

# ZOOM IN BARCELONA

Travel around the city of Barcelona and take the best photos to win the game!

In Zoom In Barcelona, players compete in a photo contest to try to take the best photos of the city. During the game you will take photos of its beautiful locations, the iconic structures that create the skyline of Barcelona, and... dragons!

Did you know that you can find more than 400 dragons in the city of Barcelona? Many artists and architects have included dragons in their works, and dragons and other fantastic beasts are at the centre of cercaviles and correfocs (traditional fire parades). Barcelona is a city of dragons!

Hop on a bike, catch a taxi or a bus to get to the best spots before the other players. Find the best views of the city, from its seashore to the mountains of Collserola and Montjuïc. Discover its incredible architecture, and the outstanding Modernist sites including those of visionary architect Gaudí.

Are you ready? Grab your camera and win the game!

## OBJECTIVE OF THE GAME

The goal of the game is to score the highest number of points to win the photography contest. Points can be scored by:

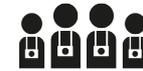
- Taking photographs of the landmarks selected by the judges, with bonus points awarded if the photos contain the relevant themes of the game.
- Taking photographs of the different buildings of the skyline of the city: Torre Calatrava, Camp Nou, Torre de Collserola-Sagrat Cor (Tibidabo), Colom, Sagrada Família, Torre Glòries, Castell de Torre Baró and Pèrgola Fotovoltaica.



8+ years



30-60 min



2-6 players

## COMPONENTS

- 1 board 
- 86 Landmark photo cards 
- 24 Transport cards 
- 6 Photographer pawns 
- 6 Natural Light trackers 
- 6 City Skyline tokens 
- 32 Skyline building tokens 
- 6 Themes tokens 
- 6 Camera boards 
- 6 Zoom Selector tokens 
- 1 Dragon token 
- 1 Rulebook



## THE PHOTOGRAPHY STARTER KIT

For first time players learning the basic mechanics of the game, or for those who want a shorter play time, we recommend playing the Starter Kit version. To play with this beginner's mode, follow the standard rules and ignore the sections highlighted in  blue. The orange sections are specific only to the Starter Kit: ignore them when playing the regular game.



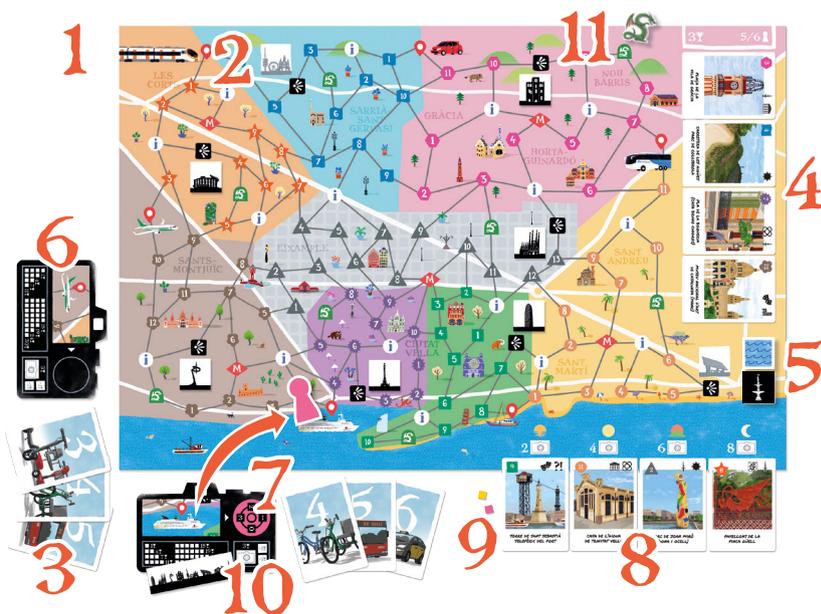
## SET UP

- Place the board at the centre of the table **1**.
- Pick up the set number of each type of Skyline building tokens according to the number of players (detailed below). Place them on the appropriate Skyline building areas on the board **2**. Return the rest of the tokens to the box.
 

