Walking in Provence

### A Scene-building, Photo-taking game

OVERVIEW

Located in southeastern France, Provence is home to one of the most picturesque views in the world. Every summer, the vast fields of lavender flowers bloom and their vibrant violet petals sweep across the fertile green fields covering them in a sea of purple. Neighboring golden ears of wheat, the brilliant yellow sunflowers, and the fearless blue sky all come together to create the perfect picture moment. Ready your camera and capture this breathtaking scene.

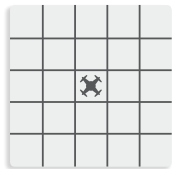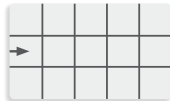# COMPONENTS

50 Scene Cards

14 Photo Cards
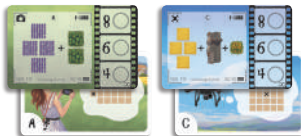
3 Goal Cards

5 Starting Area Cards

4 Grid Rulers

5 Photographer Tokens

5 Drone Tokens
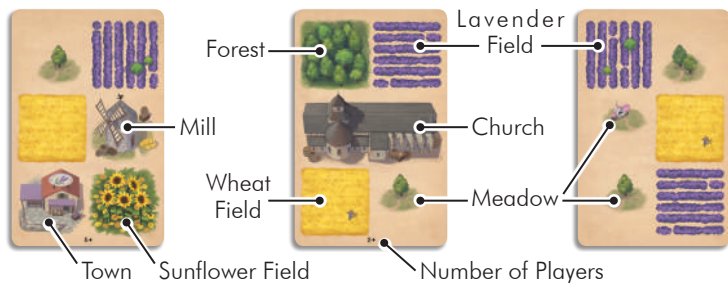

1 Score Pad

35 Player Markers

5 Player Aids

GAME SETUP

1 **Scene Cards.** Return to the box all cards which are not used based on the number of players. Shuffle the kept Scene Cards into a deck, and then place it on the center of the table.

- **5 Players-** Use the **2+, 3+**, **4+** and **5+** cards (50 cards total).
- **4 Players-** Use the **2+**, **3+** and **4+** cards (40 cards total).
- **3 Players-** Use the **2+** and **3+** cards (30 cards total).
- **2 Players-** Use the **2+** cards (20 cards total).

2 **Photo Cards.** Separate the 14 Photo Cards into 3 piles according to their backs.

- Randomly select **2 "A"** and **2 "B"** cards and place them face up on the table. Then, select 1 card from the remaining cards and place it face down, next to the 4 cards as a mark of "Photographer framing area". Place the extra cards back into the box.
- Randomly select **3 "C"** cards and place them face up on the table. Then, select 1 card from the remaining cards and place it face down, next to the 3 cards as a mark of "Drone framing area". Place the extra cards back into the box.

3 **Goal Cards.** Randomly select **2** Goal Cards (double-sided) without looking at them and place them on the table with a random side facing up. Return the extra cards back into the box.

4 **Grid Rulers.** Place the **4** Grid Rulers on the table.

Forest — Lavender Field

Mill

Church

Wheat Field

Meadow

Town Sunflower Field

Number of Players

3

Double-sided

Card Back

2

2

Card Back

1

4

A

B

C

A **Starting Area Cards.** Each player receives 1 random Starting Area Card and places it in front of themselves.

B Each player chooses a player color and receives:
- **1 Photographer Token.** Place it on the empty "scooter" square.
- **1 Drone Token.** Randomly place it on an empty "tree" square.
  Note: During the game, each Meadow square can ONLY contain 1 token. A square containing a "scooter" or a "tree" is considered as a Meadow (see left).
- **7 Player Markers.**
- **1 Player Aid.**

C Deal **2 random Scene Cards** to each player as their "starting hands". Keep your hands private throughout the game.

GOAL OF THE GAME

Place the Scene Cards then move the Photographer and Drone in order to take different photos in the game. The photos and the various scenes will score points. The player with the most points at the end of game wins.

HOW TO PLAY

◆ The game is played over 10 rounds. Each round consists of 4 phases. During each phase, each player takes their actions **simultaneously:**

   1. The Scene Phase (Mandatory)
   Each player selects 1 card from their hand and passes it face down to their left. Then, all the player simultaneously places the remaining card in front of themselves.

