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Your Pictures and your Life!

INSTRUCTIONS

• 3 or more players • Ages 12+

Components:

- 288 Camera Roll subject cards
- One 30-second timer (2 AAA batteries required)
- Score Card
- Dry-Erase Marker
- Instructions
 (Cameras/smart phones not included)

CAMERA ROLL is played using YOUR OWN photos - no Internet searches allowed! Each player must have his∕her own device whether it is a Cell Phone, iPad™/Tablet, Laptop, iPod™, Camera, etc. Grandma can even play with her photo albums!

OBJECT:

Win a predetermined amount of rounds to win the game. A "round" will conclude after each player has had an opportunity to be the "Judge". The player with the most points at the end of each round wins that round. The number of rounds and players will decide the length of the game, you can play as many rounds as you like.

Points are scored by finding pictures on your device that match the categories that are revealed. There are 3 ways to score points on every turn:

- 1.) A point is awarded to everyone who can find an appropriate picture for the category within 30 seconds.
- 2.) An additional point is awarded to the first player to find an appropriate picture.
- 3.) A third and final point is awarded to the player with the "best" photo for that particular category as decided by the Judge.

If only one person finds an appropriate picture for a category within 30 seconds (before the timer sounds), that player gets all 3 points.

If no one in the group can find an appropriate picture within 30 seconds, no points are awarded for that round.

YOU BE THE JUDGE!

Players take turns serving as the "Judge". When a player is the Judge, they are responsible for selecting and announcing the new category, starting the timer, and deciding who the "first" and "best" photo points are awarded to. The player with THE MOST pictures on his/her phone shall be the first Judge, with the role rotating clockwise around the table after every category. The Judge does not play that round.

NOTE: It should be fairly easy for most players to see who gets the extra point for being the FIRST player with a photo, but as far as who has the BEST photo, that is entirely up to the Judge! The Judge may base his/her opinion on what picture is the funniest, most bizarre, most heart-warming, has the best story to go along with it, or any other deciding factor – including how the Judge may feel about another player at that particular moment! But Judges, remember... with great power, comes great responsibility (ie: be careful HOW you rule, because karma can play a role in Camera Roll too!)

LET'S PLAY!

To start a round, the Judge selects a card from the deck, reads the category aloud, and starts the 30-second timer. Players now race to find their pictures before the timer runs out.

Once a player has found a picture they want to play, they must declare it verbally AND put their device down. After time is up, each player must show their photo to the group and tell the story behind the photo. Creativity and a great story can go a long way towards earning points for "best" photo!

NOTE: As the photos are presented, other players can issue a "challenge" if they feel a photo inadequately represents the category. In the event of a challenge, the Judge will make the decision on whether or not to award points.

After all eligible players have presented their photos, the Judge announces the scores for that category.

NOTE: Some categories are very direct (Building, Car, etc.). Others are more subjective (A Big Mistake, Something Hot, Garbage, etc.) The more creative you can be with these "open-to-interpretation" categories, the more fun you'll have!