

SHELFIE STACKER RULEBOOK



OVERVIEW

So you've picked up a new game, eh? Or did you finally get your eager hands on that expansion you've been waiting on for the past year? Well now the real game begins — how on Earth will you fit it into your alphabetized, colour coordinated and divinely crafted new board game shelf? Well, what does it really matter? It's probably going to just sit there in it's shrink wrap for the next six months anyway — sorry, too real? Let's just move on then ...

Grab'em and stack'em! The aim of the game is to create the most illustrious board game shelf, becoming the envy of all your gamer friends! The game is played over the course of 7 rounds. Each round, groups of 3 dice are randomly drawn and placed onto Delivery Boxes. These dice represent groups of board games. From their hand of 8 Character Cards, players must select 1 card to play face down. These cards will not only determine turn order, but also provide a one-time ability to help players better stack their shelf. There are specific rules around how dice can be placed into players' shelves, so careful planning is required. At the end of 7 rounds, the player with the best shelfie stack wins!

COMPONENTS

A. Shelf of Shame
Dashboards (x4)

B. Big Shelf
Dashboards (x4)

C. Dice Bag (x1)

D. Dice (x88, 22 of each)

E. Decks of Character
Cards (x4 decks of 16)

F. Shelfie Sidekick
Cards (x4)

G. First to Claim Cards (x12)

H. End of Game Cards (x12)

I. Delivery Boxes (x6)

J. Point Scoring Reference
Cards (x4)

K. Scoring Pad (x1)



SETUP

- 1. Give each player 1 Big Shelf, 1 Shelf of Shame, all Character Cards and 1 Reference Card** in their chosen colour, (green for you, of course).
 - **Players select 8 of the 16 Character Cards** and return all others to the box, face down. Players should keep their selected cards hidden from the other players.
 - For your first game, we recommend that each player use only Cards numbered 1 - 8 from their set of Character Cards. For information on how to use Cards 9 - 16, see the "Variants" section of the rules.
- 2. In the center of the table, place 1 Delivery Box per player, plus 1 additional Delivery Box.**
When playing with fewer than 4 players, return the unused Boxes to the, umm, box ... not confusing at all, right?
- 3. Place the Dice into the Bag.** If playing with less than 4 players, you will need to remove some Dice, returning them to the box:
 - 4 Players — use all 88 Dice.
 - 3 Players — remove 5 of each Dice colour.
 - 2 Players (or solo) — remove 10 of each Dice colour.
- 4. Shuffle the Sidekick, First to Claim, and End of Game Cards into separate piles,** then reveal and place 1 of each face up in the center of the table. Return all the other Cards to the box.

2 PLAYER SETUP EXAMPLE



HOW TO PLAY

The game is played over 7 rounds. Each round follows the same structure:



1) FILL THE DELIVERY BOXES

From the Bag, have the most trustworthy player (you, obviously) draw and place 3 Dice onto each Delivery Box. These don't need to be rolled, but shouldn't be manipulated in any way when being placed.

2) SELECT YOUR CHARACTER CARD

Each round you will choose 1 Character Card from your hand. This will determine not only turn order for that round but also grant you a one-time ability at some point in the game. Once you have selected your Card, place it face down, above your Big Shelf. Once all players have their Card face down in front of them, all players reveal their Cards simultaneously.

All selected Character Cards will remain face up alongside your Big Shelf until you use the abilities printed on them. You don't have to use their ability in the same round that they were selected. You can have multiple Character Cards face up alongside your Big Shelf. This would allow you to execute multiple Character Card abilities at the same time.

However, once a Character Card has been used, you should either rotate it, flip it, tuck it under your Big Shelf or balance it on your head — whatever works for you. Some abilities require you to place Dice onto Cards, so flipping these might be a little difficult. You can find more information on these abilities in the **Card Appendix**.

After taking your Delivery Box of 3 Dice (See "Collect Your Dice" on the next page), you should move your selected Character Card from above your Big Shelf to alongside it. This will help avoid confusion in later rounds.

3) COLLECT YOUR DICE

Once all players have revealed their Character Card for the round, they will each select 1 Delivery Box of 3 Dice, starting with the player who played the lowest-value Character Card, followed by the next lowest, and so on.

Should 2 or more players reveal the same Character Card, use the tie-breaker letters (A, B, C...) on each Card to determine who goes first (A comes before B, if you weren't sure).

