



RULEBOOK

PHOTOSHOOT

# PHOTOSHOOT

**Your team of photographers have been hired to do a photoshoot of a group of celebrities. Their time is precious, and these celebrities will not let themselves be easily placed! Be quick and meticulous to become the best team of photographers.**

In turns, two teams must complete the most photograph objectives during a limited amount of time. In order to do so, all players of a team will, in turn, swap Character tiles without consulting each other. During the game, they must follow the conditions imposed by the celebrities under the inflexible eye of the opposite team.

## // COMPONENTS //

- 9 double-sided Character tiles
- 10 blue Effect cards
- 4 orange Effect cards
- 50 Photo objective cards
- 2 scoring markers
- 1 scoreboard
- 1 two-colored hourglass
- 10 Camera tokens



## SETUP

**1** Place the 9 Character tiles randomly with their white-framed side up creating a 3 x 3 square.

**2** Place the scoreboard next to it and put both scoring markers on space 0.

**3** Mix the blue Effect cards and form a facedown pile. Do the same with the orange Effect cards. Place the two piles near the scoreboard.

**4** Place the camera tokens near the scoreboard.

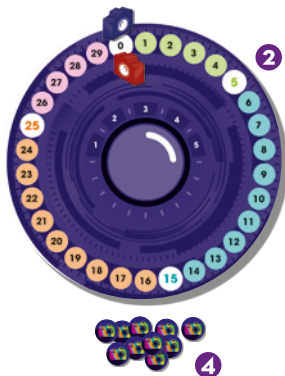
**5** Place the hourglass and the Photo objective cards facedown beside the Character tiles, so all players have access to them.

**6** For a 4-6-player game, divide the players into two teams, as evenly as possible (it is okay to play 2 against 3).

For 2 and 3-player games, all players play together (see "Cooperative Variant" on page 12)



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## OVERVIEW OF PLAY

### (4-6 players)

**Both teams will face off against each other during a number of rounds until one team reaches 25 points and triggers the end of the game.**

Choose a starting team: this will be the photographer team for the first round. All players of the team must place themselves in front of the Character tiles.

The other team will be the control team. They will have to check that the photographer team does not make any mistakes.

Every round, teams will switch roles.

### THE PHOTOGRAPHER TEAM

The goal of the photographer team is to complete as many Photograph objectives as possible before the hourglass runs out (1 min 30 sec).

In order to do this, players from the team take turns in clockwise order without consulting each other.

During their turn, a player performs one of the following 2 actions:

**Swap two characters OR shout "Photo!" to validate a Photo objective.**

#### ① Swap two characters

The player can:

→ **Swap two adjacent characters** (vertically or horizontally but not diagonally).

Or

**Swap two friends together**, no matter what their position is.

When making a swap, players must apply the effects of the Effect cards that they will draw throughout the game (see "Adding Effects" page 7).

### THE 3 FRIENDS



Olivia, the squirrel



Chloe, the doe



Alice, the marmot

The three tiny friends like to sneak everywhere and can swap places among themselves anytime. They are easily recognizable by their blue background.

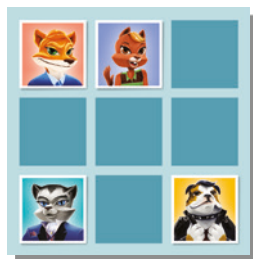


**2 Shout "Photo!"**  
to validate a **Photo objective** when the Character tiles are well placed, and then **reveal a new Photo objective**.

Players are not allowed to consult each other. It is strictly forbidden to communicate among members of the same team about the actions to take.

It is now the next player's turn to make a swap, and so on until time runs out.

## EXAMPLE



*Let's imagine the chain of events that lead to the above Photo objective.*



**STEP 1**

The first player swaps the tiles of Edgar, the orangutan and Alice, the marmot normally.



**STEP 2**

The second player swaps the tiles of two friends, Alice, the marmot and Olivia, the squirrel, as they do not need to be adjacent.

