

# Graduation photo *finish*

Number of players: from 2 to 4

Age: from 6 years old on up

Duration: 15-20 minutes

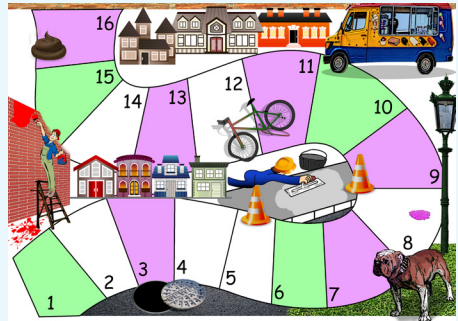
## Content

- 1 board
- 110 coloured cards (55 purple and 55 green)
- 2 dices
- 12 coloured pawns (3xblue, 3xgreen, 3xgold y 3xmaroon)



Graduation is coming! And with it, the frightening graduation photo... Avoid every risk surrounding you on the way to school and try to reach the best position in the photo.

Using three (3) pawns of the same colour, representing three (3) pupils, every player will pass two (2) stages in the game, taking turns clockwise.



## STAGE 1:

### “ON THE WAY TO SCHOOL”

The aim in this Stage 1 is getting to school as soon as possible to reach the best positions in the graduation photo, while disturbing other pupils on the way to slow them down.

All players place their pawns before the square numbered 1. The youngest player starts the game.

In each turn, the player rolls two (2) dices and moves forward two (2) pawns. Each pawn advances as many spaces as the number got in each dice. If a pawn lands on a coloured space, the player takes one (1) card from the deck of that colour (purple or green).

Once both pawns have moved, the player can use a purple card against other player's pawn in order to slow it down on its way to school. The 'affected' pawn moves backwards as many spaces as the number instructed in the purple card. If it lands in a coloured space, the player takes a card, even if it is not his/her turn.

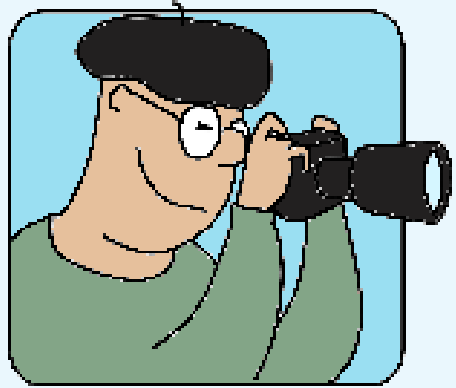


Example of purple card

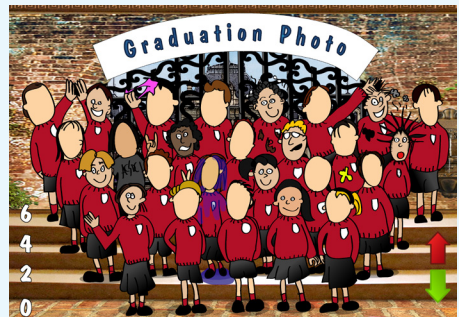
The maximum number of pawns in a space is three (3), resulting in the route block until one of them leaves the space. So, pawns moving forward/backwards before/after the block will stop in the space just before, due to either dice rolling or a purple card. If a player cannot move any of his/her pawns because of the route block, he/she can use a purple card before finishing the turn. This player cannot move his/her pawns after having used the card.

When a pawn reaches the end of the way, the player could place it in any of the free spaces of the photo (i.e. no-face pupils without any other pawn on it). The best places are those of the first rows...

Until all the pawns are placed on the photo, each player can use purple cards in his/her turn. The remaining purple cards will count toward its owner's score at the end of the game.



The photographer is anxious to take the picture, but he cannot do it until all pupils are ready in their positions.



STAGE 2:

### “‘SCHOOL RACE’ PHOTO FINISH”

The ‘School Race’ Photo Finish Stage will begin when all pupils are in place for the photo. The last player to put his/her pawns in the photo will play first at this stage, taking turns clockwise with the rest of the players. In each turn, players use just one of the green cards obtained in the previous stage, to improve his/her position or to annoy others.

When using a green card, the player should choose first the pawn that will receive the instruction of the card and then discard it. The owner of the chosen pawn will follow that instruction.


There are different kinds of **green cards**, with the following symbols:



**Move your pawn one (1) row backwards.** The chosen pawn will be placed in a free space of the row behind. If there is no free spaces, the pawn will be placed in an occupied position. The owner of the 'usurped' pawn will follow the same instruction... and so on.




**Move your pawn two (2) rows backwards.** The chosen pawn will be placed in a free space of two (2) rows backwards.

If there is no free spaces, the same as in  applies.



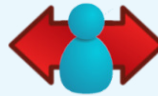
**Move your pawn one (1) row forward.** The chosen pawn will be placed in a free space of one (1) row forward. If there is no free spaces, switch positions with a pawn of that 'full' row.



**Move your pawn two (2) rows forward.** The chosen pawn will be placed in a free space of two (2) rows forward. If there is no free spaces, the pawn will be placed in an occupied position. Then, the player of the 'usurped' pawn will follow the same as in 



**Switch positions.** The player who uses this card will decide the two pawn to be switched, independently of the distance between the pawns.



**Leave free spaces immediately around the pawn** which the green card is used on. Pawns in positions around the 'affected' pawn will be moved to any free space of the same row or, if not possible, of the row behind.



**Move your pawn next to another one of the same colour.** If not possible, move the pawn occupying the chosen position to any free space of the same row or, if not possible again, of the one (1) row forward.



**Exchange 'trading cards'.** Playing this card, a player can exchange one (1) selected card of his/her deck for one (1) card of another player, to be picked up randomly.

**'No effect' cards.** There are cards with no effects on the pawns of the photo (e.g. Say cheese!, Don't touch your nose!, Don't make faces!, Look at the camera!...). However, the remaining cards of this kind will count toward the final score, as penalty for not having used them during the game. The way to use these cards in a turn is just discarding it.

When a player uses his/her last green card (purple cards are played just in

the first stage of the game), he/she will say “**Cheese!!**”, the ‘School Race Photo Finish’ will be taken and the game will finished.

## Score

In this game, the player with the lowest score wins. Points means dirt, accidents... and any other disaster that could have been suffered by pupils along their way to school.

Remaining purple and green cards count toward final score, as many points as indicated on each one.

Pupil’s position in the photo counts also toward final score: the further the pupil is, the more points will be added. The following shall be taken into account,

1st row: Students in the first row will not be penalized.

2nd row: 2 points per pawn.

3rd row: 4 points per pawn.

4th row: 6 points per pawn.

Once obtained the final score, the pupil with the lowest score wins: the cleanest and the most photogenic pupil!

## Component Specifications

(Click for more information on each component)

Set of wooden men and dice (Zapp Zerapp)

Individual Playing Cards - Skat size

Game Board DinA4 minus foldable, 2 parts

## Web:

Graduation Photo finish