*Album

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The emotion of a photo

The intensity of a word

Treating people equally also counts when writing.
Thus these rules have been written inclusively.

ACT IN GAMES
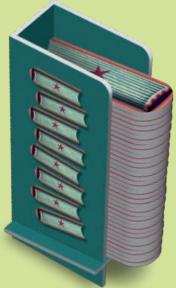
CONTENTS

98 photos

1 intensity scale

1 Hint tile tower for the Hint tiles

48 Hint tiles, with a word on the front and a star on the back

Rêve

10 Journey tiles

Front

Back

★★
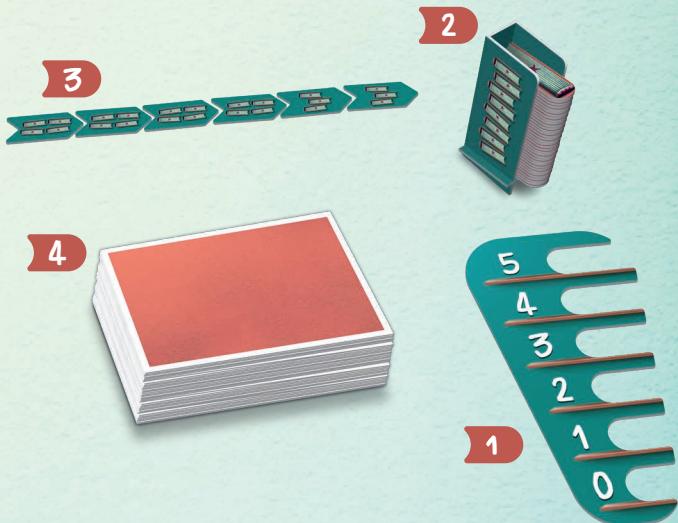
1 rulebook

CONCEPT

It's time to gather your loveliest photos and select the most unanimously favored ones for your Album.

Find yourself among a multitude of emotions, captured on photo paper. With the help of a few words, express how you feel about an image, and guide the other players to help them discover your photographs. Will you succeed in composing the ideal Album together by the end of 6 rounds?

SETUP

Before your first game, assemble the tower. You will be able to store it in the box without dismantling it.

1 Place the intensity scale in the middle of the table. Leave enough space near it for 5 photographs.

2 Randomly stack the *Hint* tiles in the tower, star side visible.

3 Line up 6 *Journey* tiles, yellow side visible.

> **Each tile indicates the number of hints you can use over the 6 rounds.**

Feel free to create the journey that suits you, or even choose a random one. Create your journey according to the challenge you desire.

For your first game, we suggest the following journey (from left to right) : **4-4-4-4-3-3**. Then, for a more challenging game, you can use: **4-3-3-3-2-2**.

4 Shuffle the photos and place them in a face-down deck nearby.

5 The person whose photo ID is the least recognizable starts the game.

PLAYING THE GAME

1 On your turn, draw a photo and look at it carefully, without revealing it.

2 Draw a *Hint* tile from the top of the tower.

If you don't like this *hint*, you may, **one time per turn**, refuse it and draw the next tile. Return the refused tile to the box; it won't be used during this game.
It is not revealed to others!

3 Place this *Hint* tile **face down** at the appropriate level of the intensity scale.

> The appropriate level is based entirely on your personal feelings; be true to them. Ask yourself this question: With what intensity is the word on your tile present in your photo. For example, if you draw the word Surprise, ask yourself, "On a scale of 0 to 5, how much surprise does this image evoke for me?"

Several *Hint* tiles may end up placed at the same intensity level; that's OK!
Once placed, the *Hint* can no longer be moved. It is not a question of comparing the clues between them but of putting each *Hints* to the fairest of one's feelings.

4 Repeat this action until the intensity scale contains the number of *Hint tiles* indicated on the current round's *Journey* tile. During this phase, you can peek at your photo as many times as you like (just make sure not to reveal it).

Then draw 4 more photos and take the time to look at them secretly. Shuffle them under the table with the one you drew before.

> Looking at the other photos before you share them with the group helps prevent you from having a reaction of curiosity or surprise that might reveal information to the others.

Pass these 5 photos face down to the player on your left. This person, who is the Oya for this turn, lays them out face up in the middle of the play area. Everyone is welcome to look at these 5 photos.

⚠ From now on, communication between you (the person who knows the photograph and the *hint* words that are placed) is limited to ONLY validating guesses in Step 6 (see next page). Under no circumstances are you allowed to make any sound or physical expression about what the rest of the players say.

5

Now the Oya...

→ **CAN** reveal a *Hint* tile of their choice. This word, associated with a degree of intensity, gives a hint about the photo to find. **On the first turn, this action is not optional: The Oya MUST reveal a hint**.

→ **MUST** eliminate ONE photo from those visible; to do this, the Oya has a discussion with the rest of the group before deciding. If there is no unanimity, the Oya must make the choice of which photo to eliminate. To eliminate a photo, simply return it. If the word Warmth is placed at 0, you probably want to eliminate a photo that evokes a lot of warmth.

