

# PHOTOGRAPHY GUIDE



## STOP!

This manual is just for reference. First read the "Game Rules" book, which should tell you everything you need to know to play the game. Refer back to this manual if you have additional questions about a particular rule, component, or situation.

The first few pages contain an explanation of the advanced auction rules variant, including the auction setup (only step 5 has changed) and auction rules. The remainder of the manual contains a rules overview, with an alphabetical listing of topics provided for quick reference.

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# ↪ AUCTION GAME SETUP ↪

1 Prepare the envelopes: Shuffle the preference cards facedown and place 3 cards in each guest envelope without looking at them. *All players can help fill envelopes to speed up this step.*

2 Give each player a number of envelopes according to the table below. Players lay their envelopes with the guest image faceup in front of them.

3 Place the remaining envelopes with the guest image faceup in the middle of the table.

4 Give each player 1 shield, 1 point marker, 1 floor mat, 1 table, 1 VIP card, 1 set of 14 different guest figures, and 10 decorations of their choice. (For gameplay purposes all decorations are the same and it does not matter which each player gets.)

In a 2 player game only - place 12 additional decorations in a supply in the middle of the table.

5 Find **all** exchange cards with your player count listed on the back side. From these, randomly choose:

3 normal exchange cards 

and

3 auction exchange cards 

Shuffle these 6 cards together and place them in a deck facedown in the middle of the table. Return the remaining exchange cards to the game box.

6 The player who most recently took a selfie becomes the starting player and takes the starting player reference card.

Each player then sets up their own play area as follows:

7 Place your floor mat on the table in front of you with the arrow pointing towards you. (You may choose which side you would like faceup.)

8 Place your table on the large space of the floor mat marked with the arrow.

9 Place all your decorations on your table.

10 Set up your player shield behind your floor mat.

11 Place your guest figures to the side, next to your player shield.

12 **You may keep your VIP card concealed behind your player shield.**

Now the game can begin!

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## ENVELOPES PER PLAYER

- 2 Players: 5 envelopes per player - 4 in the middle
- 3 Players: 4 envelopes per player - 2 in the middle
- 4 Players: 3 envelopes per player - 2 in the middle
- 5 Players: 2 envelopes per player - 4 in the middle
- 6 Players: 2 envelopes per player - 2 in the middle

*Note: 5-6 player games will require additional components from the 5-6 player expansion.*

# → AUCTIONS ←

*It's a well-kept secret that photographers sell each other the information they've collected on their guests' preferences in private auctions.*

Auction cards are a special type of exchange card and are used in exactly the same way. The game plays according to the standard rules, except that an auction occurs instead of a normal exchange when an auction card is drawn.

## SETUP

Set up the game as described on page 2 of this manual. The changes compared to the normal game are shown in **bold font**.

## GAMEPLAY

During all auctions, players will bid and pay using their decorations. *As every photographer knows, more decorations make any photo better!*

The starting player is the first active player each round. The active player may not bid on their own auction. All other players bid as described on the auction card. The round ends after every player has had a turn being the active player.

The following rules apply to all auctions unless the auction card states otherwise. The card text describes how to run the auction, but you may also refer to the next page in this manual for more detailed descriptions of the auction cards.

*Buying/Selling Envelopes:* The Buyer pays the number of decorations equal to the winning bid to the Seller, and then receives the envelope.

If a player does not raise the bid, they must pass and may not bid again until the next player's auction.

The player that has the winning bid pays their bid to the auctioneer. Non-winning bidders do not pay any decorations (but see "Unfair Secret Auction" on the next page). If

no one wishes to bid on a player's auction (or a player has no envelopes to offer), then that player's turn is over and it is the next active player's turn (or the auction step ends if all players have had a turn).

*IMPORTANT: Keep any envelope that you win in an auction separate from any others already in your possession. You will not look in newly obtained envelopes until the beginning of the next round (or end of the game), and you may not offer an envelope in an auction on the same round you received it.*

In the rare case that a player has both no envelopes and no decorations at the end of a round, all other players must give that player 1 of their decorations.

**Tip:** When auctioning an envelope, you may choose to let other players know if it contains a VIP card in order to make it more valuable and demand a higher price!