   2. The Walking Phase (Optional)
   Each player MAY move their Photographer Token and/or Drone Token to any empty Meadow square.

   3. The Photo Phase (Conditional)
   Each player checks and announces if their Photographer and/or Drone have successfully take photo(s) or not.

   4. The Refill Phase (Mandatory)
   Each player picks up the card passed to them in Phase 1 and then draws 1 card from the Scene Deck. This is their new hand.

◆ After 10 rounds, all of the Scene cards should be placed on the table. The game ends and final scoring begins (see).

1. DETAILS OF THE SCENE PHASE

◆ Follow these rules when placing Scene Cards:

   1. Cards may be placed horizontally or vertically.

   2. At least 1 square of the new card must be **orthogonally adjacent to, covering, or hidden under** a previously placed card.

   3. At least one square of the new card is visible.

   4. Any square occupied by a Photographer Token or a Drone Token CAN NOT be covered.

   5. If you were to cover the Church, BOTH squares must be covered.

Church
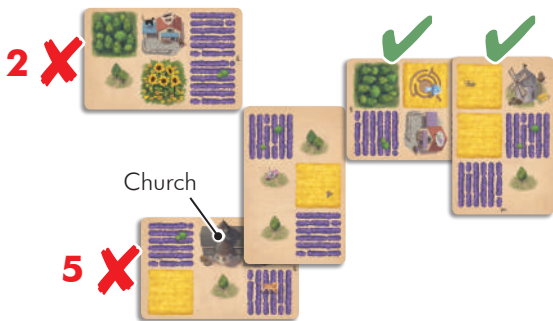
2. DETAILS OF THE WALKING PHASE

◆ The Photographer Token and the Drone Token must ALWAYS be on a Meadow square (✔).
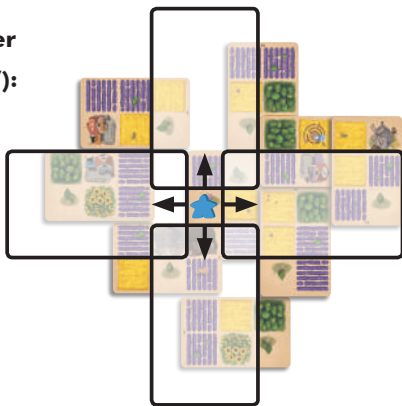
◆ A square can ONLY contain one token.

3. DETAILS OF THE PHOTO PHASE

◆ Players may complete Photo Cards via their Photographer and/or Drone:

Photographer ("A" and "B"):

Based on the location of the Photographer, frame a **3x5 area** directly above, below, to the left or right. All the required scene squares on the Photo Card must appear in this frame.

Drone ("C"):

Frame a **5x5 area** with the Drone in the center, all the required scene squares on the Photo Card must appear in this frame.

SUMMARY OF REQUIRMENTS

	5 adjacent Lavender Field / Wheat Field squares
	4 adjacent Lavender Field / Wheat Field squares

6

|	3 adjacent Lavender Field / Wheat Field squares
	2 adjacent Town / Forest squares
	1 Church (2 squares) / 1 Mill / 1 Sunflower Field square

◆ Follow these rules when check requirements (**Note:** Players may use the "Grid Ruler" at any time when checking):

   1. Adjacent squares MUST be orthogonally adjacent, NOT diagonally.

   2. Adjacent squares can form ANY shape.

   3. Adjacent Lavender Field squares MUST be the same direction.

   **4.** The 2 squares of the Church MUST both appear in this frame.
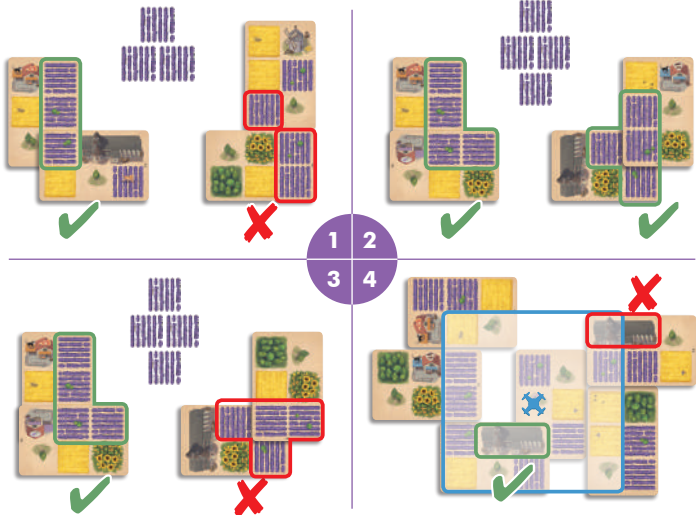
- Players MUST announce they have completed a Photo Card, and then the player to the right must check their work using the Grid Ruler. If the Photo Card is completed successfully, place a Player Marker on the highest empty spot on that Photo Card. If the Photo Card is not completed, nothing happens.

