BOOKSHELVES

GAME MANUAL

A cozy drafting board game for 1 to 4 players



ENGLISH

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WELCOME

Some people collect stamps. Some collect records. You? You collect books.

Bookshelves is a cozy drafting board game. Every player has a room with a **dresser** and a 5×5 **bookshelf**. Each round you take books from the library carts in the middle of the table, line them up on your dresser, and at the end of the round your full rows move onto your shelf. You score for every book you shelve, and more for shelving books next to each other. The best library wins.

Play online with 2 to 4 people through Steam, fill empty seats with bots, or try the solo **Daily Curate** puzzle, a new one every day.



GETTING STARTED

The main menu has everything one click away. On your first launch the game offers a **practice game**: say yes if you're new, it teaches the rules in one round.

FIND A MATCH	Joins a public table that has a free seat, or opens a new one. If nobody else turns up, bots fill the empty seats so you're never left waiting.
HOST A GAME	Opens a table in the Lobby. Invite Steam friends from the INVITE FRIENDS panel, add bots, choose the room settings, then START GAME.
JOIN A TABLE	The list under the play panel shows your friends' tables and public tables with open seats. Click one to join. You can also accept a Steam invite or use "Join Game" from your Steam friends list.
DAILY CURATE	The daily puzzle card on the left. See the Daily Curate chapter.
DECORATE / SHOP	Arrange your room and buy cosmetics with the coins you earn.
HOW TO PLAY	The rules in the game, with a SCORING tab and the PRACTICE GAME button. Press F1 during a game to open it.
LEADERBOARDS, ACHIEVEMENTS, SETTINGS, CREDITS	At the bottom right of the menu.

No Steam connection? Online play needs the Steam client running and signed in. Without it you can still play the Daily Curate puzzle and the practice game, decorate your room and browse the shop.

HOW TO PLAY

THE GOAL

Score the most points by the end of the game. Points come from shelving books (more when they sit next to other books) and from end-of-game bonuses for complete rows, columns and genres. Books that end up on the floor cost points.

WHAT'S ON THE TABLE

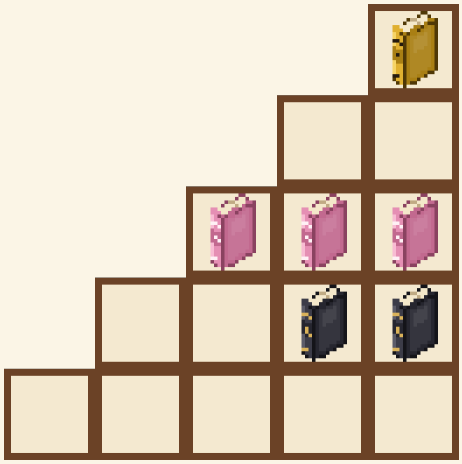
- **100 books**, 20 of each of five genres: Mystery, Sci-fi, Romance, Fantasy and Thriller.
- **Library carts** in the middle: 2 per player plus 1 (5 carts for 2 players, 7 for 3, 9 for 4). At the start of each round every cart is filled with 4 books drawn at random.
- **The rug** in the middle, where the books you don't take slide to. The **e-reader** starts each round there.
- **Your room**: a dresser with five rows (the top holds 1 book, the bottom 5), a 5×5 bookshelf, and the floor.



Mystery · Sci-fi · Romance · Fantasy · Thriller



Your bookshelf. Each row has one spot for each genre, in a shifting pattern, so every genre appears once in each row and once in each column.



Your dresser. The top row holds 1 book, the bottom row 5.

TAKING BOOKS

Players take turns. On your turn, do one of these:

- Click a **cart** and choose a genre. You take **every book of that genre** on that cart, and the rest of its books slide onto the rug.
- Click the **rug** and take every book of one genre lying there.

Then click a **dresser row** to put the books there, or press **FLOOR** to drop them all on the floor on purpose. Changed your mind before placing? Right-click, Esc or CANCEL puts them back.

When it isn't your turn you watch the player who's picking. Hover a name on the left to peek at their room, press 1-4 to visit one, and Space to go home.

THE DRESSER

- A dresser row holds **one genre at a time**. You can't add a genre to a row that already holds a different one.
- A row also can't take a genre that's **already shelved** on the same row of your bookshelf.
- Books that don't fit in the row you chose **fall to the floor**.
- A row that isn't full at the end of the round keeps its books and waits for the next round.

THE FLOOR (TSUNDOKU)



Books that fall to the floor, or that you drop there on purpose, are your **Tsundoku**: the pile of books you'll never read. Each one costs points at the end of the round, and the pile is cleared. The more books on the floor, the more each one costs (see Scoring).

THE E-READER



The e-reader starts each round on the rug. The first player to take books from the rug in a round takes it too: they **pick first next round**, but it lies on their floor and takes the first floor space (it costs points like a book).

END OF THE ROUND

The round ends when the carts and the rug are empty. Then, for every player:

1. Each **full** dresser row moves **one book** onto the matching spot of the same shelf row, and that book scores at once. The rest of the row's books are cleared.
2. Floor penalties are paid and the floor is cleared.
3. The carts are refilled, and the holder of the e-reader starts the new round.

END OF THE GAME

The game ends after the round in which someone completes a **whole shelf row** (all 5 books). End-of-game bonuses are added, and the highest score wins. Players with the same score share the place.

SCORING

Every number below comes straight from the game's rules. The SCORING tab of HOW TO PLAY shows the same table.