After taking your Delivery Box of 3 Dice, you may immediately start trying to fit them into your Shelves as best as possible.

4) PLACE YOUR DICE

Alright, you're almost there. This is where the real challenge lies. As mentioned earlier, you must place all your Dice each round. Ideally, you want to place them into your Big Shelf. However, sometimes you may have to place them into your Shelf of Shame, which as the title suggests, is a real shame (poor you). You cannot leave any Dice in your Delivery Box or voluntarily throw any away.

When placing Dice into your Big Shelf, some basic rules apply:

- You must always place Dice in such a way that you fill each column from the bottom, to the top.
- Each column must be of a single Dice colour. No messy business!
- When placing Dice into a column where there are already Dice present, you must ensure that the new Dice is of a higher value than the one directly below it. In other words, columns must increase in pip value as they begin to fill. However, Dice values do not need to be sequential. For example, you might start filling a column by first placing a purple 2, then a purple 3, followed by a purple 5.
- **6s are wild!** Any time you have a 6-valued Dice in your Box, you may physically change it to any value. This is true even if you used an effect to turn it into a 6. For example, if you received a Dice as a 5, then used an ability to increase its value by 1, it would become a 6, which you could then choose to change to a 4. But, as we will explain soon, 6s are also worth a lot of points (6 points, in fact!), when placed on your Big Shelf. So sometimes you might prefer to leave their values unchanged. Once placed on the big shelf, 6s are tamed--they are no longer wild and cannot be changed!

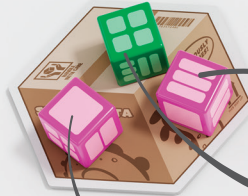
Can't place your Dice on your Big Shelf? Well then, they must be placed in your Shelf of Shame.

Turn the page for more information and a visual example of how Dice are placed.

DICE PLACEMENT EXAMPLE

The **Purple '1'** cannot be placed on the **Big Shelf**, so it must be placed in your **Shelf of Shame**.

However, a **Character Card**, such as **The Bargain Hunter** could be used to change this **Dice** to a 6, which would make it wild, allowing you to place it on your **Big Shelf**.



YOUR SHELF OF SHAME

The **Green '4'** and **Purple '3'** can be placed on the **Big Shelf** as the numbers are higher than those previously placed and the colours are correct.



YOUR BIG SHELF

• THE SHELF OF SHAME

Now, it is quite likely that you might gain some Dice that you cannot place, or don't wish to place. As we've mentioned, you must place all your Dice each round. No hiding them in your pockets! If you cannot place your Dice into your **Big Shelf**, or store them on **Character Cards** that allow it, then you have to place them into your **Shelf of Shame**.

When placing Dice into your **Shelf of Shame**, there are no rules about placement. Also, although there is room for only 9 Dice, there is no limit to how many Dice may be placed — but hopefully it doesn't come to that! Each Dice still in your **Shelf of Shame** at the end of the game will cost you 2 points (and let's not even talk about the deep sense of regret and self-loathing).

5) CLEAN UP

Once everyone has finished placing their Dice, return the 3 Dice from the unchosen Box to the Bag. All players return their empty Boxes to the center of the table before beginning the next round. (Return to Step 1).

REWARD CARDS

In each game, there will always be 3 unique Reward Cards:

- **SHELFIE SIDEKICK**

The first player to collect at least 3 Dice of the depicted colour claims this Card. If multiple players achieve this in the same round, it goes to the player who went earliest in turn order. But watch out, the Shelfie Sidekick is not loyal to anyone! If another player has more dice of that colour than you in their big shelf, this card goes to them. A draw means the card stays put. This does not include the Dice in the Shelf of Shame, or on Character Cards.

- **FIRST TO CLAIM**

The first player to successfully create the depicted pattern anywhere in their Big Shelf claims this Card and keeps it for the rest of the game. If multiple players achieve this in the same round, it goes to the player who went earliest in turn order. Note that it does not matter whether there are Dice above or below the pattern. Just so long as you can see the pattern. It cannot be mirrored or rotated. It must be that exact pattern.

- **END OF GAME BONUS**

This is a bonus that all players can score from at the end of the game.



END OF THE GAME

The game ends immediately after the 7th round. You will know this, as you'll have only 1 Character Card left in your hand. It's now time to stand back and look in awe upon your marvellous achievement.

