

SNAPSHOT

Players: 2-4

Duration: 10-15 mins per player

Ages: 7+

Welcome intrepid wildlife photographer! Are you ready for your most challenging assignment yet?

SNAPSHOT is a tactical “push your luck” game. Each turn you reveal new animal cards and divide your dice between your chosen subjects to explore their habitats and photograph them.

The winner will be the player who can earn the most prestige. But spend your dice wisely - the more prestigious the animal, the more dice you will need to photograph it.

Extra prestige can be earned by winning photography awards and completing the secret assignments your magazine has given you.

Remember to keep your eyes peeled at all times - you can even claim the animals you need on other players’ turns!



CONTENTS

36 x Animal cards

10 x Assignment cards

4 x Habitat cards

16 x Photography Awards

4 x Reference cards

45 x Tracking tokens
(35 x '1' & 9 x '3')

6 x Dice



SETUP

Set up the game as shown.

NOTE: The first animal cards you draw will be different each game.

1 - Habitats

Place the habitat cards in order of difficulty (i.e. descending order from 5 to 2).



2 - Photography Awards

Stack the photography award tokens above the corresponding habitats in order of prestige value (highest on top).

Place the "1-of-each-habitat" awards next to them.



3 - Tracks & Dice

Form a general supply of tracking tokens and dice within reach of everyone.



6 - Starting Tracks

The starting player is the person who has most recently taken a photograph.

The first player takes 2 tracking tokens and adds them to their personal supply. They also take the 1st player marker.



The second player takes 3 tracking tokens.



The third takes 4 tracking tokens.



The fourth takes 5 tracking tokens.



5 - Assignments

Every player takes an assignment card (keep them secret).

The remaining cards go back in the box.



4 - Animal Cards

Shuffle the animal cards and place the deck within reach of everyone.

Draw 3 cards and place them face up under their correct habitat as shown.



NOTE

If you draw 2 or more cards from the same habitat, place the highest difficulty on top.



HABITAT CARD

HABITAT NAME

This is the name and symbol of this habitat.



EXPLORE VALUE

You must roll this number or higher on at least one dice to explore this habitat.

ANIMAL CARD

NATURAL HABITAT

Place the animal in this habitat when drawn.



ANIMAL NAME

PRESTIGE VALUE

Adds to your score.

DIFFICULTY

This is the minimum score you need to roll when photographing this animal.

ANIMAL STATS

These might be part of your assignment.

ASSIGNMENT

COVER PHOTO

You get prestige for photographing one of these animals.



FEATURE ARTICLE

You gain prestige for photographing animals with these symbols.

This chart shows you how much prestige you can earn.

PHOTOGRAPHY AWARDS

PRESTIGE VALUE

AWARD CATEGORY

- Photograph 3 animals from the target habitat

OR

- Photograph 1 animal from each of the 4 habitats.

OVERVIEW

Aim of the Game:

The player with the most prestige at the end of the game wins!

Prestige is earned by photographing animals, by collecting photography awards and by completing your secret assignments.

Each Turn:

Each turn is split into three phases:

1. Research

You draw animal cards and place them in their natural habitats, ready to be photographed.

2. Preparation

Plan how to divide your 6 dice between habitats and animals. You may also spend your tracking tokens to improve your chances.

3. Photograph

Roll the dice and see if you succeed! You then collect the animals you photographed and discard any you failed to photograph. You also collect any photography awards you've won.

Once you have completed these steps (or your turn has ended early) then the player to your left takes their turn.

Game End:

The game ends when one player has photographed a target number of animals determined by the player count.

- 2 players: 9 photos
- 3 players: 8 photos
- 4 players: 7 photos

Once a player reaches or exceeds the target, they finish their turn and players finish the round so everyone has had the same amount of turns. Then the game ends.

NOTE

Once a player reaches the target number of photographs, finish the round and then the game ends.

PHASE 1 - RESEARCH

Overview

You can only photograph animals that are face up on the table in their natural habitats. There are three animals face-up at the start of the game and **researching** is the only way to add more.

