

Photo Party Cards

Card Name	Translated Card Name	Type	Translated Instructions	Translated Card Back
à ras bord!	To the edge!	Green	Nearest the left edge and right edge closest win. The point between the eyes serves as a reference. * You may be partly masked or cut by the frame, but you must have at least one visible eye.	Less than 8 players: do play one edge instead of two.
Au bal masqué	Masked ball	Orange	Should not be hidden by another player, even a little *. You can be cut by the frame, but you must have at least one eye in the frame.	
Bisou!	Kiss!	Orange	You have to kiss another player over an area of bare skin (but not on the mouth) and it clearly shows on the picture! Receive a kiss does not earn point but it's still nice.	
Chat Perché	Perched cats	Orange	You must perch (or suspend) on something or someone. The surface must be visible. * If it is not clear that a player perches, there is no point.	
Des hauts et des bas	Ups and downs	Green	The closest to the upper edge and the closest to the lower edge get point. The point between the eyes serves as a reference. * You may be partly masked or cut by the frame, but you must have at least one visible eye.	Less than 8 players: do play one edge instead of two.
Et hop!	And presto!	Orange	Must be in the air. * If it is not clear that a player is in the air, there is no point mark.	
Et lui devant	And before him	Orange	It must be the visible head (at least one eye).	Photographer snaps timer and stays between the camera and the boundary on the ground. He must stay put, but it is free to move more or less ...
French cancan	French cancan	Orange	All must lift a leg up the air. The player whose foot is the highest wins.	Position the players in a line. If necessary, play in 2 groups (ie 2 photos).
Hercule	Hercules	Orange	It must be someone. Must clearly show that the player raised does not touch the ground. You can get several to lift a player, but only the main carriers get point.	
La brochette	Skewer	Green	It must be the closest to the central horizontal axis. The point between the eyes serves as a reference. * Players whose both eyes are hidden do not count.	
La manif Manifestants / CRS	the demo Demonstrators / CRS	Light Blue	Must punch his fist in the air or do military salute. The smaller group wins. * Inaccurate or completely hidden gestures do not count. In case of tie: fist punchers win.	
La tour de Pise	The Tower of Pisa	Orange	The body profile must be seen straight (torso and legs aligned). No support is allowed. In case of equal inclination, arms alongside the body win.	10 players or more: make 2 groups (ie 2 photos)
Lâche l'affaire	Loose the case	Orange	Each player is standing and loose the object before him. The object must be the closest to the ground without touching it.	
L'autobus Assis / Debout	The bus Sitting / Standing	Light Blue	You have to be sitting or standing. The smaller group wins. * Players not fully sitting or standing do not count. In case of tie: the sitting group wins.	
Le bon profil Profil droit / profil gauche	The right profile Left / Right Profile	Light Blue	Must submit his right or his left profile profile. The smaller group wins. * Head that is not visible or profile is not shown is not counted. In case of tie: the left profiles win.	

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Le cancre	the dunce = a dim witted person	Green	Head must be nearest to the corner. The point between the eyes serves as a reference. * Players whose both eyes are hidden are not counted.	
Le centre du monde	The center of the world	Green	Head must be closest to the center of the photo. The point between the eyes serves as a reference. Players whose both eyes are hidden are not counted.	
Le compas dans l'oeil	The compass in the eye	Green	With straight arm, aim the index finger at a corner of the frame. The most accurate one gets 1 point. Can target both arms. * Arms folded or bent are not counted.	
Le Discobole	the Discus Thrower	Dark Blue	Or the most Similar players win. Details to compare: (1) arm above head, (2) hand on knee, (3) vertical foot.	10 players or more: make 2 groups (ie 2 photos) Do not show statue to the players before the picture (the brief description if necessary).
Le juste milieu	The right balance	Green	Head must be the closest to the central vertical axis. The point between the eyes serves as a reference. * Players whose both eyes are masked are not counted.	
Le mains baladeuses	The wandering hands	Orange	Must hide the eyes of other players (with hands and arms), without touching their faces. Gain +1 point for each masked player (whose mid-point between the eyes is hidden).	
Le Palais Bourbon Gauche (du cadre) / Droite (du cadre)	Palais Bourbon Left (frame) / Right (frame)	Light Blue	The frame is split into left and right segment by a central vertical axis. Players within the the least populated segment win. Centrist (cut through the central axis) is not counted. Player must be identifiable to score. In case of ties: the "extreme" earn (leftmost and rightmost).	
Le Penseur de Rodin	The Thinker by Rodin	Dark Blue	The most lifelike players win. Details to compare: (1) right elbow on his left thigh, (2) wrist "broken", (3) forearm on knee.	10 players or more: make 2 groups (ie 2 photos) Do not show statue to the players before the picture (the brief description if necessary).
Le super pied!	The great walk!	Green	Must have only one visible foot and nothing else! The leg is tolerated up to the top of the thigh, but the rest of the body must be cut off by the frame or hidden.	
Les bêtes à cornes Elan / taureau	The cattle Elk / bull	Light Blue	Must be elk (inches temples, fingers spread) or bull (clenched fists, index drawn up). The smaller group wins. * Inaccurate or completely hidden gestures do not count. In case of tie: elk win.	
Les lapins	rabbits	Red	At any time, you can make rabbit ears to other players (and clearly visible just behind the head). The biggest "maker rabbit" throughout the game will win 2 pts. A player equipped with ears immediately gain 1 pt if he/she imitates a rabbit (visible teeth and front paws).	This card is applied over the entire duration of game. It is not played alone, but is superimposed on each of the 12 cards played.
Les somnambules	the Sleepwalkers	Orange	Must touch other players with hands, without grip and without opening his eyes. Players who reach it without being themselves affected by the hands of other players have +1. The players have taken their eyes open -1.	10 players or more: make 2 groups (ie 2 photos) Ask players to space out as much as possible without going beyond the scope, extend the arms forward and close the eyes. Only then trigger.
L'homme de Vitruve	The Vitruvian man	Dark Blue	Players form duets. And the most Similar win. Details to be compared: (1) one visible head, (2) position of the arms, (3) position of the legs.	10 players or more: make 2 groups (ie 2 photos) Do not show drawing by Leonardo da Vinci to the players before the picture (the brief description if necessary).