 **Note 1:** Each player may only complete each Photo Card once.

  Note 2: During a turn, a player may complete several different Photo Cards.

  Note 3: During a turn, if several players have completed the same Photo Card successfully, their Player Markers are placed in the same spot.

  Note 4: If there is no empty spot on a Photo Card, players may still complete it. In this situation, place one Player Marker on the lowest spot with an "∞" symbol (no Player Marker limit on this spot).
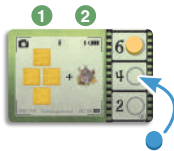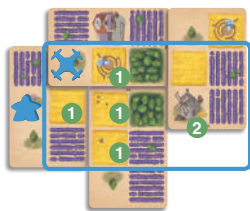
Example: Blue has completed a Photo card via her Photographer. Because the topmost "6" spot is occupied by Yellow, she places her marker on the "4" spot.
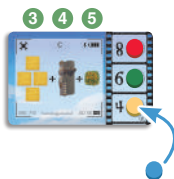
Blue has also completed another Photo Card via her Drone. Even there are no empty spots on the card, she may still place a marker on the lowest "4" spot.

4. Details of the Refill Phase

- **Exception 1:** During the second to last round, because the Scene Deck is empty, players only take the card passed from their right as their hand for the last round.

- **Exception 2:** Skip this phase during the final round.

GAME END & FINAL SCORING

◆ After all of the Scene Cards have been placed on the table, the game ends and final scoring begins.

◆ Each player follows each of these steps to calculate their points (score sheets are included to help make this process faster and easier):

A. Points for Scenes. Players score their Scenes based on their visible squares:

(+) Lavender Field Scoring. Count the largest orthogonally adjacent fields of vertical growth and horizontal growth. The larger of these two fields will score you 1 point per square, and the smaller of these two fields will score you 2 points per square. **Note:** ONLY score one horizontal and one vertical field. All other fields are not scored.

Larger

Blue

6x1 +
2x2 =
10 points

Smaller

Red

Two fields are the same size:
3x1 + 3x2 =
9 points
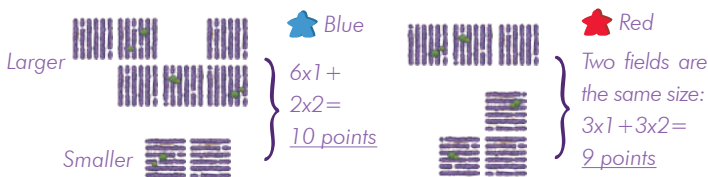
(-) Lavender Field Penalty. For every spot that a vertical field meets a horizontal one, you will lose 3 points.

-6 points

(+) Wheat Field Scoring. You must have 2 or more orthogonally adjacent fields to score. If a field is within a rectangle or square larger than 2x2, each field scores 2 points. Fields outside of such square or rectangle score 1 point. **Note:** 1 single field does not score any points.

Ex.1

2	2	2
2	2	2
		1

6x2 +
1x1 =
13 points

Ex.2

1	1	1
1		1
1		

1x6 =
6 points
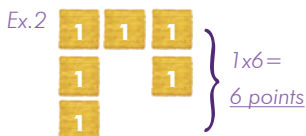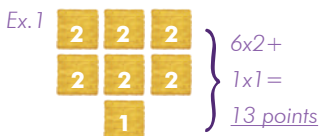
(+) Sunflower Field Scoring. Each Sunflower facing the Scene Deck (marked with a Sun symbol) scores 2 points

(-) Sunflower Field Penalty. Each Sunflower NOT facing the Scene Deck (marked with a Sun symbol) loses 3 points.

