorama with the fewest Foxes.

>  **Eagle Eye**
3 points for each panorama with the most Watchtowers.

Icons and Scoring



Bear



Score 2 points for each Tree card next to the Bear. Bears can score a maximum of 4 points.



Campfire

Score 1 point for each animal card in the two closest cards on each side of the Campfire. A Campfire can score a maximum of 4 points.



Cliff

Score 3 points if you have a feature card to the right of the Cliff; score -2 points if you have an animal card to the left of the Cliff. Cliffs can score a maximum of 3 points.



Lake

Score 2 points for an animal card to the right of the lake. Score 2 points for a feature card to the left of the Lake. A Lake can score a maximum of 4 points.



Moon

Only 1 Moon is allowed in a panorama. Score 2 points.



Moose

Score 2 points for each card next to the Moose that is not an animal card. Moose can score a maximum of 4 points. Face-down cards score as having no animals.



Mountain

Score points for how many Mountains are in your panorama. Score 1 point for 1 Mountain, 3 points for 2, 5 points for 3, and 8 points for 4 Mountains. They do not need to be next to each other.



Northern Lights

Score 3 points for each pair of Northern Lights. One card can be in two pairs, so if you have 3 adjacent Northern Light cards, that counts as 2 pairs and 6 points total.



Sun

Only 1 Sun is allowed in a panorama. Score 1 point for each pair of cards to the left of it. If you have 4 cards to the left, the Sun card can score 2 points, if you have 9 cards to the left, score 4 points.



Ranger Station

Score 2 point for each sign (facedown card) next to the Ranger Station. This card can score a maximum of 4 points.



Foxes & Trees


Fox and Tree cards do not score any points but can interact with other cards.



Watchtower

Score 1 point per specific card in the indicated positions. Watchtowers can score a maximum of 4 points.



This Watchtower (far left) scores 2 points because of the Tree and Moose cards. The Fox on the Watchtower card does not score any points. Any card  can be directly next to the Watchtower, but it will not score any points.

Two-Player Variant

A two-player game is set up and played somewhat differently. Each player makes one panorama per phase.

Setup

Starting with the Dusk

Deck, remove all of the cards designated for 5 and 6 players, and shuffle the remaining deck.

5 5 Player

6 6 Player

Deal 1 card to each player who places it face up in front of them as the first card in their panorama.

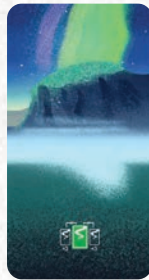
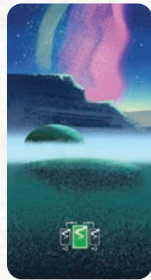
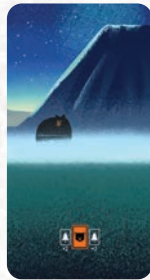
Place the deck face down and reveal 3 cards from the deck, placing them face up in the middle of the table.

Give the First Player token to the person who most recently saw a wild animal.

Note: Awards are not used in a two-player game.



Deck



Initial set-up of three available cards...



...more cards will be added during the game.



Gameplay

The **first player** chooses one of the faceup cards and plays it on their panorama.

The **second player** then:

- 🦊 Step 1: Chooses one of the remaining faceup cards to add to their panorama.
- 🦊 Step 2: Reveals 3 more cards from the deck placing them face up in the middle of the table.
- 🦊 Step 3: Takes the First Player token (this rotates the starting player).

Repeat first and second player turns, alternating the first player each round, until each player has 10 cards in their panorama.

Score as usual; players only score their own panorama (see Scoring and Winning).

As the game progresses, more cards will be available to choose from! Cards are played into your panorama in the usual way (see Gameplay). If there are no cards that are playable on your panorama, select one to play facedown instead.

When you have completed the Dusk Phase, switch decks and repeat with the Dawn Deck.


Combine your Dusk Phase and Dawn Phase scores. Whoever has the most points wins the game!

Solo Variant

Setup:

Starting with the Dusk Deck, remove all of the cards designated for 5 and 6 players, and shuffle the remaining deck.

 5 Player


 6 Player


Deal 1 card face up in front of you; this becomes the first card in your panorama.

Place the deck face down and reveal 2 cards from the deck, placing them face up in the middle of the table.

Note: Awards are not used in a solo game.

Gameplay:

 Step 1: Choose one of the faceup cards and play it on your panorama.

 Step 2: Reveal 2 more cards from the deck placing them face up in the middle of the table.

Repeat these 2 steps until you have 10 cards in your panorama.

Score as usual (see Scoring and Winning).

As the game progresses, more cards will be available to choose from! Cards are played into your panorama in the usual way (see Gameplay). If there are no cards that are playable on your panorama, play one face down instead.



When you have completed the Dusk Phase, switch decks and repeat with the Dawn Deck. Combine your Dusk Phase and Dawn Phase scores and see how well you did!

Credits

Design: Alex Wynnter
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For more about our games, please visit Sparkworks.fun and TabletopTycoon.com

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WORKS

The logo for SPARK WORKS is centered on a dark blue, textured background. The word "SPARK" is in a light blue, sans-serif font, with a stylized lightning bolt icon integrated into the letter 'A'. Below it, the word "WORKS" is in an orange, sans-serif font, with a gear icon integrated into the letter 'O'. The overall design is modern and industrial.