What a gorgeous sight to behold! Let's not even mention that overflowing Shelf of Shame in the corner. It's nothing, really. No one is even going to notice it. Sorry, this is getting too real again. *Deep breaths*

SCORING

At the end of the game, each player will score points for the following:

- 6 points for each column in their Big Shelf with exactly 5 Dice.
- 3 points for each column in their Big Shelf with exactly 4 Dice.
- 1 point for each column in their Big Shelf with exactly 3 Dice.
- 1 point for each pip on the top-most Dice in each column in their Big Shelf.
- Points from any applicable Reward Cards.
- Negative 2 points for each Dice in their Shelf of Shame.

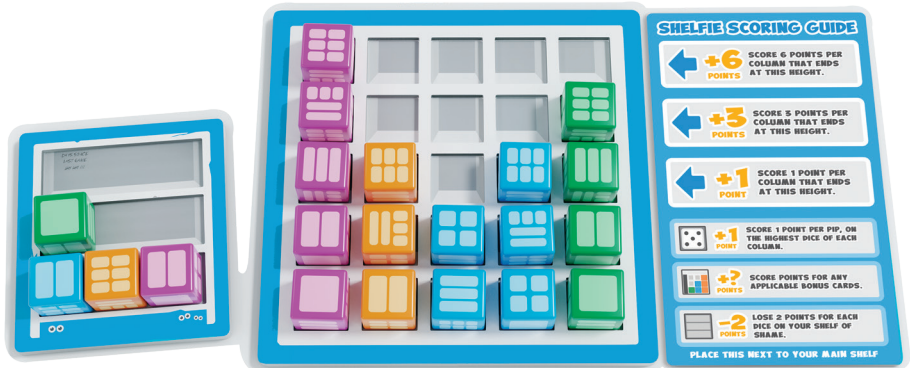
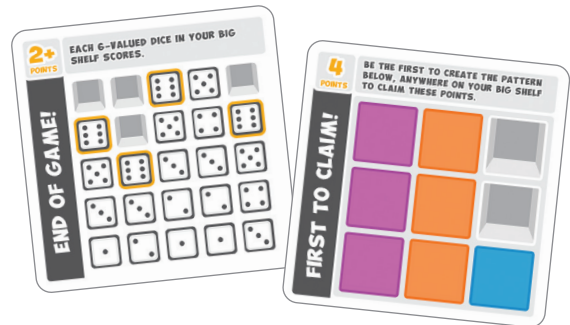
The player with the most points is the winner! In the case of a tie, the player with the lowest-valued Character Card still in their hand is the winner. If still tied, all tied players share the victory, and must say "Shelfie Stacker Sidekick" ten times quickly without error or face eternal shame.

SCORING EXAMPLE

The below would work out as follows:

- 6 points for 1 column, 5 dice high (purple)
- 3 points for 1 column, 4 dice high (green)
- 2 points for 2 columns, 3 dice high (blue and orange)
- 28 points for the total pip count for all of the top-most dice
- 4 points for gaining the First to Claim card
- 8 points for the End of Game Card. (2+ points for each column finishing on a 6-valued dice).
- -8 points for each Dice in the Shelf of Shame

TOTAL SCORE = 43



VARIANT RULES

Got the hang of the game now? Let's mix things up a bit then. The variants below offer new ways to play the game by incorporating Character Cards 9 -16 . See which one you like the most and let us know on social media @arkusgames.

THAT ONE FRIEND WHO ALWAYS DOES THE SHUFFLING

Have 1 player shuffle all 16 Character Cards from their set and randomly reveal 8. The other 8 can be returned to the box. These are the Cards that will be used for this game. All other players find those same 8 Cards from their sets and return the other 8 to the Game box.

R.N.G. AND OTHER STRANGE ACRONYMS

Have each player shuffle all 16 of their Character Cards and randomly remove 8 unseen Cards to the box. They will all now have a random set of 8 Cards to use for this game.

IT'S GETTING A BIT DRAFTY IN HERE

Use either of the variants above to set up the game. However, at the end of each round, players pass all their remaining Cards to the player on their left. This will make for a much more chaotic game, as you'll never know which Cards will be available for your next turn.



SOLO PLAY – BEAT YOUR SCORE!

Let's face it, organizing a game night is sometimes harder than remembering which sock goes on which foot. But don't worry. We have a solution for all you wrongfootsockians out there.