To **research**, simply draw **animal cards** from the top of the deck and place them on top of the other cards in their natural habitat. Make sure you can still see the stats on each card (as shown in **SETUP** on page 2)

You can draw as many cards as you wish, one at a time. You may stop **researching** at any time and move on to the next phase (Prepare). You can even choose to skip the research phase completely if you want to.

If you ever run out of animal cards, shuffle the discard pile.

 **Every time** you place a card, you take 1 **tracking token** and add it to your supply - you can spend these to balance bad luck. You get this token even if the animal was **spooked** or **reserved** (see below).

Animals getting spooked

Be careful when drawing cards - if you draw an animal that has a **lower** difficulty score than the **highest** animal already in that habitat, then **all** the animals in that habitat get spooked and run away.

Discard those cards. **Your turn is now over.**

 If you end your turn without photographing any animals, you gain 3 tracking tokens.



The Golden Eagle has a higher difficulty score so it is not spooked and becomes available for photographing.

The Guanaco has a lower score and so **both** animals are spooked

Reserving Animals

The only way to stop animals being spooked is to **reserve** the animal that has just been drawn.

To do this, you put the animal card you just drew into your hand. It stays in your hand until you choose to photograph it later during the **Photograph Phase** on this turn or a future turn.

You may reserve **any** animal you draw during the **Research Phase** - even if it isn't spooked. But an animal **cannot** be reserved once it has been **placed** into its habitat.

 If you don't reserve it, other players may reserve the animal card for themselves. They must pay 1 tracking token to you in order to do so. If two players want to reserve it, the next player in the turn order gets it.

You may choose not to let another player reserve a card you have drawn but if you do so, you **must** either reserve it yourself or attempt to photograph it during your **Photography Phase**. Place a dice on that card to remind you to roll for it in the **Photography Phase**.

The maximum number of animal cards you can have reserved at one time is 2. If you have already 2 in your hand, you **cannot** reserve any more.

NOTE Reserved animals do not count towards your score until you have photographed them.

PHASE 2 - PREPARATION

Overview

Now that you've ended the **Research phase**, it's time to plan out how to use your dice and tracking tokens.

You always have 6 dice to use each turn, as well as any tracking tokens you've collected. These must be divided between **every animal** you want to photograph and **each of their habitats**.

Once you have placed your dice and tracking tokens, you then move on to the **Photography phase**.

Step A: Placing Dice

To **prepare**, you place your 6 dice onto your chosen habitat and animal cards. This indicates which cards will be **explored** and **photographed** during the **Photography Phase**.

You must place **all** your dice in the **Preparation Phase** before you can move on to the **Photography Phase** and start rolling them.

1 - Prepare to Explore

In order to photograph your chosen animals, you must first explore their natural habitats. Place at least 1 dice onto each habitat you wish to explore. Regardless of how many animals you will be photographing in that habitat, you will only need to explore it once.

2 - Prepare to Photograph

Once you've placed a dice on their habitat, you must now place at least 1 dice on every animal that you want to photograph.

You may also add any number of your reserved animal cards to the selection. Simply place the chosen card into their natural habitat and place at least 1 dice on it. Ignore the difficulty score - reserved animals don't get spooked.

This card is now no longer a reserved card. They are treated like any other animal card and will not go back to your hand even if you fail to photograph them.

You can place as many dice on as many habitat and animal cards as you wish. The more dice you place, the greater your chance of exploring or photographing that card. However, if you spread the dice out, you might be able to photograph more animals.

Remember, you only have 6 dice so use them wisely. Judging how many dice to place on each habitat and animal is the key to winning the game.

(We explain what the dice do in PHASE 3 - PHOTOGRAPHY)

Step B: Placing Tracking Tokens



You may now place tracking tokens onto any of the animals cards with dice on them. Each token **adds 1** to your dice roll total in the **Photography Phase**.

You may add as many tracking tokens as you wish. Like with dice, you must place them **now** in the **Preparation Phase** - you cannot place them later.

You **cannot** place tracking tokens onto habitat cards - only animals.