## SCORING

Each player receives 1 additional point for every 2 decorations still in their possession at the end of the game.

## ↔ AUCTION CARDS ↔

Auction cards are designated with this symbol:



### SINGLE ROUND AUCTION

The active player chooses 1 of their own envelopes to auction.

Starting with the player on their left (and proceeding clockwise), each other player may make only 1 bid. The highest bidder purchases the envelope from the active player.

### (UNFAIR) SECRET AUCTION

The active player chooses 1 of their own envelopes to auction.

All other players secretly and simultaneously choose any number of their decorations to bid (may be 0) and conceal them in their hands. When ready, all players simultaneously open their hands and reveal their bids. Highest bidder wins and pays for the envelope. In the case of a tie, all tied players perform another secret auction where each player is required to bid at least as much as their previous bid. If a tie still exists, the active player keeps the envelope and play proceeds to the next player.

**Unfair rules:** In the "Unfair" version of the Secret Auction card, all losing bidders must still pay half of their bid (rounded down) to the active player. In case of a second tie, nobody has to pay.

### SHARED AUCTION

*Unlike most auctions, this special auction type allows the active player a chance to buy and the other players to set the price!*

Before starting the auction, each player chooses 1 of their own envelopes and places it in the middle of the table (adding to any others already in the middle).

Each player then carries out the following steps in turn:

1. The active player chooses 1 envelope from the middle to go to auction.
2. All other players (except the active player) continue to bid in player order until all but 1 player has passed.
3. The active player may now choose whether to sell the envelope to the highest bidder, or to purchase it themselves for the highest bid amount. If the active player chooses to purchase it, they pay the decorations to the highest bidder, otherwise the highest bidder pays the active player. If the active player does not have enough decorations to pay the high bid, then they must choose to sell it.

### FIXED PRICE AUCTION

1. The active player chooses 1 of their own envelopes to sell, and names a price.
2. Any player that chooses to pay the named price to the active player is allowed to immediately view the contents of the offered envelope. (They do not wait until the beginning of the next round.) The envelope remains in the possession of the active player at the end of the turn.

### OPEN AUCTION

The active player chooses 1 of their envelopes to auction.

All other players may freely make bids. Any player is allowed to call out a higher bid at any time and no particular player order is followed. Once no other players are willing to go higher, the highest bidder purchases the envelope from the active player.

# → RULES REFERENCE ←

## (ALPHABETICAL)

### → ACTIVE PLAYER ←

Each player takes a turn running an exchange (or auction). The player currently taking their turn is referred to as the "active player".

The starting player is always the first active player, followed by the others in clockwise order. After all players have had a turn, proceed to step 4 of the round flow.

### → AUCTIONS ←

See page 3.

### → END OF GAME ←

The game ends after the 6th round (when the last card of the exchange deck has been played).

Players then proceed to the final photo (see page 7), and then scoring (see page 8).

### → ENVELOPES ←

Players are only allowed to look inside their envelopes during step 1 of each round, before taking the final photo, and when instructed by an exchange card.

Looking in (or opening) an envelope means that you may remove the cards from it and privately view them. The contents of these cards is secret information and should not be shared with the other players.

The envelopes contain information about the guest's preferences, which will allow you to better position them in your photo. The more preferences you meet, the more points you score!

Which guest envelopes each player has is open information. The envelopes should be kept outside your player screens where other players can see them.

A player may only ever open 1 envelope at a time, and all cards must be returned to that envelope before opening another. Cards may never be moved from one envelope to another.

VIP cards (see page 11) are the only cards that can be added to envelopes after the game has begun.

## ↔ EXCHANGES ↔

This section lists the details of each exchange card:

(Also see "Round Flow" on page 8)

### DANCE

Each player places all of their envelopes but 1 (of their choice) in the middle of the table. Shuffle all envelopes now in the middle and randomly deal each player back the same number of envelopes that they previously put in the middle. The remaining envelopes stay in the middle.

### GIFTS

Each player gives 1 of their envelopes (of their choice) to each of their neighbors. If a player has only 1 envelope they may choose whether to give it to the player on their right or on their left.