SET UP

Follow the original setup just as you would for a 2-player game. However, do not give your imaginary friend a Big Shelf, Shelf of Shame, or Reference Card. Shuffle their Character Cards (making sure they have the same 8 as you — or a random 8 if you choose) and place them in a face down deck nearby.

Do not use the Sidekick or First to Claim Cards. Instead, randomly reveal 2 End of Game Cards.

You will have the opportunity to score both of these at the game's end.

Your opponent won't be scoring points. You will simply be trying to reach a certain point target each game.

When laying out the 3 Boxes, make sure they are in a horizontal line in front of you.

This will help determine which Dice your opponent will remove.

HOW TO PLAY

Select your Character Card as you normally would.

Once you have chosen, reveal the top Card from your opponent's deck. Just as in the regular game, the player with the lowest-value Character Card will go first.

On your imaginary opponent's turn, they will select 1 Box and remove all 3 of its Dice from the game. Which Box they select is determined by the small numbers shown at the bottom right of each Character Card. If possible, they will take option number 1. If you already took that Box, they will take option number 2.

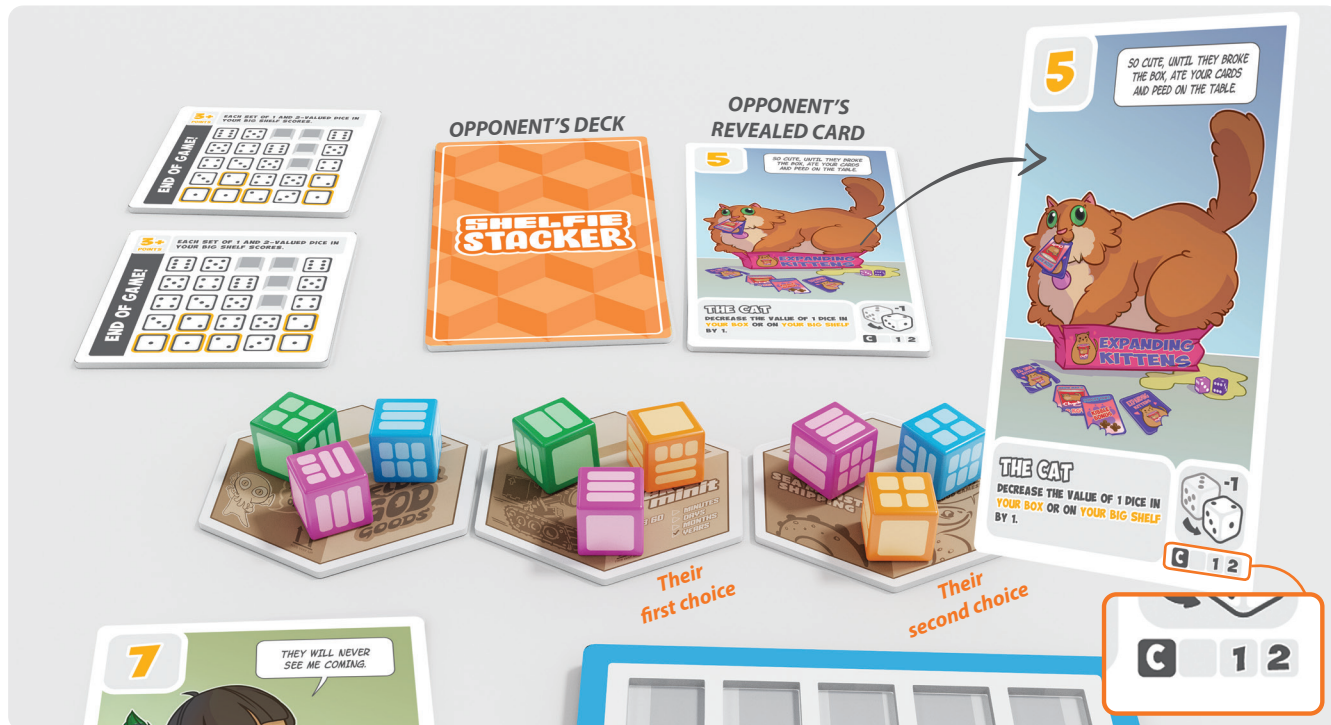
Each round will still end with 1 unchosen Box. Just as in the standard game, all Dice on that Box should be returned to the Bag at the end of each round.