**STEP 3**

Now that the 4 characters are in the right place, the next player shouts "Photo!" and reveals a new Photo objective. It's now the next player's turn, and so on until time runs out.

**PHOTO!**

## THE CONTROL TEAM

The control team checks that the photographer team applies the effects correctly (see "Details of the effects" on page 8).

To ease time management, make sure the color of the photographer team is always on the upper side of the hourglass.

### THERE IS A MISTAKE WHEN:

- Someone forgets to apply an effect;
- Someone says "Photo!" when all the characters were not in the right place;
- Someone plays when it's not their turn to play;
- Someone speaks or gestures about what to do during the game.

### THERE IS NO MISTAKE WHEN:

- The player stops their action before making the mistake.
- The player corrects their mistake before the control team points it out.

If the control team does not immediately notice a mistake and the photographer team has made one or more swaps since, the round keeps going normally. The control team can decide how strict they want to be, considering that they will be the next photographer team. **An eye for an eye and a tooth for a tooth!**

This team also handles the hourglass, turning it at the start of the round.

If the control team thinks there is a mistake, they can stop the hourglass and point out the mistake to the photographer team.

→ **If there was a mistake**, the action is invalidated, and the control team wins 1 Camera token 📷.

→ **If there was no mistake**, the action is validated, and the photographer team wins 1 Camera token 📷.

The points will be scored at the end of the round.

Then, the control team resumes the timer.

## ROUND END AND SCORING

Once the hourglass finishes, both teams count their points.

### **The photographer team gets:**

- 2 points per validated Photo objective;
- 1 point per Camera token.

### **The control team gets:**

- 1 point per Camera token.

Advance each team's marker on the scoreboard. Both teams switch roles and a new round starts.





## ADDING EFFECTS

During the game, the teams will draw Effect cards associated with Character tiles. They will have to apply the effects during their photographer rounds. The control team will see to it.

**Several levels are available, showing what type of cards to draw and when.**

Depending on the level, the Effect cards will be drawn:

- At the beginning of the game.
- When a team reaches at least 5 victory points.
- When a team reaches at least 15 victory points.

### CLARIFICATION

- The Effect cards are not drawn during a round, but only at the end of a round when a team reaches or passes the thresholds of 5 or 15 victory points.
- The effects are only applied to the team that drew the respective Effect cards. This way, the two teams will have different effects to apply.
- A team can go beyond a threshold during the opponent's turn if they have spotted mistakes and obtained Camera tokens (worth 1 point at the round end). The team will then draw an Effect card before their photographer round.

## LEVELS

For the first game, it is recommended to start with the basic level to familiarize oneself with the game.

When both teams want, they can play on a harder level to increase the difficulty.

### BASIC LEVEL



**At the end of a round in which a team reaches at least 5 victory points, they will draw a blue Effect card.**

From now on, the team will have to apply the effect of the card during all their photographer rounds. At the beginning of each photographer round, turn the Character tile over to the black-framed side to remember that the Character tile has a special effect.

**At the end of a round in which a team reaches at least 15 points, they will draw an orange Effect card and do the same thing they did with the blue effect.** Both effects now apply to every photographer round of this team until the end of the game.

The other levels work the same way with the following set up.



The list of levels is non-exhaustive! Feel free to create your own and have fun with it!

## EXPLANATION OF THE EFFECTS

Every character has one or two effects that you will need to apply during the photographer rounds when you have drawn the respective effect cards. But be careful! The control team is keeping an eye out!

## BLUE EFFECT CARDS



### Max, the dog

Despite his bad boy appearance, Max has a very sweet heart and a great need for recognition.

1. Every time you move Max, the next player must pet his tile before playing.
2. Every time you move Max, you must say "Good boy!"



### Olivia, the squirrel

Olivia is the life of the party, always there to ease the situation with a joke.

1. Before moving Olivia, give a high five to the next player.
2. Before moving Olivia, you must applaud her.

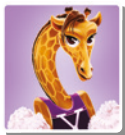


### Alice, the marmot

Being a party-animal, Alice partied too hard last night and today she is sleep deprived.