If you later **succeed** in photographing the animal, the tracking tokens will be spent and go to the general supply. However, if you **fail**, you will get the tracking tokens back.

(We explain more about this in PHASE 3 - PHOTOGRAPHY)

The diagram shows a vertical stack of animal cards: Savannah, Meerkat, Nile Crocodile, and White Rhino. Each card has a difficulty score and icons for various attributes. Text boxes with arrows explain the strategy for each:

- Savannah:** Difficulty 3. Text: "The Savannah only needs a result of 3 or higher to explore so placing only one dice might just be enough..." and "...but 2 tracking tokens are kept spare just in case the result needs to be re-rolled." (Two paw print tokens are shown).
- Meerkat:** Difficulty 3. Text: "The Meerkat only has a difficulty of 3 so placing 1 dice should be enough, although some players might consider this risky!"
- Nile Crocodile:** Difficulty 6. Text: "This player does not want to photograph the Nile Crocodile so they do not place any dice on it. It will be ignored for the rest of this turn."
- White Rhino:** Difficulty 8. Text: "A difficulty of 8 makes the White Rhino hard to photograph so the player places 2 dice and 2 tracking tokens to help tip the odds in their favour." (Two dice and two paw print tokens are shown).

PHASE 3 - PHOTOGRAPHY

Overview

The **Photography Phase** is where you get to roll all your dice and see if you've managed to photograph the animals you wanted.

You must roll to **explore** the habitat before rolling to **photograph** the animals in that habitat.

If you are exploring multiple habitats, you may roll for them in any order but you must roll for all the animals in that habitat (again, in any order) before you can move on to the next one.

Once all your dice have been rolled and resolved, your turn is over. You collect your photographed animals (or discard your failed attempts) and then it's the next player's turn.

Step A: Exploring Habitats

To explore, you need to roll the dice result shown on the habitat card (or higher) on at least one of the dice you roll. So for the Rainforest (which shows a 5), you would need to roll a 5 or a 6 on one of the dice you rolled.

Remember: You only need to roll **one** target result on one dice to succeed (but rolling more dice increases your chances).

You **do not** total up your results - each dice is counted separately.

Shoreline

Re-roll 1 failed dice

Re-roll 1 failed dice

Re-roll 1 failed dice

This roll succeeds as both dice are above the target result of 2.

You **do not** add up the dice, so this result is a failure.

This is a success as you only need one dice to meet the target.

Re-Rolls



If you fail an **explore** roll, you may spend 2 tracking tokens to re-roll **1 of the dice**. Place the 2 tracking tokens onto that habitat card, pick one of the dice and re-roll it.

The tracking tokens spent for re-rolls can come from your supply or from tracking tokens that you already placed on animal cards (but they will no longer count towards the animal roll).

You may re-roll as many times as you wish, but you must spend 2 tracking tokens each time.

You **may not** re-roll dice on animal cards - only dice on habitats.

Step B: Tidying Up Exploration

Success:

If you succeed in rolling (or re-rolling) the result you need, then you must now **discard** all of the tracking tokens on that habitat card - place them into the general supply.

You may now photograph the animals in this habitat with dice on them (as described below in **Step C: Photographing Animals**).

Failure:

If you failed to explore the habitat, you may **keep** any tracking tokens you spent re-rolling the dice.

You must also **discard** all animals in that habitat that have dice on them (i.e. the ones you were planning to photograph).

You may now explore any other habitats you have dice on.

If you don't have any dice left, your turn is over - go to **Step E: Turn End**.

NOTE

Remember: if you ever end your turn without photographing a single animal, you receive 3 tracking tokens.

Step C: Photographing Animals

Once you have successfully explored a habitat, you may roll for the animals in that habitat with dice on them.

To photograph an animal, roll all the dice that have been placed on it.

The **total value** of your dice roll (and any tracking tokens you place on the card) must be **equal to or greater than** the difficulty score on that card.

 Remember, every 1 of the tracking tokens placed on the card increases the total dice result by 1 so the more you spend, the greater your chances.



