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Pandasaurus Games Illusion Card Game Instruction Manual

Model: PAN201819

1. INTRODUCTION

The Illusion Card Game, designed by Wolfgang Warsch, challenges players' perception and visual acumen. This lightweight abstract strategy game is suitable for 2-5 players aged 8 and up, with an approximate playtime of 15 minutes. The objective is to arrange cards in a sequence based on the perceived amount of a specific color visible on each card. However, each card features a visual trick designed to deceive the senses, making accurate judgment a core element of gameplay.

Players will take turns adding cards to a row, believing they have correctly placed it. Other players have the option to challenge the placement if they suspect an error. This manual provides detailed instructions for setup, gameplay, and general care of your Illusion Card Game.

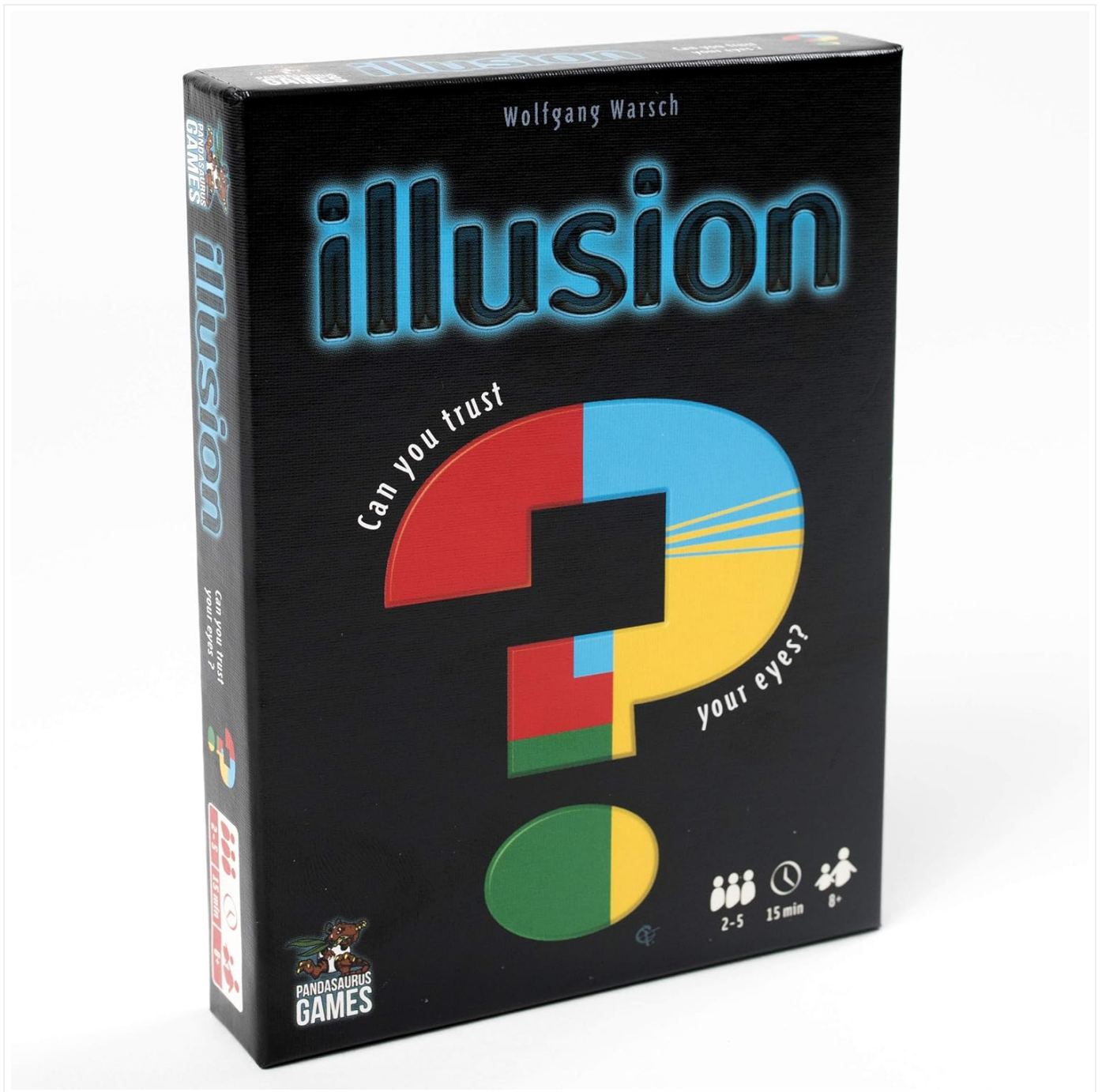


Image 1.1: The Illusion Card Game box, displaying the game title and a colorful question mark design.