<b>2 players</b> - 1 token of each building	<b>4 players</b> - 3 tokens of each building
<b>3 players</b> - 2 tokens of each building	<b>5-6 players</b> - 4 tokens of each building
- Shuffle the Transport cards **3** and deal 3 cards face down to each player. Leave the rest of the deck face down next to the board so players can reach it, with extra space for a discard pile.
- Shuffle the Landmark cards and place 4 (for 2-4 players) or 5 (for 5-6 players) cards face up in the Judge's Picks on the board **4**. These are the initial photos that players can take when the photo contest begins. Leave the rest of the deck face down next to the Judge's Picks, with extra space for a discard pile.
- Take the 6 Theme tokens, pick 2 Themes for the photo contest at random from the 12 possible Themes (tokens have a Theme on each side) and place them on the Theme area of the board **5**. Return the unused tokens to the box.
- Shuffle the camera boards **6** and give 1 face down to each player. The player board will indicate their starting location . Place it in front of you with the side with the scoring information visible. The space around your camera will now be called your "gallery".
- Each player chooses a colour and takes the photographer pawn and the Zoom Selector token of that colour. Place the pawns on the starting locations indicated on the cameras . Place the Zoom Selector tokens on their space on the back of the camera **7**.
 

**blank side up, used only for player colour reference.**

**Zoom side up, with the number 3 on the left.**
- Place 4 Landmark cards face up on the Natural Light Track at the bottom right of the board **8**. If there are cards with the same area icon (top left), draw and discard more cards until all 4 are from different areas.
- Give each player a Natural Light tracker of their colour; place them to the left of the first card on the track **9**.
- Shuffle the City Skyline tokens and give one to each player. Don't reveal your sequence to the other players. You can place it face down on your camera on its reserved space **10**.



- To set the starting location of the Dragon, reveal the top card from the Landmark deck. Place the Dragon token in the Dragon Lair of the area of that Landmark **11** and discard that card. The area is indicated by the top left icon on the card.

You are now ready to start. The player that has most recently taken a photo with their phone or camera will start the game. The turn order will continue clockwise.

## HOW TO PLAY

During their turn, the players will, in this order:

- Move.
- Perform one action.

### 1. MOVE

The points on the board are locations identified with an icon according to its type: Landmarks , Skyline Viewpoints , Information Points , Dragon Lairs and Metro Stations . To travel around the different connected points on the board, the players can:

- Move by walking:** move your pawn up to a distance of 2 points OR
- Spend 1 Transport card:** move the pawn a distance up to the number of points indicated on the card (3, 4, 5 or 6). Once the card is used, it is discarded in the Transport cards discard pile. You do not draw another card.

You cannot finish your move on a location occupied by another player.



## 2. PERFORM ONE ACTION

After moving, players may do **one** of the following actions:

- A. Take one photo.
- B. Visit an Information Point.
- C. Take the Metro.

### A. Take one photo

During their turn players may take 1 photo:

- of a **Landmark**
- of a **Skyline building**
-  - of the **Natural Light location**
- of a **Dragon in its Lair**

Players can take these photos by **arriving on the exact point on the board**,  or by using the **Zoom**.

 Players can use the **Zoom** to take photos of distant locations. They have 3 points of **Zoom** to spend to take photos without arriving at the exact point on the board, even if it is occupied by another player. Each point spent will allow you to take a picture from 1 location point away. You can spend them in one turn or in different ones, keeping track by rotating the **Zoom Selector** token on your camera. Once all 3 points have been used, they do not replenish.

Example: If you use all 3 points in one turn, you will be able to take a photo of a location at a distance of 3 points away from your pawn, but you will have no more **Zoom** points for the rest of the game.

### Landmarks

The board contains 86 Landmark locations, distributed in 8 areas and indicated by a shape and colour. The Landmark deck contains 1 Landmark card for each Landmark location shown on the board, with the corresponding icon and number on the top left corner.

The 86 Landmark cards also have one or two icons on the top right side, representing interesting aspects of the Landmark you are photographing. They are related to the Themes of the contest and scoring at the end of the game.

Players can only take photos (i.e. take the card) of the Landmarks available in the Judge's Picks on the board.



If you take a Landmark photo as an action, collect that card from the Judge's Picks and place it in your gallery face up so the other players can see it. After drawing another Landmark card from the deck to replenish the Judge's Picks, your turn ends.

### Skylines



At each of the 8 Skyline Viewpoints on the board , you can take a photo of one of the buildings that creates Barcelona's iconic skyline.

If you take a picture of a Skyline building, take the token and place it in your gallery. Your turn will now end.

You can collect the tokens in any order during the game, but you can only take 1 token of each Skyline building. There are fewer Skyline tokens per viewpoint than the number of players; once the tokens have run out, they are not replenished.

### Natural Light Track

As photographers it is important to master natural light by taking pictures at different times of the day: Golden Hour (Sunrise), High Noon, Golden Hour (Sunset) and Nighttime. Taking photos of Landmark locations is not enough to be able to score at the end of the game. 