See the following page for an example of Solo Play turn-order.



SOLO PLAY TURN ORDER EXAMPLE

You have revealed a Card with a 7, your opponent has revealed a 5. Because their number is lower they would get to choose a set of Dice first. According to the solo play reference in the bottom right of their Card, their first preference is the middle set of dice. For this mode only, you must remove these Dice from the game, they do not return to the Bag.



SCORING

The game ends in the same way, after 7 rounds. At the end of the game, add up your final score, remembering to include both End of Game Cards. See how well you did based on the list below:

- 30 points — That's okay, we all have to start somewhere.
- 40 points — Alright, so you like games eh?
- 50 points — Have you played this before? I feel like you've played this before.
- 60 points — That's right — you stack those shelves!
- 70 points or more — You may have pushed away everyone you loved, lost sleep and forgotten to eat, but it was worth it! But was it? Was it really?

SOLO PLAY – BEAT SHEM BOT!

This solo variant is more involved than the previous! You will be versing the mighty Shem Bot, who in this variant, rather than simply removing Dice, will be using them to fill his shelves. Shem Bot will be scoring points in a very similar way to you.

SET UP

Follow the original setup just as you would for a 2-player game. Shem Bot will need a Big Shelf and Shelf of Shame for this variant. Shuffle his Character Cards (making sure he has the same 8 as you — or a random 8 if you choose) and place them in a face down deck nearby.

Randomly reveal one of each of the 3 different Reward Cards as you would in a standard game.

HOW TO PLAY

Select your Character Card as you normally would.

Once you have chosen, reveal the top Card from Shem Bot's deck.

Just as in the regular game, the player with the lowest-value Character Card will go first.

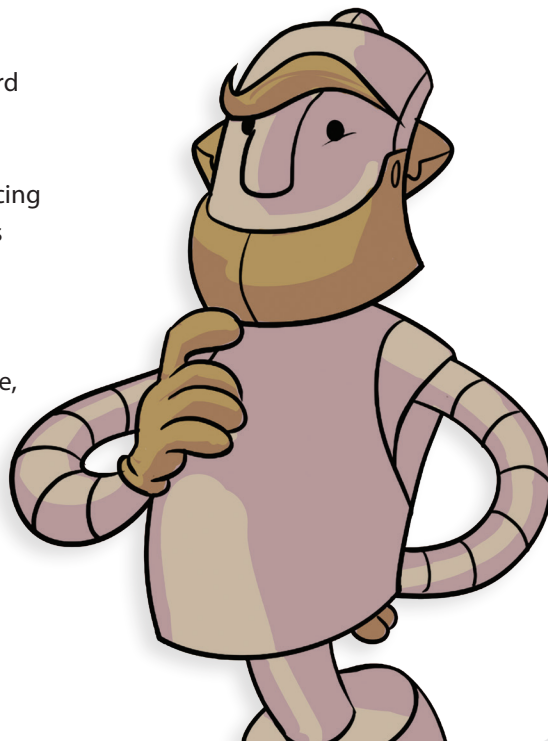
On Shem Bot's turn, he will select 1 Box and collect all 3 of its Dice, for placing into his Shelves. Which Box he selects is determined by the small numbers shown at the bottom right of each Character Card.

If possible, he will take option number 1. If you already took that Box, he will take option number 2.

Each round will still end with 1 unchosen Box. Just as in the standard game, all Dice on that Box should be returned to the Bag at the end of each round.

Shem Bot is pretty slick, so slick in fact that there are 2 ways he can score! See the following page to make your choice before you begin.

See the previous page for an example of Solo Play turn-order.



SHEM BOT'S DICE PLACEMENT

When Shem Bot selects his Dice, you should place them into his Big Shelf, using the following rules:

