



Rules

A game by Daniela and Christian Stöhr
for 3-5 players.

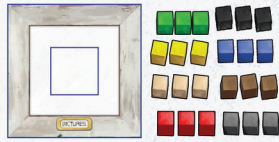
Components



91 photo
cards



48 coordinates
tokens,
3 of each



set 1:
24 colored cubes (3 of each color)
and 1 Pictures frame



set 2:
6 different
building blocks



set 3:
4 sticks and 4
stones



set 4:
19 icon cards



set 5:
1 long and
1 short shoe lace

Also:
4 oval number tokens
4 oval letter tokens
4 Pictures plate
1 cloth bag
1 note pad

Setup

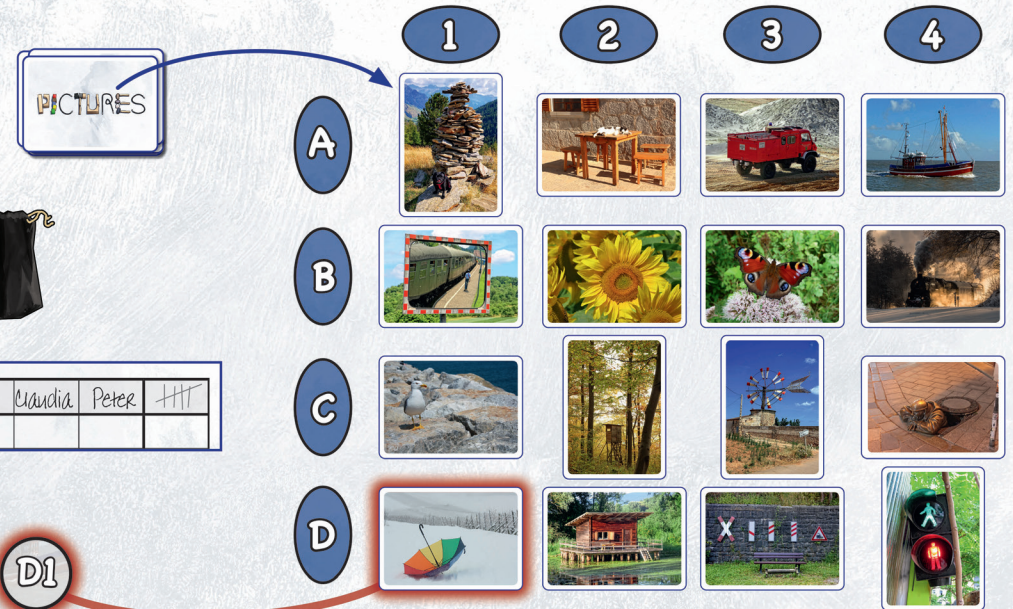
Shuffle all 91 photo cards and place 16 of them as seen on the right (4 by 4 cards) in the middle of the table. Mark the lines with the letter tokens and the columns with the number tokens. The photo cards stay in place for the entire game.

Put all coordinates tokens into the cloth bag and shuffle them.

Each player then takes one arbitrary set of materials. Place the remaining sets (only in games with 3 or 4 players) to the right of the oldest player. Each player also takes 1 scoring sheet and a pen or pencil (not included). Then write the names of each other player into the first line of the scoring sheet.



	Dani	Chris	Claudia	Peter	
1					

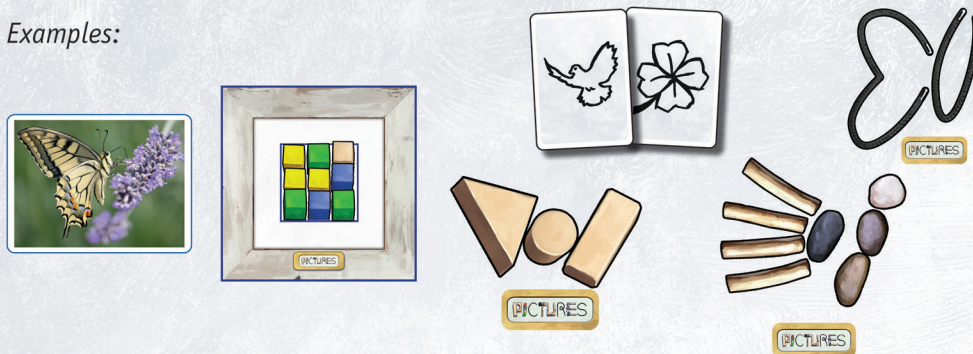


Game play

Sequence of a round

1. Each player pulls out 1 covert coordinates token from the cloth bag. The coordinates on the token designate the secret photo card. Then each player places their token face down in front of themselves.
2. All players simultaneously rebuild the image on their secret photo card with their set of materials in such a way that it is recognizable. The materials of the set may be arranged in any way and not all of them have to be used. There are two exceptions: players must place 2 to 5 icon cards side by side and they must use exactly 9 color cubes and place them in a 3 by 3 square grid into the pictures frame. To indicate the "bottom" of their arrangement, players can place the Pictures plate at the bottom side. (The icon cards don't need a Pictures plate and the Pictures frame shows also a Pictures plate.)

Examples:



3. What photo have the other players pictured? Players write on the scoring sheet underneath the name of each other player their guess (the coordinates) of the depicted photo. Players should take a blind guess, if otherwise it takes too long to figure it out.

	Dani	Chris	Claudia	Peter
1	B2	A3	B2	C4
2				

4. Eventually the guesses are checked. Before one player reveals their coordinates token, the other players name their guesses. Each player that has guessed correctly receives 1 point. The players whose photo was up for guesses, receives 1 point for each correct guess by the other players. All points are marked as a tally in the last column of the scoring sheet. In the same way each photo of each player is scored in a clockwise direction. If, for example, in a round, one player has guessed 2 photos of other players correctly and her photo has been guessed correctly by 3 other players, she scores 5 points. Finally put the coordinates tokens of this round aside into the game box.

Preparing the next round

Each set of materials is moved to the next position to the left. In a game with 5 players each player gives their set of materials in a clockwise direction to the next player to their left. In a game with 3 or 4 players, there are 2 or 1 set(s) of materials respectively placed to the right of the oldest player. These are also moved by one position to the left. The oldest player thus receives a set of materials that was not used during the last round and the set of materials of the neighbor to their right is not used in the next round.

Game end

The game ends after 5 rounds. Each player then has pictured one photo with each set of materials once.

Tally up the scores of each round. Whoever has scored the most points wins the game. In case of a tie, all players participating in the tie win together.

Many thanks to all testing players and to Ralf Hess for the permission to use his photo of a steam locomotive. Special thanks also to the Erlebnispark Tripsdrill (Germany) for the license to use the photos created there (bear, deer, mouse, outhouse). Čumil (engl. „The Watcher“) is a sculpture in Bratislava (Slovakia) by Viktor Hulík.

Each coordinates-token is included three times, so it is possible that the same picture card has to be pictured with the same set of materials. In this instance players can agree that the materials must be arranged in another way than before.