1. Every time you move Alice, the tile must remain in contact with the table at all times.
2. Before moving Alice, you must shake a team member to wake them up.



### Pam, the giraffe

Pam is always full of energy to motivate everybody. She is also an expert when it comes to creating a great atmosphere.

1. Every time you move Pam, the players on your team must perform the wave.
2. Every time you move Pam, you must ask "Am I still in the frame?"



### Edgar, the orangutan

Edgar is the most serious of them all, but he is older and sometimes a bit old-fashioned.

1. Every time you move Edgar, you must smile and say "Cheese!"
2. Every time you move Edgar, you must ask out loud "Is everybody ready?" All your team must answer.

## ORANGE EFFECT CARDS



### Joe, the rhinoceros

Joe might seem like a tough guy, but he is just very clumsy.

Every time you move Joe, he does not swap with someone else but pushes all characters on his line or column.

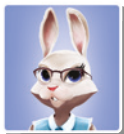
*Note: Careful! He must always push a character as he cannot push an empty space.*

### Allowed swaps



### Forbidden swaps





### Chloe, the doe

Chloe has balance troubles because of her injured ear.

Chloe can only be swapped diagonally. She can still swap positions with her two friends.

*Note: She can be pushed by Joe if both effects are activated at the same time.*

#### Allowed swaps



#### Forbidden swap



### Arthur, the cat

Arthur doesn't trust Max, the dog, and prefers to stay away from him.

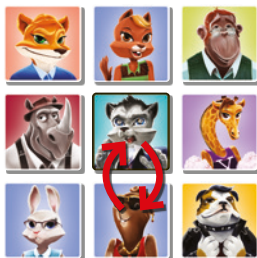
No movement may leave Arthur and Max adjacent to each other (but you can keep them diagonally adjacent).

*Note: If at the beginning of a round the two characters are next to each other, make a swap to separate them before playing.*

#### Allowed swap



#### Forbidden swap





### James, the fox

James is in love with Olivia, the squirrel, and follows her everywhere she goes.

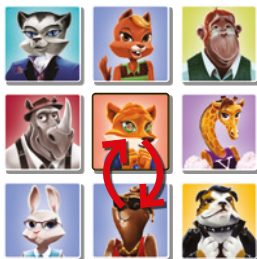
**Olivia and James must stay horizontally, vertically or diagonally adjacent.**

*Note: If at the beginning of a round the two characters are not adjacent (either horizontally, vertically or diagonally), make a swap to bring them closer before playing.*

#### Allowed swaps



#### Forbidden swap



## END OF THE GAME

When a team reaches at least 25 points, they trigger the end of the game.

The game continues until both teams have played the same number of photographer rounds.

**The team with the most points is the winner and becomes the best photographer team.**

If both teams have the same number of points, play another game to find out who is the winner.

**If you want to spice up the game even more, don't hesitate to play on a harder level!**



## COOPERATIVE VARIANT

### (2-3 players)

When playing with 2 or 3 players, they are all part of one photographer team that plays cooperatively. There is no control team.

**Apply the standard rules with the following changes:**

The game is played over 5 rounds and the team must reach 25 points in order to win. The second scoring marker will be used to keep track of the rounds on the scoreboard.

**If one of the players makes a mistake, one of the other players must stop the hourglass:**

**If there was a mistake,** players take a Camera token that will count as a negative point at the end of the round.

**If there was no mistake,** the team continues the round normally.

At the end of each round, the players count their points:

- 2 points per Photo objective.
- -1 point per Camera token.

Effects are added as in the standard game, that is for the basic level: draw a blue Effect card when the team reaches at least 5 points and

an orange Effect card when the team reaches at least 15 points.

**At the end of 5 rounds, if the team reaches 25 points, the players win the game and can move to the next level.**

If the team does not reach 25 points, they lose the game but can attempt it again by starting a new game.

## FAMILY VARIANT

When playing with young children, you can adapt the difficulty and choose to only draw blue Effect cards to make the game easier.

## CREDITS

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