### REVELATIONS

Shuffle the envelopes already in the middle of the table and randomly select 2 of them. Open these 2 envelopes (1 at a time) and lay the preference cards out for all players to see. Return the cards to the envelopes when finished.

### RUMORS

Each player may choose any 1 envelope (in the middle or from another player) and look at its contents. Return the envelope when finished - you do not get to keep it. The same envelope may be chosen by multiple players.

### CHOOSE YOUR PARTNER

Beginning with the starting player and continuing clockwise around the table, each player takes any 2 envelopes from the middle of the table and then returns any 2 of their envelopes back to the middle. You may return the envelopes just taken.

## THEFT

Each player takes 1 envelope of their choice from the player on their left. All players choose simultaneously and may not take the envelope that their neighbor just took from their other neighbor.

## GUEST FIGURE PLACEMENT

When allowed to *place guest figures*, players will position their figures in their play area however they desire in order to meet each guest's preferences (see "Preference Cards" on page 8).

During most of the game, players have complete freedom to decide which figures to place and where to place them. *For example, figures may be placed anywhere on your floor mat (not just on the marked spaces), on the table, or outside your player shield.* You may choose to place figures whose preferences you know nothing about. When placing figures whose envelopes you have, try to arrange them in a way that helps you to remember what their preferences are. *Be creative!* You will likely not keep their envelopes and may never get the chance to look at them again.

During the final placement of the game (right before the photo), specific placement rules will apply (see "Photos" on page 7).

Even in the final photo placement, you do not need to place figures whose preferences you know nothing about if you do not want to. Any guests for which you meet none of their preferences, will give you minus points in the final scoring (see "Scoring" on page 8)!

## → PHOTOS ←

After the 6th round is finished (the last exchange card has been played), proceed to the final photo. Players may now look in their envelopes and place/rearrange their guest figures one more time before the photo. This final placement has some special rules, different from the previous placements.

The following placement rules apply to the final photo:

- You may place as many or as few guests as desired. Guests not placed will not be counted in the final scoring.
- Each placed guest must have their stand completely inside one of the guest spaces on the floor mat.
- Only 1 guest may be placed in each guest space on the floor mat.
- Each guest figure must stand upright and face forward toward the camera.

Once satisfied with their placement, each player will then take an actual photo of their play area using their cell phone camera. These photos will be used to calculate the player's scores based on how the guests are positioned in the photo (or if they're visible at all). Photos also have specific requirements (listed below) to be valid. If a photo does not meet the requirements, the player may take another (rearranging if necessary).

The following rules apply to the photo:

- \* The camera may not be held above the top edge of the player shield.
- \* The photo must be taken close-up enough that ONLY the game components are visible (the area contained within the floor mat and player shield).
- \* All placed figures must be at least partially within the area of the photo.



*This could be your photo.*



**A** Here you can see over the shield, so the photo is invalid.

**B** This guest is not facing forwards, so the photo is invalid.

**C** One of the guests is not visible, so the photo is invalid.

# PREFERENCE CARDS

Each guest has 3 preference cards in their envelope describing how they would like to be positioned in the photo. The more of each guest's preferences you fulfill, the more points you will score (see "Scoring" to the right).

It can sometimes occur that not all of a guest's preferences are possible to fulfill at the same time. If this happens, you must simply decide which to attempt and it will not be possible to score the maximum points for that guest. *Sometimes people don't even know themselves what they really want...*

It can also sometimes occur that a guest has multiple copies of the same preference card in their envelope. In this case, count each card independently when scoring. For example: if a guest has 3 copies of the card "I want to be in the 4th row.", and you have placed them in the 4th row, then you fulfill all 3 cards and score 6 points.

The descriptions of each preference card are on the page to the right (page 9).

## ROUND FLOW

The starting player uses the reference card to guide the other players through the steps of each round:

**1. All players:** Look in any envelopes in your possession (see page 5) and rearrange your guest figures as you desire (see page 6). Important: You are only allowed to look at the contents of your envelopes during this step, before the final photo, or if instructed by an exchange card.

