Game Rules



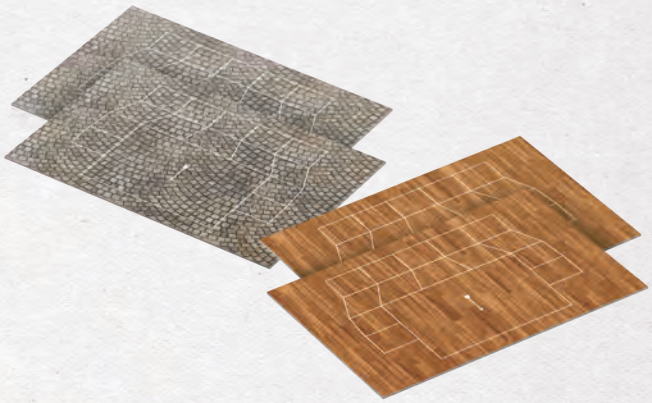
Arcane Wonders

CORAX GAMES

Game Components



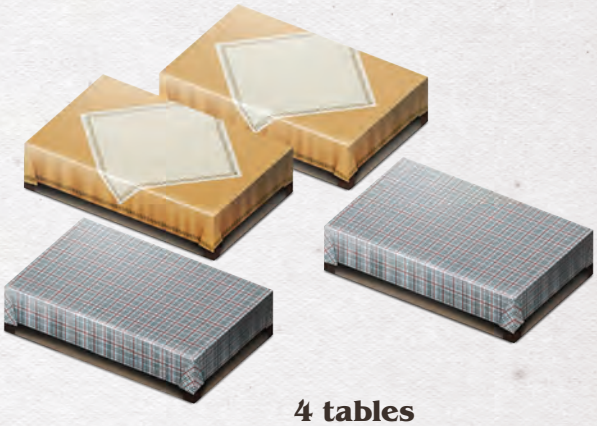
4 player shields with scoreboard (A) and scoring summary (B)
To hide your composition from your fellow photographers!



4 double sided floor mats
That's where the party happens!



4 sets of 14 figures with stands
These are the party guests. Insert the figures into the stands before the game starts.



4 tables
The party guests will gather around these tables. Requires assembly before your first game.



4 VIP Cards
These cards designate the most important guests.



4 score markers
Used at the end of the game to total your points.



Starting Player Reference Card
Placed in front of the starting player to help guide them through the steps of each round.



14 guest envelopes
During the game, each envelope will hold the preference cards for the guest pictured on it.



42 preference cards
Placed in the guest envelopes at the beginning of the game to indicate each guest's photo preferences.



12 exchange cards: 6 for 2 player games and 6 for 3-4 player games
These cards determine how the envelopes are exchanged each round.



40 decorations
In the basic game, these are only used as decorations. Some of them will need to be inserted into stands before the game starts.

Auctions



Additional components for use in the advanced auction variant.
See page 3 of the Photography Guide.



9 auction cards: 3 for 2 player games and 6 for 3-4 player games
Make the exchanges more interesting!



In the auction variant, decorations are used as currency.

Game Setup

1. Prepare the envelopes: Shuffle the preference cards facedown; then place 3 of the cards into 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. *(Not pictured)* 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.)

5. Find the 6 exchange cards with this symbol on the front side: ↻, and your player count listed on the back side. *(For example, in a two player game, use the cards with the* **2** *symbol on the back.)*

Shuffle these cards 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.



2 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 the additional components from the 5-6 player expansion.

Each player 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.