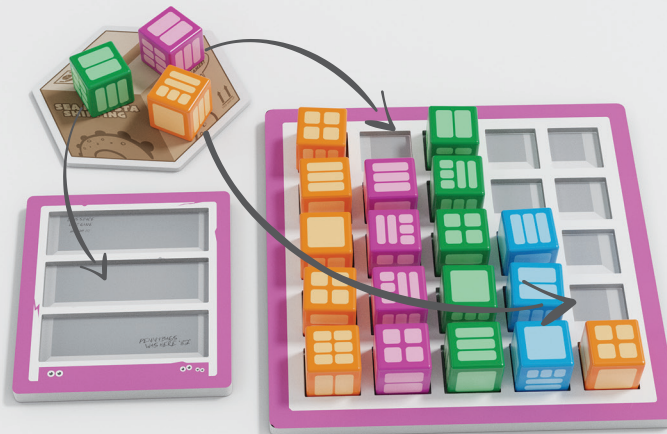
- Shem Bot ignores Dice values. Therefore, his columns may ascend in any numerical order.
- Shem Bot always aims to fill columns from left-to-right on his Big Shelf, while also aiming to complete the First to Claim Card (If he has the correct dice, be sure to place his Dice in such a way that he can create the indicated pattern in the first 3 columns of his Big Shelf).
- Shem Bot will always stack dice of the same colour, rather than starting a new column.
- If he has filled a column and gains more Dice of that colour, he will start a second column. If there is no more space in their Big Shelf for another column, these Dice will be placed in his Shelf of Shame.
- In the rare case that Shem Bot has 2 Dice to place, but both can only be placed into their last empty column, he will choose to place the higher-valued Dice (see the previous point above). If both Dice are the same value, you decide which 1 he chooses.

SHEM BOT EXAMPLE

Green Dice - It can not fit, so it must go into his Shelf of Shame.

Purple Dice - It must go on top of the first available stack from the left.

Orange Dice - It must go on top of the first available stack from the left.



NOTE: The opponent's dice are not in ascending order. However, your dice must still follow the standard placement rules for the game.

SCORING

At the end of the game, count up your Shem Bot's score, just as you would your own. You are aiming to score more points than Shem Bot. **When calculating points for the highest Dice in each of his columns, there are 2 options:**

- Standard Mode: Your opponent scores points equal to the highest-positioned Dice in each column.
- Hard Mode: Your opponent scores points equal to the highest-valued Dice, regardless of where they sit in each column.

CHARACTER CARD APPENDIX 1 - 8



1. BAD LENDER

This allows you to carry over 1 Dice between rounds or, at the very least, prevent putting 1 into your Shelf of Shame. When removing it from the card, place it into your Box for that round. You can then treat it as if you had just chosen it that round. Dice in your Travel Case at the game's end do not score any points or count towards the Sidekick Card.



2. NEAT FREAK

The returned Dice can be taken only from the top-most space of a chosen column (it cannot have Dice placed above it). When returning it, place it into your Box for that round. You can then treat it as if you had just chosen it that round.



3. UPGRADE ADDICT

If using this to affect a Dice in your Big Shelf, it can affect only a Dice in the top-most space of a chosen column (it cannot have Dice placed above it).



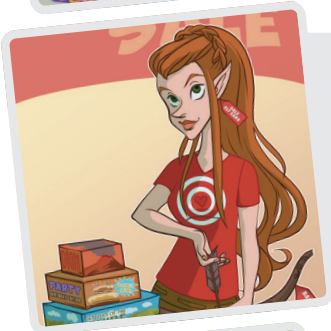
4. THE REGIFTER

If returning a Dice from your Big Shelf, it can be taken only from the top-most space of a chosen column (it cannot have Dice placed above it). Dice placed in your Gift Box remain there for the rest of the game and do not score any points, or count towards the Sidekick Card.



5. THE CAT

If using this to affect a Dice in your Big Shelf, it can affect only a Dice in the top-most space of a chosen column (it cannot have Dice placed above it). You cannot do this if it would then be of an equal value to the Dice below it.



6. BARGAIN HUNTER

Your dice gets flipped to the number on the opposite side. This would change a 1 to a 6 (Wild), 2 to a 5, 3 to a 4, or visa versa.



7. MONOCHROMIST

This lets you break the colour restriction rules when placing the Dice. It does not change the Dice's colour for other purposes, such as for the Sidekick Card or First to Claim Card. Also, it does not alter the column's colour for future Dice placed there.



8. SHELFIE SNAPPER

This allows you to take a spent Card and reuse it. This could lead to you having 2 Dice on your Bad Lender or The Regifter. This is totally legal.

CHARACTER CARD APPENDIX 9 - 16



9. CON-QUESTOR

This can only be done as you choose your Box, not at the start of a round or after taking your Box. You simply pick up 1 Dice from 1 Box and swap it with 1 Dice from another Box. All Boxes should still have 3 Dice in them after doing so.