**2. Starting player:** Reveal the top card of the exchange deck and read it aloud to the other players.

**3. All Players:** Follow the exchange directions on the card (see "Exchanges" on page 6 or "Auction Cards" on page 4).

**4. Starting player:** Discard the used exchange card and pass the reference card to the player to your left. That player will be the starting player for the next round.

The game will end after the round in which the 6th and final exchange card is played (see page 5).

## SCORING

Once all players have taken their photo (see page 7), the scoring begins:

Lay your player shield flat so you can use the score track printed on the backside. Place your point marker on the "0" space. Use it to keep track of your points as you total your score.

Open each guest envelope one at a time and read the preference cards aloud to the group. Each player scores points based on how well their photo met those preferences. If an envelope contains multiple copies of the same preference card, the card is scored multiple times.

For each guest that you chose to place, score points according to the following table:

Fulfilled Preference Cards		Points
0	➡➡➡	-3
1	➡➡➡	1
2	➡➡➡	3
3	➡➡➡	6

Negative points are only scored if you placed the guest and yet fulfilled none of their preference cards. Guests that you did not place always score 0 points.

If a guest envelope contains a VIP card (from any player) then all players will score that guest again for each VIP card. (Double points if 1 VIP card, triple if 2 VIP cards, etc.)

In games using the auction variant, each player receives 1 additional point for every 2 decorations still in their possession at the end of the game. *(continued on page 10)*



### I want to stand "in this area"

This preference is fulfilled if the figure is placed in one of the spaces marked green on the card. Note the position of the table for orientation.



### I want to stand next to "this guest"

This preference is fulfilled if the space the figure is placed on shares an edge (not diagonal) with the guest pictured on the card. If the guest themselves is pictured, then this counts as fulfilled as long as the guest has been placed.



### I don't want to stand next to a man/woman

This preference is fulfilled if there is no man/woman (depending on the card) in any space sharing an edge with the guest's space (diagonal is allowed). Each envelope shows whether the guest is considered a man or a woman for purposes of gameplay. The dog and the plant do not count as either a man or a woman.



### I don't want anyone in front of me

This preference is fulfilled if the guest image printed on the figure is not covered at all by any other guest figure in the photo. The plastic stand and the white border around the image may be partially covered and still score. It will also still score if the guest image is covered only by the table or decorations. In case of any doubt, show the photo to the other players and let them decide.



### I don't want anyone to see my face

This preference is fulfilled if the face (eyes, nose, and mouth) of the guest is completely covered (by either another guest figure or a decoration) in the photo. This preference also counts as fulfilled if the face is outside the photo. The potted plant has no face and therefore always counts this preference as fulfilled. In case of any doubt, show the photo to the other players and let them decide.



### I want to make sure no one sees the face of "this guest"

This preference is fulfilled if this guest figure covers the face (eyes, nose, and mouth) of the guest listed on the card. The listed guest's face must be completely covered, and at least part of it must be covered by this figure. If the guest themselves is listed on their card, then use the alternate preference listed in parenthesis instead. In case of any doubt, show the photo to the other players and let them decide.



For every **VIP card** in a guest's envelope at the end of the game, all players will score that guest an additional time. Unlike preference cards, VIP cards are not placed in the envelopes at the beginning of the game and are added during gameplay (see VIP Cards on page 11).

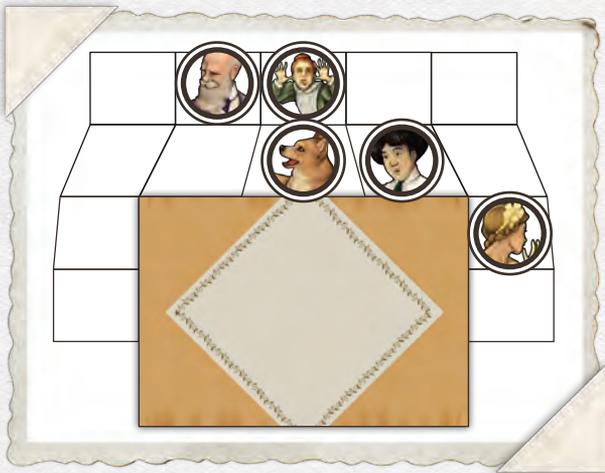
## ✧ SCORING (CONT.) ✧

After scoring all the guests, the player with the most points is the winner.