6 Now you look at the photos still visible.

→ If your photo is no longer visible, this round is a bust! Remove the *Journey* tile for the round in progress (return it to the box). You will not score any points for this round. Skip directly to Step 9.

→ If your photo is still visible, continue to the next step.

7 The role of Oya moves one person to the left. That person...
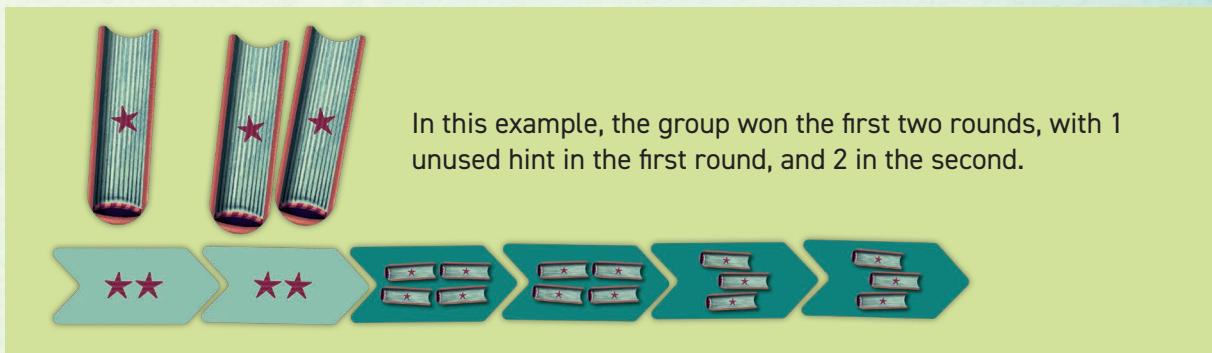
→ **CAN** reveal a new *Hint* tile of their choice (unless all the *Hint* tiles are already face up) ;

→ **MUST** flip (eliminate) one photo after discussing it with the rest of the group.

Once the photo is eliminated, go to Step 6 above.

8 At the end of the round, if the only photo visible is yours, everyone wins the round! Flip the *Journey* tile for this round to reveal its back. The number of stars indicates the number of points you earned together.
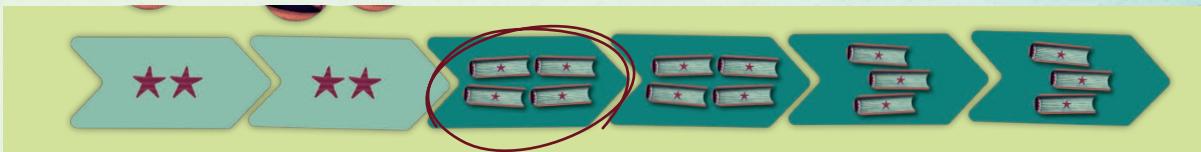
If not all the *Hint* tiles were used (some remain face down in the intensity scale), move them, still face down, beside the *Journey* tile for the round you just finished: Each star will be worth 1 point.

⚠ Unused *Hint* tiles are worth additional points only if the other players discovered the mystery photo.

In this example, the group won the first two rounds, with 1 unused hint in the first round, and 2 in the second.

9 **Continue to the next round :**

→ Set aside the *Hint* tiles used this round; you will not use them again during this game.

→ Now play using the next *Journey* tile. It indicates the new number of *Hint* tiles to place.

→ Now the player to your left is the one to secretly draw a photo per Steps 1–4 above.

END OF THE GAME

The game ends after 6 rounds. Each of the *Journey* tiles will be either flipped (success) or returned to the box (failure).

Total your score by adding all the visible stars (on the backs of the *Journey* tiles + on the backs of the unused *Hint* tiles).

Try to improve your performance from game to game! Listening to all points of view and exchanging ideas are relevant keys to success.

you can also evaluate your score with the table below:

Don't hesitate to use your own photos to prolong and personalize your enjoyment of the game!

★ Which level did you attain?

0-5	**Beginner's journey.** It's completely normal; these are your first games together. Don't stop there!
6-10	**Promising journey.** It would be a shame not to go for the next level.
11-15	**Unexpected journey !** Wow! Talk about prowess!
16-20	**Experienced journey!** It must only be the smallest unobserved details holding you back from being truly incredible!
21+	**Incredible journey!** Flawless, or at least nearly so! Are you trying for this score again, but with fewer hints each round?

ALBUM was designed and manufactured in Europe, conforming to strict ecological standards. These encompass the production process, as well as the ethical and sustainable sourcing of raw materials. These standards ensure that the entire management of the game's production is carried out in the most environmentally friendly way possible. To learn more about the eco-friendly game label, contact our manufacturer, Fabryka Kart.

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eco friendly game

[Un jeu]
Dans ma classe !

To use Album at school, check out the pedagogical sheet dedicated to the game at:
www.unjeudansmaclasse.com

Have a question? A photo to suggest to us for the next Album? **info@actingames.com**