10. DICE CHUCKER

This can be any number of Dice, but the rolled results are final (you cannot revert to what they were originally). Of course, you could always use another Character Card's ability to alter the rolled values afterwards.



11. MATH TRADER

This allows you to swap the values of 2 Dice. For example:

You might have an Orange 5 and a Blue 2. You could swap their values so that you have an Orange 2 and a Blue 5.



12. THE GEEK

You still need to follow all normal placement rules. 1 Dice goes straight from your Shelf of Shame, to your Big Shelf (not via your Box). Therefore, some Character Cards might not be legally able to help you alter the Dice's value (I know you were thinking about it!).



13. THE SQUISHER

This lets you break the numerical placement restriction rules when placing 1 Dice. It does not change the Dice's number for other purposes, such as the End of Game Cards. Also, it does not alter the placement rules for this column for any future Dice placed.



14. THE PLAYTESTER

If using this to affect a Dice in your Big Shelf, it can affect only a Dice in the top-most space of a chosen column (it cannot have Dice placed above it). You cannot do this if it would then be of an equal or lower value to the Dice below it.



15. RAD RENTER

Take 1 Dice from your Delivery Box and return it to the Dice Bag. Randomly draw 1 Dice from the Bag, set it to any value, and add it to your Box.



16. THE SHUFFLER

This allows you to move multiple adjacent Dice in a single column up 1 space each. After doing so, you must immediately place 1 Dice from your Box into the gap. This Dice must be of the correct colour, plus be higher in value than any Dice below it and lower than those above it. You cannot use the Shuffler's ability if you do not have a Dice to legally place into the newly created gap.

FAQ

Character Cards - Can I use multiple abilities on 1 Dice?

Yes! Have fun experimenting with different card combos.

Dice - When drawn from the Bag during setup, must the Dice be rolled before they are placed on the Delivery Boxes?

They do not need to be rolled. However, if your fellow players would like to, go for it.

First To Claim Cards - Do you need to leave an empty space as depicted?

No you don't. The quantities shown are the minimum of each Dice you must have in that pattern to be able to claim these points first.

Shelfie Sidekick Card - Can this be stolen from another player?

Yes! If you have more Dice of the depicted colour than the player holding the card, you can claim it from another player at any time. If multiple players try to claim it in the same round, it goes to the player who went earliest in turn order.

The Monochromist - When it comes to reward cards how does this Dice score?

If the points to be scored are based on having a particular colour combination, then this Dice does not count.

For example:

- Shelf Sidekick: The actual colour of the Dice counts towards this total.
- First to Claim Cards: If it breaks the required pattern, these points can not be claimed.
- End of Game Cards: Points apply for values, and only when the actual colour of the Dice is applicable. If the colour breaks the requirement, such as "Each pair of columns of the same height and colour scores", then points cannot be scored.

My question has not been answered here. Help!

Did you just stumble upon a rare edge case? Or do you simply want to clarify your understanding of a particular rule?

There are a few ways it can be solved:

- Check out forum posts on boardgamegeek.com. Search Shelfie Stacker. Someone may have asked the same question.
- Send us a private message on our Facebook Page @arkusgames.
- Email us at: hello@arkusgames.com

Please do not hesitate to get in touch, we are happy to help!

TOP TIPS

Woah you've read this far! Well Rulebook Master, we're here to help. Here's a quick round-up of some of the key things you'll want to know before you start:

- Don't forget 6's are always wild! Use abilities to change Dice to a 6, then you can freely change it to any number.
- The card abilities do not need to be used right away.
- Use multiple card abilities at once, even on the same dice, to create some powerful combinations!
- Use "The Bad Lender" & "The Regifter" to stop Dice hitting your Shelf of Shame!
- Each game lasts 7 rounds, so there will always be 1 Card you don't get a chance to use.
- Learn with Cards 1-8, but then try mixing up your deck of 8 with other Character Cards.
- Round 3 is where the decision for Dice begins to get especially difficult!
- Keep an eye on that Shelfie Sidekick Card! Should it be yours?

ROUND REGAP

1

FILL THE DELIVERY BOXES

2

SELECT YOUR CHARACTER CARD

3

COLLECT YOUR DICE

4

PLACE YOUR DICE

5

CLEAN UP





CHECK OUT THE HOW TO PLAY VIDEO!
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