In order to score the points of the Landmark photos you have taken, photographers must qualify by taking part in the Natural Light Track. This track is the same for all participants and is comprised of 4 photos.

To take these photos you will also have to get to their locations on the board, but you won't be keeping the cards; instead you will move your tracker onto the card to indicate that you have taken this photo, and your turn will end.

You can complete the track at your own pace, but in order, from the Golden Hour (Sunrise) to Nighttime. A player cannot take the High Noon photo without having already taken the Sunrise one.



Each Natural Light photo that you take will allow you to score the points of 2 of your Landmark photos at the end of the game. It is not necessary to finish the track to win the game.

Example: A player that has not started the Natural Light Track and has not taken the Golden Hour (Sunrise) photo will not be able to score any points from the Landmark cards, even if they have collected Landmark cards. A player that has taken 2 Natural Light photos (up to High Noon) will be able to score 4 of the Landmark cards collected. In that case, a player with 6 Landmark photos will only be able to score 4 cards of their choice.

## Dragons

When you take a photo of a Dragon in its Lair you can also, without moving your pawn from the location where the photo was taken, do 1 of the following actions:



- Take a Landmark photo (any photo available on the Judge's Picks)
- Take a Skyline building photo (any token available on the board)
- Take your next Natural Light photo on the Track (in the correct order)
- Refresh all the Landmark photos on the Judge's Picks (discard and draw new ones).

After you have carried out the action of your choice, draw a Landmark card from the deck to determine the next location of the Dragon. In the same way as in the game set up, place the Dragon in the Lair of the area indicated on the card (top left icon). Draw cards and discard them until you can place it in an unoccupied Lair different from this last one. Your turn will now end.

If your choice is to take a photo of a Landmark card, first take the card from the Judge's Picks you are interested in. Then, replenish the Judge's Picks with the top card from the Landmark deck. Finally, draw a card to indicate the next location of the Dragon and discard it.

## B. Visit an Information Point

Players can go to Information Points  to replenish their Transport cards from the deck. They can first discard any cards if they wish to, and then draw up to 3 cards (the maximum number of Transport cards you can have in your hand is 3). When the Transport deck is empty, reshuffle the discard pile to form a new deck.

## C. Take the Metro

Players can take the Metro  to travel to any of the other Metro stations (5 metro locations in total) on the board. When you arrive at a Metro point on the board you can decide to travel to any other unoccupied Metro point.

Players can enter an occupied location but they must exit an unoccupied location. Once they choose the exit station and move their pawn there, the turn ends (any remaining movement is lost).



## END OF GAME

When a player takes their 8th Landmark photo and collects the card, the game will immediately end and the photographer with the most points will win. If multiple players share the top score, they are all the winners of the contest.

## SCORING AND WINNING

At the end of the game, photographers score points for the Landmarks and Skyline buildings they have collected in their galleries. The camera contains a summary of the scoring information for reference.

## Scoring the Landmarks

Players will get 3 points for each Landmark photo collected, +1 point for each different Theme present in a Landmark photo (to a maximum of +2 points per card, 1 for each Theme).

### THEMES



### ICONS



There are 3 types of Themes:

- **Image:** Look at the illustrations to see if they contain them:



Water



Trees

- **Name:** Read the words of the actual name of the Landmark:



House / Square



Park / Gardens

- **Icons:** Observe the top right symbols that indicate aspects of the Landmark:



Architecture



Sculptures & Monuments



Outdoors



Catalan Modernism



Unconventional



Arts, Science & Entertainment



Gaudi



History & Culture

 The points you are allowed to score through Landmark cards depend on your Natural Light Track. You will be able to score the points from 2 Landmark cards (of your choosing) if you got to the Sunrise, 4 cards if you got to High Noon, 6 cards if you completed Sunset and 8 cards if you finished the track at Night. The rest of the cards from your gallery will be ignored.

## Scoring the Skyline

 Points will be awarded for the total number of Skyline building tokens collected. See the example below.

 At the start of the game, photographers were given a City Skyline token, each of them containing a different sequence of buildings (the buildings are connected in a different order). To score, you will have to take this order into account. You will be awarded points for each group of connected buildings you have. Each unconnected token awards 1 point.



15 POINTS



15



11 POINTS



11 + 4

**Game design:** Núria Casellas, Eloi Pujadas and Joaquim Vilalta  
**Illustration:** Sophie Wainwright and Craig Petersen

**Graphic design:** Craig Petersen  
**Proofreading:** Rachael Mortimer

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