Tip: Before final scoring, you should try to cover these crooked Sunflowers to avoid penalty.

+2 points   *-3 points*   *-3 points*   *-3 points*

(+) Town Scoring. In the neighboring towns, if there are 1/2/3/4 different shops, score 1/3/7/12 points. Score each set individually. A single town scores 1 point.

7+1=
8 points

3+1=
4 points

B. Points for Photos. Score each Photo Card containing your Player Marker. Check their spots and add up the points.

C. Points for Goals. Check the 2 Goal Cards separately, the 1st place gains 6 points, and the 2nd place gains 3 points. In order to score any points for a Goal, you must have at least a visible Scene square on the Goal. If one or more players tie for a Goal, they gain the same points.

◆ **Tip:** To do well, you should aim for completing more photos if possible. Relying too much on points from scenes is usually not enough to win (See for Scoring Example.)

◆ After calculating, **the player with the most points wins the game.**

◆ In the case of a tie, the tied player with FEWER PLAYER MARKERS wins the game. If there is still a tie, the tied players share the victory.

APPENDIX: GOAL CARDS

The **number** of your Church squares / Mill squares / Sunflower Field squares FACING THE SCENE DECK

The **largest orthogonally adjacent** Lavender Field squares of vertical growth or horizontal growth / Wheat Field squares / Forest squares

CREDITS

Game Design: Wei-Min Ling
Illustrations: Maisherly Chan
Producer: Wei-Min Ling
Graphic Design: Maisherly Chan
Playtesting: EmperorS4
Proofreading: Winnie Chang and Jay Bernardo

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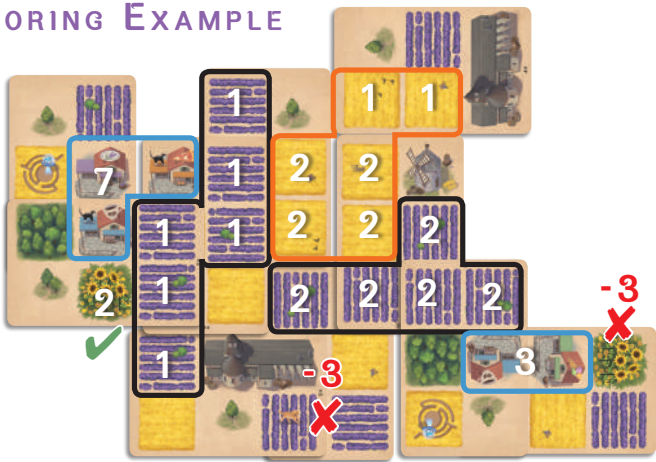
1F., No.9, Ln. 212, Sec. 3, Heping E. Rd., Da'an Dist., Taipei City 106, Taiwan (R.O.C.)

+886-2-2732-6972

Boardgamelove@bgl.com.tw

www.EmperorS4.com

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Scoring Example

A. Points for Scenes: 16-3+10+2-3+10=32 points

    (+) Lavender Field Scoring. 6 orthogonally adjacent fields of vertical growth and 5 adjacent fields of horizontal growth score you $6x1+5x2=\underline{16\ points}$.

    (-) Lavender Field Penalty. 1 spots that a vertical field meets a horizontal one costs you $3x1=\underline{3\ points}$.

    (+) Wheat Field Scoring. 6 orthogonally adjacent field, 4 of them are within a rectangle score you $4x2+2x1=\underline{10\ points}$.

    (+) Sunflower Field Scoring. 1 Sunflower facing the Scene Deck score you $1x2=\underline{2\ points}$.

    (-) Sunflower Field Penalty. 1 Sunflower NOT facing the Scene Deck costs you $1x3=\underline{3\ points}$.

    (+) Town Scoring. 1 coffee, 1 gift and 1 pizza shop score you $\underline{7\ points}$. 1 coffee and 1 ice cream shop score you $\underline{3\ points}$.

B. Points for Photos: 7+6+4+2+8=27 points

C. Points for Goals: 6+3=9 points

    (+) 6 adjacent Lavender Field squares is the 1st place and scores $\underline{6\ points}$.

    (+) 2 Church is the 2nd place and scores $\underline{3\ points}$.

TOTAL SCORE: 68 POINTS