2. COMPONENTS

The Illusion Card Game includes the following components:

- **98 Color Cards:** These cards feature various optical illusions with different amounts of red, blue, yellow, and green.
- **12 Arrow Cards:** These cards indicate which color is currently being judged.



Image 2.1: Overview of the Illusion Card Game components, including the game box, color cards, and arrow cards.

3. SETUP

Follow these steps to set up the Illusion Card Game:

1. **Shuffle Color Cards:** Thoroughly shuffle all 98 Color Cards and place them face down in a draw pile within reach of all players.
2. **Shuffle Arrow Cards:** Shuffle the 12 Arrow Cards and place them face down in a separate draw pile.
3. **Determine First Player:** The player who most recently saw an optical illusion goes first. Play proceeds clockwise.



Image 3.1: The game box and arrow cards, ready for setup.

4. OPERATING (GAMEPLAY)

The game is played over several rounds. The goal is to win 3 Arrow Cards.

4.1 Starting a Round

1. Draw one Arrow Card and place it face up in the center of the playing area. This card indicates the color that players must judge for the current round (red, blue, yellow, or green).
2. Draw one Color Card from the Color Card draw pile and place it face up next to the Arrow Card. This is the starting card for the sequence.

4.2 Player Turn

On your turn, you have two options:

1. **Add a Color Card:** Draw the top Color Card from the draw pile. You must then place this card into the existing row of Color Cards. The cards in the row must be arranged in ascending order of the percentage of the color indicated by the Arrow Card. You can place the new card anywhere in the row where you believe it fits correctly.
2. **Challenge:** If you believe that the current sequence of Color Cards in the row is incorrect (i.e., not in ascending order of the target color percentage), you can declare a "Challenge."



Image 4.1: Example of Color Cards with optical illusions.

4.3 Resolving a Challenge

When a player declares a Challenge:

1. All Color Cards currently in the row are flipped over. The back of each Color Card displays the actual percentage of each color present on its front.
2. Verify if the cards are indeed in ascending order for the color indicated by the Arrow Card.
3. **If the sequence is incorrect:** The player who declared the Challenge wins the Arrow Card for that round.
4. **If the sequence is correct:** The player who placed the last Color Card before the Challenge was declared wins the Arrow Card for that round.

After a Challenge is resolved, the round ends. All Color Cards used in the round are discarded, and a new round begins with a new Arrow Card and starting Color Card.

4.4 Winning the Game

The first player to collect 3 Arrow Cards wins the game.

5. MAINTENANCE

To ensure the longevity of your Illusion Card Game:

- Store cards in a cool, dry place away from direct sunlight.
- Keep cards away from liquids and food to prevent damage.
- Handle cards with clean hands to avoid transferring oils and dirt.
- If cards become slightly dirty, gently wipe them with a dry, soft cloth. Do not use abrasive cleaners or excessive moisture.

6. TROUBLESHOOTING

Common questions and solutions for the Illusion Card Game:

- **Disagreement on Color Percentage:** The game's core mechanic relies on perception. If players disagree on the perceived amount of a color before a Challenge, the official percentages on the back of the cards are the definitive answer during a Challenge. Encourage discussion and observation during play.
- **Running out of Color Cards:** If the Color Card draw pile runs out before a player wins, shuffle all discarded Color Cards to form a new draw pile.
- **Lost Cards:** If a card is lost, contact Pandasaurus Games customer support for potential replacement options.

7. SPECIFICATIONS

Product Dimensions	5.2 x 3.9 x 0.71 inches
Item Weight	5.6 ounces
Model Number	PAN201819
Recommended Age	8 years and up
Number of Players	2-5 Players
Average Playtime	15 Minutes
Manufacturer	Pandasaurus Games

8. WARRANTY AND SUPPORT

For information regarding product warranty, missing components, or other support inquiries, please contact Pandasaurus Games directly through their official website or customer service channels. Specific warranty details may vary and are typically provided with the product packaging or on the manufacturer's website.

Manufacturer: Pandasaurus Games

Website: Visit the Pandasaurus Games Store on Amazon (for general information and product catalog)

