

# Photo Party

Recommended for 6 to 15 players  
(including a photographer), 8 years  
and older.

## Material

- 46 « event » cards,
- 3 « rules » cards.

**Warning :** this game requires the use of a camera, (preferably one with a self timer).

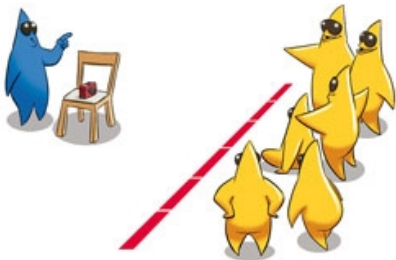
## Aim of the game

The game is played in two phases:

1. The photographer (a participant who chooses to "lead the game") takes photos of the group of players, advising them how to score points before taking it (e.g. being in the air on the photo).
2. The photos are looked at and used as a reference to award points (e.g. the players clearly in the air on the photo all score 1 point). The player with the most points wins the game.

## Preparation

- The photographer positions the camera in the most stable way possible, ideally on a tripod.
- He marks the floor as the bottom edge of the frame. This line cannot be crossed in order to protect the camera and to avoid any player getting too close and hiding all the others.



- He shows the players either on the camera screen or by describing exactly

where the upper edge of the frame, lower edge and the right and left edges are situated. It would be best to centre them full length leaving the space outside the frame so that they can leave and come back easily.

- He takes a first "normal" group shot to make sure he can see all the players.
- He takes 12 cards from the box. It is preferable to select these cards before the game, taking into account the players and the place (see "Advice" at the end of the rules).

## The Game

### Phase 1 : The photo shoot

The photographer takes the 1<sup>st</sup> card (not forgetting to turn it over when an arrow appears). He reads it to the players and makes sure that they have understood.

Then he sets the self timer (10 seconds). This way it is difficult to know exactly when the photograph will be taken (if the camera does not have a self timer, please see "Advice"). The instructions on the back of certain cards must be taken into account before starting the test. (e.g. have the players sit down). He must not read them aloud.

After reading the card the photographer waits an appropriate amount of time depending on the event before pressing the button. Sometimes he can even set the self timer before reading the event (as indicated on the back of certain cards).

The better the players are, the shorter the time can be between reading the event and taking the photograph.

The played cards are piled up without changing the order, in order to make scoring easier.

Have the players sit down then set the camera. Wait a few more seconds before announcing the card.

### Phase 2 : Scoring

This can be done in several ways :

- "On the spot » once the 12 photos have been taken, on a computer or television screen (or on the camera screen).
- Or after the event by getting together on the Photo Party group on Facebook;
- After the event via a photo sharing site like Picasa.

The photographer counts everyone's points. The results are determined only by what can be seen on the photos. (No arguments like "Jake was hiding me!" will be tolerated). The illustrations on the cards show how to settle certain cases. In the case of a dispute, the photographer decides.

## End of the game

The player who scores the most points at the end of the count up is named the star of the day!

### Rabbit version



#### "Rabbits

*At any time you can make rabbit ears behind other players (well visible just behind their heads). The biggest "rabbit ear maker" in the whole game wins 2 points. A player who has ears immediately gains 1 point if he imitates a rabbit (visible teeth and paws in front)."*

## Advice for the Photographer

- Using a camera without a self timer (or if it is too complicated to use the one on the camera)

When the event has been announced, the photographer begins to count down aloud from 10 to 5 and then finishes in silence in his head, closing his eyes from 4 to 0 until the photograph is taken. He can speed up or slow down during the silence as he wishes.

### - Choosing the events :

There are 4 types of events (illustrated by 4 different logos) which are best mixed together to create a more enjoyable game.



Games within the frame



Performance



Minority wins



Set move

### - "Players' fitness levels:

This should be taken into account as well as the possibilities of the location where the game is taking place. Is it possible to hang? Are there objects around? Is there a ball or other object which could fulfill this role? Etc.

Pictograms on the back of the cards allow them to be sorted easily (Physical challenge, Family challenge, Ideal for the first game, Easily solved on the camera screen).



### - Information about the "Minority Wins" cards:

There are two ways to handle this (example: sitting/standing). The players in the group with the least number of people each score 1 point. The scoring begins by eliminating all players who are not clearly sitting or standing (hidden or in "in between" positions). For example: there are 2 standing and 1 sitting down left, the sitting down player scores. In case of a tie the card indicates the winning party.