In case of a tie, the player with the most placed guests wins. If still a tie, the tied player with the most envelopes in their possession at the end of the game wins. If still a tie, all players discuss and vote on which of those player's photos is the best (and perhaps tells the best story!) to determine the winner.

*Note: Don't let the game title fool you - the guests in this game are all pretty hard to please so making them all happy and getting the "picture perfect" probably won't be possible!*

**Tip:** Feel free to give each guest a name and a short background story to help everyone have a little more fun during scoring!



## → SETUP ←

See "Setup" on page 2.

## → STARTING PLAYER ←

The player with the reference card is the starting player for the round. The starting player uses the reference card (which lists the round flow) to guide the other players through the steps of each round and keep the game moving. For any exchange card that requires players to take turns in order, the starting player will go first and play will continue clockwise around the table.

## → VIP CARDS ←



Once per game, each player will be able to add their VIP card to one of the envelopes currently in their possession. Players may choose to add their VIP card to an envelope at any time while replacing the cards after looking at its contents.

You are not required to tell the other players that you have used your VIP card, and may return the cards to their envelopes behind your player screen.

Each player has only 1 VIP card, and once added to an envelope a VIP card may never be removed.

For every VIP card in a guest's envelope at the end of the game, that guest will be scored an additional time. VIP cards are scored for all players, regardless of who put the VIP card in the envelope. Make sure to remember in which guest envelopes you discover your opponent's VIP cards, so you can score their additional points as well!

### **Example:**

Marc received the envelope of the woman in the yellow dress last round, and upon opening it discovers that he can fulfill all of her preferences. When returning the cards to the envelope, he secretly adds his VIP card to make her worth more points at the end of the game.

### **Tip:**

When using the auction variant, you may choose to let other players know if an envelope contains a VIP card in order to make it more valuable and demand a higher price!

# OVERVIEW

## SETUP

**Envelopes:** 3 random preference cards in each envelope.

### How many envelopes (per player + in middle)?

2 Players: 5 / player + 4	5 Players*: 2 / player + 4
3 Players: 4 / player + 2	6 Players*: 2 / player + 2
4 Players: 3 / player + 2	* with expansion

**Exchange Deck:** 6 cards (or 3 normal + 3 auction)

**2 player only with auctions:** 12 additional decorations in supply

**Each player:** 1 shield, 1 point marker, 1 floor mat, 1 table, 1 VIP card, 1 set of 14 guest figures, 10 decorations

## FINAL GUEST PLACEMENT

You may place as many or as few guests as desired. Guests not placed will not be counted in the final scoring. Each placed guest must have their stand completely inside one of the guest spaces on the floor mat. Only 1 guest may be placed in each guest space on the floor mat. Each guest figure must stand upright and face forward toward the camera.

## FINAL PHOTO RULES

The camera may not be held above the top edge of the player shield. The photo must be taken close-up enough that ONLY the game components are visible (the area contained within the floor mat and player shield). All placed figures must be at least partially within the area of the photo.

## SCORING

**Per Guest:**

Fulfilled Preference Cards		Points
0	➡➡➡	-3
1	➡➡➡	1
2	➡➡➡	3
3	➡➡➡	6
Not Placed	➡➡➡	0

**VIP Cards:** Score guest again for each VIP card present.

**Auctions:** 1 point for every 2 decorations.

## CREDITS

### Design

Anthony Nouveau

### Illustrations

Maja Wrzosek

(Cover, Characters)

Sören Meding

(Backgrounds)

Gyula Pozsgay

(Backgrounds,

Decorations, Floors)

### Graphics

Ronny Libor

### Development

Frank Noack,

Sven Göhlich,

Rico Besteher

### Editing

Rico Besteher

### Translation

Quint Wheeler

### Additional help from

Ryan Palfreyman,

Yara Lal Thiel,

Claudio Priore,

Melanie Deutschländer,

Malte Kühle,

Florestan Sulimma,

Tanja Masche,

Lines J. Hutter

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[www.arcanewonders.com](http://www.arcanewonders.com)



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