SHELVING A BOOK	A book with no shelved neighbours scores **1**. Otherwise it scores the length of the unbroken line it joins **across** (if 2 or more), plus the length of the line it joins **down** (if 2 or more).
FLOOR (TSUNDOKU)	Each floor space, in order: -1 -1 -2 -2 -2 -3 -3, then -3 for every book after that. The e-reader fills the first space.
COMPLETE SHELF ROW	+2 at the end of the game, for each one.
COMPLETE COLUMN	+7 at the end of the game, for each one.
ALL 5 OF A GENRE	+10 at the end of the game, for each genre.
YOUR SCORE	Never drops below 0.

EXAMPLES



The highlighted book is shelved next to two books on its left and one book below it. It joins a line of **3 across** and a line of **2 down**: it scores 3 + 2 = **5**.

1	2	3	4	5	6	7	8
-1	-1	-2	-2	-2	-3	-3	-3

Three books on the floor, plus the e-reader: the four spaces cost 1 + 1 + 2 + 2 = **6** points.

TIPS

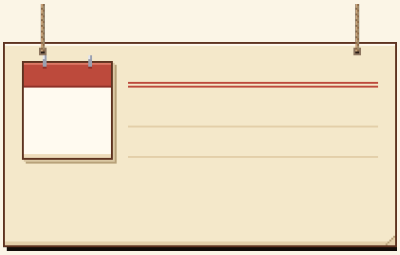
- Taking a lot at once is tempting, but the extras hit the floor. Count before you pick.
- Watch the rug: whoever takes from it first gets the e-reader and the first pick next round.
- Columns are worth the most. Plan your shelf so books line up both ways.
- Late in a round, look at what's left: sometimes the only safe move is a small pick, or dropping one book on purpose.

TABLES AND GAME MODES

The host of a table chooses its **ROOM SETTINGS** in the Lobby. Guests see them but can't change them.

MODE: FULL	The standard game, and the only one that's rated. Books that leave play (from the floor, and the spares of a shelved row) go back into the bag, so the game runs until someone completes a shelf row.
MODE: QUICK	Books that leave play are gone for good, so the game also ends when the bag runs out. Shorter and lower scoring. Never rated.
TURN TIMER	Unlimited, 30, 60, 90 or 120 seconds. When time runs out the game makes the smallest pick for you and puts the books on the first row they fit.
TURN ORDER	As listed in the Lobby (the host can move seats with the arrows) or random.
TABLE	FRIENDS (invite only) or PUBLIC (anyone using FIND A MATCH can join). At a public table, bots fill the seats nobody takes after a short countdown.
CHAT FILTER	On or off. When on, rude words are masked for everyone at the table.
BOTS	The host can ADD BOT to any open seat.

DAILY CURATE



A solo puzzle, a new one every day, and the same for every player in the world.

The bookshelf starts with a few books already on it (they're worth no points, but they count for neighbours and bonuses). Each round 3 carts are filled from a short, fixed reserve of books, so the game lasts at most **4 rounds**, and the rules are otherwise the usual ones: it ends early if you complete a shelf row. Your goal is the highest score the reserve allows.

Replay it as often as you like: your best score of the day is kept, along with your **streak** of days played. Your best score goes on the day's world leaderboard, where you can also watch the top players' replays.

The puzzle changes at midnight UTC. Daily Curate pays no coins and unlocks no achievements.

CONTROLS

Play with the mouse, or with a controller: the game has full gamepad support.

MOUSE AND KEYBOARD

LEFT CLICK	Pick a cart or the rug, choose a genre, place books on a row, press buttons
RIGHT CLICK / ESC	Cancel: put back the books you're placing, close a popup
F1	HOW TO PLAY
1 - 4	Visit a player's room
SPACE	Back to your own room
SPACE / ENTER / ESC	Skip the end-of-round scene

CONTROLLER

 LEFT STICK / D-PAD	Move the highlight to the next thing in that direction
 A	Press what's highlighted
 B	Back / cancel (like Esc)
 LB / RB	Previous / next player's room
 START	Jump to the game's menu rail, and back
 RIGHT STICK	Scroll a list
 LT / RT	On LEADERBOARDS: the day before / after

Moving the mouse hands control back to the mouse at any time.

COINS, THE SHOP AND YOUR ROOM





You earn **coins** for every finished game against people or bots: 5 for finishing, a bonus for your place (1st 10, 2nd 5, 3rd 2), and 1 coin per 10 points you scored. Your first win of the day pays 25 more, and each achievement pays coins once.

Spend them in the **SHOP** on cosmetics for your room: plants, fairy lights, a whole aquarium and more. Use **DECORATE** to place what you own; the other players see your room during the game. Lola, the dog, is asleep on the bed. Maybe she has a favourite spot.

Coins and purchases are saved on your computer and in Steam Cloud.

RATING, LEADERBOARDS AND ACHIEVEMENTS

Rating. A chess-style rating that grows with every rated game. A game is rated when it's played at a public table (FIND A MATCH), in FULL mode, with at least one other person seated. Bots don't count as opponents. New players start with a provisional rating that settles as they play.

Leaderboards. The LEADERBOARDS button shows each day's Daily Curate board and the Rating board, with your own standing.

Achievements. 21 Steam achievements, a couple of them hidden. ACHIEVEMENTS in the menu lists them and your progress.

HELP AND SUPPORT

Can't host or join? Make sure the Steam client is running and you're signed in. Tables connect through Steam's network, so there are no ports to open.

A player left? The game carries on. With a turn timer, the game picks for anyone who doesn't play in time.

Settings. SETTINGS has display, sound, controls and language (English and Brazilian Portuguese).

Questions or a bug? Post in the game's Steam Community discussions.



Thank you for playing Bookshelves.