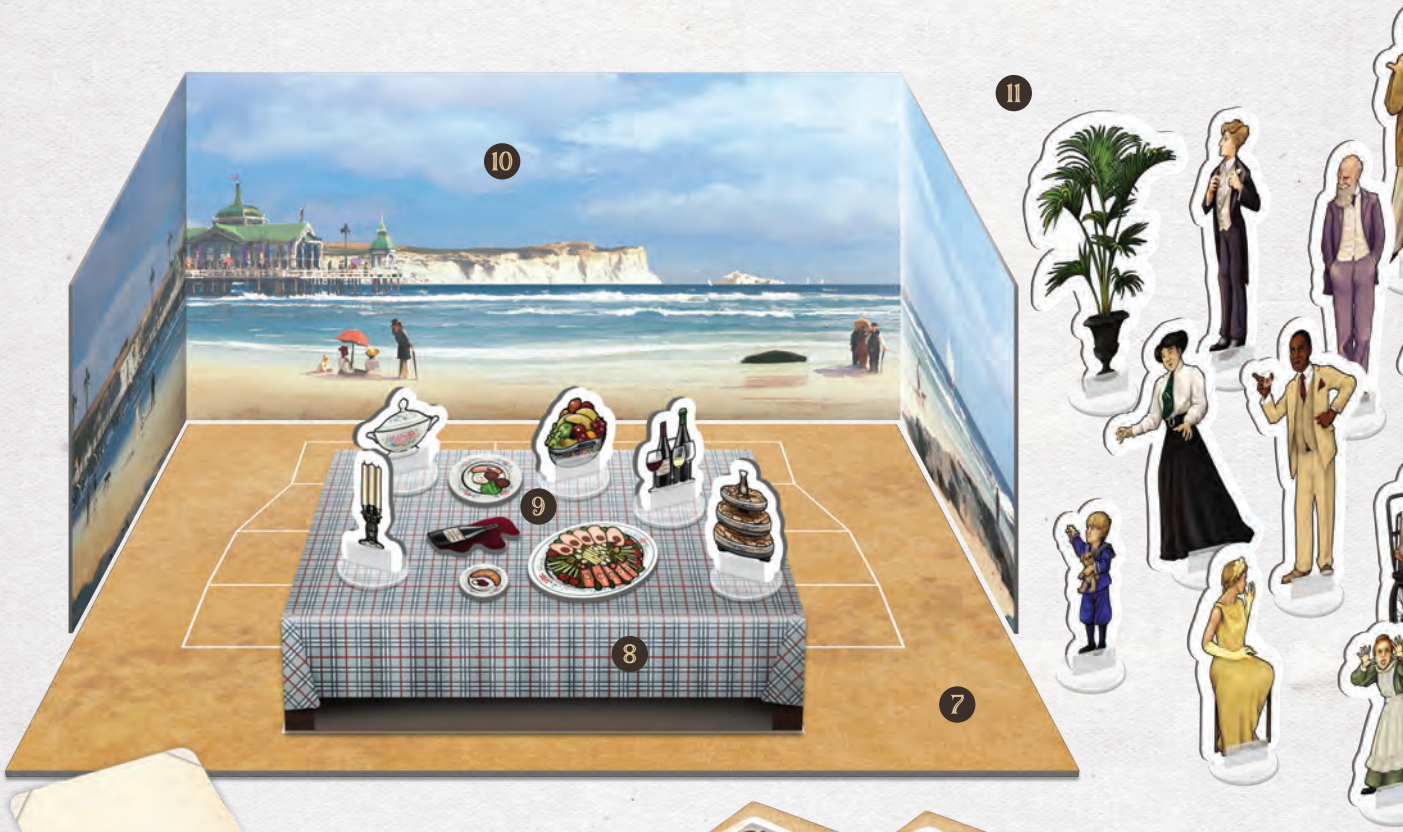
9 Place all your decorations on your table.

10 Set up your player shield behind your floor mat.

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

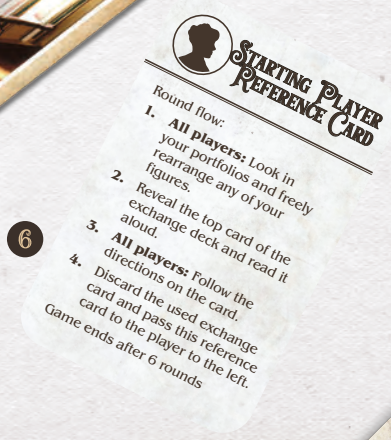
12 Keep your VIP card concealed behind your player shield.

Now the game can begin!









Picture Perfect

The party has been a great success and the guests are enjoying themselves immensely. Now all that remains is to take a picture for everyone to remember it by. As the photographer, can you keep everyone happy for the photo? It might be impossible to please everyone - but if you can, then you might just end up with the perfect shot!

Game Overview

In "*Picture Perfect*" you'll play one of several photographers trying to take the perfect picture. You'll compete with your opponents to learn about the preferences of the party guests. Position them in your photo to make as many of them as happy as possible! The more guests you make happy, the more points you'll score at the end of the game. The player whose photo scores the most points wins.

