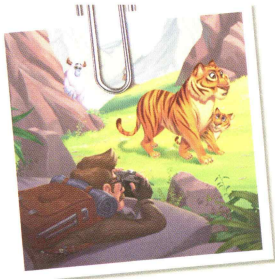


PERFECT SHOT





A game by Romain Caterdjian.
Illustrated by Jules Dubost.

As a wildlife photographer and adventurer, you travel the world in search of wild animals to complete your photo collection. During your most recent escapade, you had the chance to see a unique animal: the Yeti! Stunned by this encounter, you barely had time to take out your camera and it had already disappeared into the wild...

PRINCIPLE AND GOAL OF THE GAME

On every turn, you will choose to either:

- Take an Album card, or,
- Take a Photo, by placing a Landscape card from your hand on top of the one in the game rack.

If any animals appear partially or fully in the camera lenses on his or her **Landscape card**, you may then take the corresponding animal photo tiles to place in your Albums. Properly arranging your photos in your Albums will earn you bonus Victory Points. If an animal is fully visible through one of your lenses, you get a **Perfect Shot**, and a step closer to victory!

As for the **Yeti**, he is so mischievous that only half of his body is visible in the pictures. **You'll have to put two different halves together** to prove to the world that he exists... and earn even more Victory Points.

COMPONENTS



1 GAME RACK



40 LANDSCAPE CARDS

104 PHOTO TOKENS



34 ALBUM CARDS



1ST PLAYER TOKEN



8 PERFECT SHOT TOKENS

SET UP

- 1 **Place the game rack in the box**, then place the box in the center of the table. You can also play with the rack out of the box if you prefer.
- 2 **Shuffle the Landscape cards and deal 3 to each player.** The cards in a player's hand should be visible only to that player. Make a face-down deck with the remaining cards and place it within reach of the players. In a **4-player game**, use all the landscape cards. For a **3-player game**, randomly remove 10 landscape cards from the deck. For a **2-player game**, remove 20 cards.
- 3 **Shuffle the Album cards and reveal 2.** Place the remainder in a face-down deck near the 2 revealed Albums.
- 4 **Make 3 piles of Photo Tiles**, grouping them by landscape type (Ice Floes, Mountains and Jungles).
- 5 **Shuffle the Yeti Photo Tiles** and group them into a face-down pile (Yeti silhouette side up).
- 6 **Make a pile of Perfect Shot tokens.**
- 7 **Give the First Player Token to the player who most recently took a picture in real life.** You are now ready to play!



Example of a set-up for 3 players.

IMPORTANT: each player's hand is face down.

GAME TURN

During his turn, a player must perform one of the following 2 actions:

TAKE A PHOTO or **TAKE AN ALBUM**

TAKE A PHOTO

The player places a Landscape card from his hand in the rack, on top of the Landscape card(s) already there. **He may orient his card as he wishes, even in the opposite direction to the card already in the rack.** He may not place any of the cards in his hand on top of the rack to assess his chances before placing it back in his hand. Once the player has chosen a Landscape card from his hand and its orientation, he must place it in the rack and cannot move or touch it.

For each animal visible (a Yeti is considered an animal), even partially, through the holes on his Landscape card (the camera lenses visible on his card), **the player takes a Photo tile corresponding to the Animal.** If it is a Yeti, he draws a face-down Yeti Photo tile and reveals it.

Several Animals, or parts of Animals, visible in the same hole give the player **as many Photo tiles as different animals visible.**

Finally, the player draws new Landscape card and it is the turn of the player on his left to play.

After many manipulations of the Game Rack, there may be some slack in the placement of a Landscape card. We therefore encourage players to play in a good spirit to judge a Photo or a Perfect Shot.



In this case, the player takes 3 Photo tiles. One each for the Tiger, the Elephant and the Eagle.



A Tiger is visible in one hole and an Elephant appears in another, well done! The player takes 1 Tiger picture tile and 1 Elephant picture tile.



TAKE AN ALBUM

If the player does not wish to Take a Photo, he must choose one of the face-up Album cards (or the top card from the Album deck) and place it face-up in front of him. If he chooses one of the face-up Albums, he adds a new one face-up from the deck.

PERFECT SHOT!

On his turn, before placing a Landscape card (**Take a Photo** action), the player may announce that he is going to take a **Perfect Shot** (a perfect picture of an entire Animal). After declaring a **Perfect Shot**, the player then places his Landscape card as normal.