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L'otarie	Sea Lion	Orange	You must have an object balanced on the nose, without touching it with the hands. If the photo is not possible to judge *, the player scores no points.	Allow players time to get a fairly light rigid object: sunglasses, tongue, pencil, toy, empty box
Louis XIV	Louis XIV	Green	He must have his head cut off by the frame. The player cut the most "proper" (in the neck) wins. He must have his head cut off by the frame. The player cut the most "proper" (in the neck) wins.	
Mêlée ouverte	ruck	Orange	Must touch the ball. If a player is the only one to do so, he earns 2 points. If several players touch, they earn 1 point each.	10 players or more: make 2 groups (ie 2 photos) Trigger and then send the ball like a touch rugby.
Mon beau miroir	My beautiful mirror	Dark Blue	Players form pairs and make symmetrical poses. The best duo wins. If symmetries of similar quality, the most complicated poses prevail.	10 players or more: make 2 groups (ie 2 photos)
Monsieur Patate chaude	Mr. Hot Potato	Orange	Mr. Hot Potato earns 1 point per player it touches (on the photo), but loses 1 point if key person. Players touched as well as those outside the frame (no eye visible) lose 1 point.	Designate a player, the youngest example as "Mr. Hot Potato." Signal players that do not out right out of the frame.
Objet volant	flying object	Green	It should launch her shoe (or other object available). The object thrown into the air must appear as close to the top edge without touching it.	12 players or more: make 2 groups (ie 2 photos)
Objets trouvés	lost property	Orange	Must have on hand, so visible, an object corresponding to the constraint given by the photographer (eg. Blue). At least one eye must be visible *.	Choose a type of object according to the possibilities of the place (eg green. Blue, starting with a vowel, in connection with gardening, cooking ...) Wait more or less before firing, depending on the proximity of objects.
paparazzi!	paparazzi!	Green	We must not be in the photo. Any identifiable player loses 1 point, even if his head is out of frame.	To seat players and trigger the camera. Wait a few seconds before announcing the card.
Pas de chocolat	Not chocolate	Green	Both arms must be cut by the frame, but not the head or torso. The hands should not be visible. * Players in both eyes hidden do not count.	
Pile ou face De face / de dos	Heads or tails Front / back	Light Blue	It should be front or back. The smaller group wins. * Intermediate positions do not count. In case of tie: the "dos" win.	
Restez couverts	Keep covered	Orange	Players must wear a hat or other item of similar size on the head, without holding it.	Ensure the presence of nearby objects that can serve as "hats". Wait more or less before firing, depending on the proximity of objects.
Sur les mains	On hands	Orange	It should be held only on the hands. * If it is not clear that a player has feet in the air, it does not mark.	
Tiens-toi droit (sur ta chaise)	Sit up straight (in your chair)	Dark Blue	The players stand in profile and must remain seated in the vacuum being the "right angles" as possible. The best And "sit" win. No support or support is allowed.	10 players or more: make 2 groups (ie 2 photos)
Totem	totem	Orange	It should be part of the pile of larger heads. Heads must touch (lie on the vertices of skulls) if there out of the stack *. In case of a tie the stack whose top is the highest in the picture wins.	
Tourneboulé	Dizzy	Orange	You must have the upside down, facing the camera axis of the face should be close to vertical.	
Tous derrière	all behind	Orange	It must be hidden by the photographer head. Players whose head you see or are otherwise masked * lose 1 point.	Photographer snaps timer and joined the players in the frame. It should set the goal, but it is free to move more or less ...

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Tu t'es vu...	You've seen ..	Dark Blue	Sobriety test: on one leg, right heel on his left knee, left elbow to right knee (or vice versa), thumb touching the tip of the nose. And the more sober win.	10 players or more: make 2 groups (ie 2 photos)
Un petit tour (et puis revient)	A quick tour (and then returned)	Green	We must get out of the frame to get behind the point designated in advance and return in time for the photo (at least one visible eye).	Designate an object (tree, bench ...) located outside of the frame and at a distance. Tip: Before the estimated travel time roundtrip trigger the timer at the right time part.