This Manual

This manual has everything you need to get playing quickly. For more details, or in case of rules questions, use the separate "**Photography Guide**" reference manual.

Gameplay

The game will play out over 6 rounds. Each round, you'll shuffle the guests around as you learn new information about how each guest wishes to be positioned. After the final round, you'll finalize their positions and take your photo. At the end of the game, you receive points for each guest in your photo. The more of their preferences you've fulfilled, the more points that guest will be worth. But be careful - if none of a guest's preferences are met then you'll lose points!

The First Round

The starting player is in charge of the round, and will help all players complete each of the following steps.

Step 1

Open Envelopes & Place Figures

All players open their own envelopes and look at the preference cards inside. All players do this simultaneously, but each player may only open 1 envelope at a time (and return the cards to the envelope before opening another). At any time during this step, players may place or rearrange the guest figures in their photo area (behind the player shield) in order to match their preferences. During this step there are no specific rules for figure placement, and players should position them in ways that will help them remember what their preferences are (they will likely not keep their envelopes and may never get the chance to look at them again). You may place any figures you wish, including those whose preferences you know nothing about.

For more detailed preference card explanations, see page 9 of the "Photography Guide".

Step 2

Draw Exchange Card

The starting player draws the top card of the exchange deck and reads it aloud. This card describes how the envelopes will be exchanged this round.

Step 3

Perform Exchange

Carry out the steps described on the exchange card. For more detailed exchange card explanations, see page 6 of the "Photography Guide".

Step 4

Discard Exchange Card & Pass Starting Player Reference Card

Once the exchange is complete, discard the exchange card and pass the Starting Player reference card clockwise.

Example Round:

Lea is the starting player and guides the group through the round steps.

Step 1: All players look in their envelopes and set up their figures. Lea sees that the little boy wants to stand next to the woman in the yellow dress, so she stands the 2 figures next to each other (though she does not yet know where the woman wants to stand).

Step 2: Lea flips the top exchange card (Choose your Partner), and reads it aloud.

Step 3: Because Lea is the starting player, she is the first to take 2 envelopes from the middle of the table and then return any 2 of her envelopes to the middle. Then Marc (the player to her left) does the same. This continues clockwise around the table until all players have performed the exchange.

Step 4: Lea discards the exchange card and passes the Starting Player reference card to Marc (the player on her left).

The next round begins...

What Next?



Continue playing rounds, following the steps previously described. At any point you may decide to use your VIP card. You may choose to secretly place your VIP card into one of your envelopes (along with the preference cards) after viewing its contents. Be confident that you will meet that guest's preferences. Once placed, the VIP card must remain with that envelope for the rest of the game. 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.

After the 6th round is finished (the last exchange card has been played), proceed to the final photo and scoring, described below.

The Photo

You now have one more opportunity to position your guest figures in order to fulfill as many preferences as possible. You may look in any envelopes in your possession (like in step 1 of the previous rounds), but this time your guest placement will be final. You may place as many guests as you wish (guests not placed will not add or subtract from your score). Each guest must be standing alone in one of the marked spaces on the floor mat and facing forward (image toward the camera).

When finished placing your guests, take a photo of your guests with your cell phone camera. After taking the photo, proceed to scoring. Leave the guests placed in case you need to refer to them again to verify their positions for scoring.

Scoring

Lay your player shield flat on the reverse side, and place a point marker on the 0 space. Then, one guest envelope at a time, remove the preference cards and show them to all players. All players increase or decrease their point markers on their tracks based on how many of each guest's preferences they have fulfilled (see table below). Refer to page 9 of the Photography Guide for full details on the preference cards. The player with the most points after scoring every guest is the winner!

Fulfilled Preference Cards		**Points**
0	→	-3
1	→	1
2	→	3
3	→	6
Not placed	→	0

VIP cards: For every VIP card in a guest envelope, fully score that guest 1 additional time. *For example, if an envelope contains 2 VIP cards, then that guest will be scored 3 times total. If you fulfilled all of that guest's preferences, then you would score 18 points for that guest! If you placed that guest, but did not fulfill any of their preferences, then you would lose 9 points instead. Remember that you are not required to place guests if you're not sure of their preferences!*

Play Again!

Once you're familiar with the basic game, try playing again using the auction rules (see page 3 of the "Photography Guide").