If at least 1 Animal is fully visible through any of the holes, the player takes one Perfect Shot token in addition to the Animal's Photo tile (and any other Photo tiles) and places it in front of him with its 2 Points side face-up. He will score 2 extra victory points at the end of the game.

If no Animal is fully visible through any of the holes, he takes 1 Perfect Shot token with its 0 Points side face-up, in addition to any Photo tiles.

PLEASE NOTE that a player can only announce 2 Perfect Shots per game! It's up to you to use them at the right time.

YETI!

When a player picks up a Yeti Photo tile, he turns it face up and places it in front of him. Surprisingly, it's impossible to take a picture of a Yeti correctly. Each Yeti tile shows only the right or left half of the Yeti.

A Yeti Photo tile counts as any other Photo tile except that it is not associated with any particular natural environment (Ice floe, Mountain or Jungle). The Yeti is not considered to live in a specific Natural Environment.

This turn, one player took the risk of announcing a Perfect Shot out loud. Good call! A walrus is fully visible! He then takes a Perfect Shot token in addition to the Walrus Photo tile and places it in front of him.



When calculating the scores, a player gains 1 additional Victory Point for each Yeti he successfully completes. A Yeti is complete when its left and right sides are next to each other on the same Album.



*In this album,
Yeti is complete.*



*In this album,
the Yeti is not
not complete.*

ORGANIZE YOUR ALBUMS

At any time during the game, even at the end of the game before final scoring, a player may place a Photo tile on any of his Albums and rearrange his Photo tiles as he wishes between his different Albums. A Photo tile must be placed on one of the designated spaces in an Album. There are 2, 3 or 4 slots available for each Album.

Each Album gives bonus points in the calculation of scores if it is complete (if all its slots contain a Photo tile) AND if all its Photo tiles meet the Bonus Point requirement.

Conditions to obtain Bonus Points



All Animals are of the same Species.



All the Animals are of a specific Species (here, Walrus).



All the Animals are of different Species.



All the Animals live in a specific natural Environment (here, the Jungle).

IMPORTANT:

- A player may place a Photo tile on an Album even if it does not meet the Bonus Point requirement.
- The Yeti is not considered to live in a specific Natural Environment. Therefore, it does not qualify for the corresponding bonus points if it is placed on an Album with this type of Condition.
- Since the Yeti is considered an animal, a player gets the bonus \equiv if there are 4 Yeti Photo tiles in his Album. Similarly, a 3-slot album containing Yeti, Tiger, and Walrus tiles would earn the bonus \neq .

END OF THE GAME

When the Landscape deck is empty, continue playing until all players have played the same number of rounds. Then, each player plays one more turn before the game ends. It is then time to calculate everyone's scores.

Each player gets :

1 Point for each Photo tile placed on his Albums, even when an Album is not complete.

2 points for each successful Perfect Shot.

1 Point for each complete Yeti on the same Album (A Yeti is complete when its left and right sides are side by side on the same Album).

1, 2 or 3 Bonus Points for each Album that meets the Bonus Point requirements.

IMPORTANT: Photo tiles that are not on an Album are not worth any Points!

The player with the most points is declared the best Photographer-Adventurer and wins the game. In the event of a tie, the player with the most Yetis on his Album cards wins the game. If the tie persists, the victory is shared.



This player gets 8 Points from the 8 Photos in his Albums. 2 of his Photos are not in Albums, so they get nothing. This player has 1 Perfect Shot token which gives him +2 Points. Finally, the 1st and 3rd Albums are complete and meet the Bonus Point requirements, so he gets 4 extra Points. The player has 14 Points at the end of the game.

This player earns 10 Points for the 10 Photos in his Albums. The 1st Album is complete and meets the Bonus Point requirement, so he gets 3 extra points. The 2nd Album is complete but does not meet the Bonus Point requirement, and the 3rd Album is not complete.

These 2 albums do not earn any bonus points. The complete Yeti on the 1st Album gives 1 extra Point. Thus, the player has 14 Points at the end of the game.



Denis tells me that
I have just a little
bit of space for the
acknowledgements
while this page is almost
empty.

Should I tell him or not ?

Romain



PERFECT SHOT is a game by Romain Caterdjian
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