In this example, the dice total is 7 which is higher than this animal's target difficulty of 5.

The photograph is a success!



The total here is 3; 2 from the dice roll plus 1 from the tracking token.

This is lower than the difficulty of 4 so the attempt fails.



Here, the dice roll of 8 would have failed but the 2 tracking tokens increase the total to 10.

That makes this attempt a success!

Step D: Tidying Up Photography

Success:

You **keep** any of the animal cards you successfully photographed. Place them face up on the table in front of you. These cards are your **photo collection** and count towards your score. They also contribute to winning **awards** and completing **assignments**.

You must **discard** all of the tracking tokens you placed on the animal card (even if you didn't need them). Place them into the general supply.

You may now explore any other habitats with dice on them (**Step A: Exploring Habitats**). If there are none left, go to **Step E: Turn End**.

Failure:

Any animal cards you fail to photograph must be **discarded**. You may **keep** any tracking tokens you placed on them.

You may now explore any other habitats you have dice on. If there aren't any more habitats with dice on them go to **Step E: Turn End**.



Step E: Turn End

Your turn is now over. Check if you've won any awards, gain knowledge if you failed to photograph anything, then the turn passes to the next player.

Photography Awards

There are 2 types of photography award available:

1. Photographing 3 animals that live in the same habitat
2. Photographing 1 animal from each of the 4 habitats

If you achieve either (or both) of these, take the top award token of the corresponding type. Each token has a different prestige value which counts to your final score.

You may win multiple awards in any category. For example, photographing 9 animals from the Rainforest would win 3 of the "3 x Rainforest" awards. Similarly, if you photograph 2 animals from every habitat, you would win 2 of the "1-of-Each Habitat" awards.

Gain Knowledge



If you fail to capture any photographs, gain 3 tracking tokens. There is no limit to how many tracking tokens you can have.

GAME END

The game ends when one player has photographed a certain number of animals. This target number changes with the player count:

- **2 players:** 9 photos
- **3 players:** 8 photos
- **4 players:** 7 photos

Once a player reaches or exceeds the target number, they finish their turn and the players then finish the round so that everyone has had **the same amount of turns**. Then the game ends and scores are counted.

SCORING

There are 3 ways to score prestige:

- 1. Animal Cards** - Add up the prestige shown on your animal cards.
- 2. Awards** - Add up the prestige on any photography awards you won.
- 3. Assignments** - Work out the prestige you gained from assignments.

The winner is the player with the most prestige.

In case of a tie, whoever has the most tracking tokens wins. Otherwise, you share the victory!

To help you count up, there is a scorepad for you to note down the scores. It's also fun to look back at old games and see if you can beat your previous high score.



Scoring Example:



These animals are worth a total of 17 prestige.
(2+2+5+2+3+3)

This Cover Photo assignment is complete, gaining 5 prestige.

For the Feature Article, there are 4 of the shown symbols on the animal cards: (2 x 21-30 lifespan and 2 x Omnivores)

As the chart shows, 4 symbols gains 9 prestige.



Animals	17
Assignment: Cover Photo	5
Assignment: Feature Article	9
Photography Awards	13
Final Score:	44



QUICK REFERENCE

On Your Turn:

1. Research (draw and place new animal cards).
2. Prepare (place dice and tracking tokens on habitats and animals; add reserved cards).
3. Photograph (roll dice to explore habitat, then roll to photograph animals).

Earn Tracking Tokens:

- **Gain x1...** per card placed (I.E. that wasn't reserved or spooked).
- **Gain x1...** when another player pays to reserve a card you drew.
- **Gain x3...** if you end your turn without photographing anything.

Spend Tracking tokens:

- **Reserve:** Spend x1 tracking token to reserve the card another player has just drawn. (Put it in your hand or face-down in front of you. You can only have a maximum of 2 reserved cards at once.)
- **Explore:** Spend x2 tracking tokens to re-roll **one** dice on a failed habitat exploration roll.
- **Photograph animals:** Add tracking tokens to animal cards during the **Preparation Phase**. Each tracking token added increases the dice total you roll by +1.