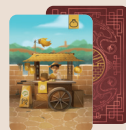
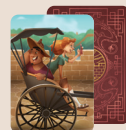




You're on top of the Great Wall and of course you want to take the best pictures to reminisce back at home! Swap, slide and search the Great Wall to find the best compositions for your pictures. But make sure you're fast enough, or your opponents might already take the shot!



Wall cards
(47x)



Rickshaw cards
(3x)



Composition
cards (25x)



Action cards
(35x)

Setup

All players receive a total of five hand cards: three action cards and two composition cards. You do not show any of these to your opponents.

Next, three new composition cards are drawn and placed face up on the table. Shuffle back into the deck any cards with dragons or pandas on them and draw new cards until you have three composition cards without dragons or pandas.

Keep the three rickshaw cards separate for now. Shuffle all the wall cards to form a deck and place the top four face up in the middle of the table to form a row. These four are the start of the Great Wall. Next, take three more wall cards from the deck to form an open (face up) market next to the three composition cards.



open composition cards



The Great Wall

Separate the wall card deck into three equal decks. Shuffle one rickshaw card into each deck and then place all the decks on top of each other.

Lastly, shuffle the action cards into a face down action card deck. Now pick a starting player and you're ready to play!

The game

Your goal is to take as many pictures of the Great Wall as possible. By swapping and adding wall cards you will create your correct composition. But do hurry, as your opponents will be able to take pictures during your turn as well.

Your turn

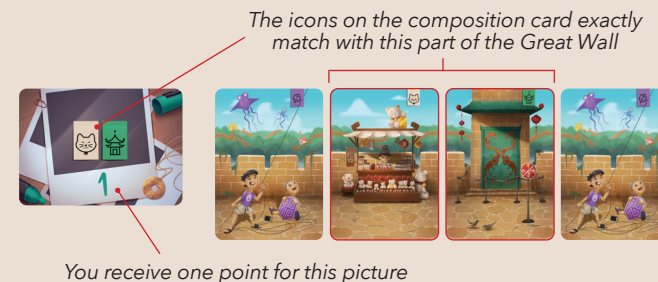
In your turn you will take these four steps:

1. If there are rickshaws in play, move these one spot to the right.
2. Pick one wall card from the open market and add it to the left or right of the Great Wall. If you don't want any of the open market cards, you are allowed to draw the top face down card from the deck instead. Replenish the open wall card market.
3. Always play one action card. In a three player game, you **may** play two cards and with four players you **may** play three cards.
4. Replenish your hand to three action cards.

When the wall or action card decks run out, shuffle their discard piles to create new decks.

Taking a picture

Every player received two composition cards. If the wall cards of the Great Wall line up to exactly match the composition on one of your cards, you quickly have to yell 'CLICK!' That way you take a picture and you earn the points on the composition card.



Game overview

Action cards



Move 1 space

Move one wall card one place to the left or right.



Move 2 spaces

Move one wall card two places to the left or right.



Swap

Swap two wall cards in the Great Wall with each other.



Remove

Remove one wall card from the Great Wall and discard it.



Extra composition card

Take one extra composition card, temporarily increasing your hand size.



Replace open market and play

Replace the open market. Pick one of the new wall cards and place it left or right of the wall.



Take back a card

Pick one wall card from the discard pile and place it anywhere in the wall.

Your turn

1. Move rickshaw(s)
2. Place a wall card
3. Play action card(s)
4. Replenish hand

How many actions?

You always play one action. With three players you **may** play two and with four players even all three action cards.

Prefer not to play an action card?

You are allowed to discard your complete hand (action and composition cards) to take a completely new hand of five cards (three action and two composition cards). Your turn now ends.

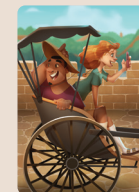


Players are allowed to take a picture based on their own composition cards at any time. That means: in their own turn but also during the turn of an opponent. However, the three open composition cards work differently. You can only take the picture corresponding with those composition cards in your own turn.

You are not allowed to take a picture while you or another player is performing an action. You can only take a picture once the action is fully completed. You are allowed to take a picture in between two actions.



After successfully taking a picture, you place the successful composition card on your score pile and replenish your hand to two composition cards. The three open composition cards are not replenished. All wall cards used for the picture are discarded. If this results in a Great Wall of less than four cards, cards are added from the closed wall deck to ensure at least four cards. These cards are always added to the left of the wall. If at any moment during the game a gap is created, you slide the cards back together.

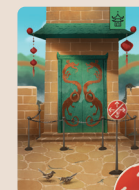
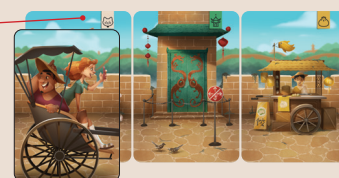


Special cards

The rickshaw: If a rickshaw card is turned open, it is immediately placed on the far most left card of the Great Wall. If there is already a rickshaw on this card, the new rickshaw goes to the first available wall card in the Great Wall. After placing the rickshaw, the play continues by drawing a new card to complete the process that was disrupted by the unforeseen rickshaw.

When there is a rickshaw card on a wall card, the wall card cannot be used to: 1) take a picture, 2) move, 3) be removed. At the start of each turn the rickshaw moves one spot to the right. When the rickshaw drives off the wall, it is discarded to the discard pile.

The rickshaw is placed on a wall card like this. That way the icon on the wall card is still visible for everyone to see



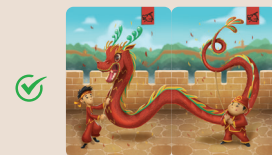
The tower: This wall card cannot be moved or removed by action cards. Other wall cards can be placed next to it, if a player uses the move 1 or move 2 action cards.



If multiple players yell 'CLICK', the player that yelled first gets to take their picture. The relevant wall cards are removed and then the next player that yelled gets to check if they can still take their picture.



Dragons: Dragons must always line up for a picture. That means that you can only take a picture of a composition card showing two dragon icons if the dragon has a head and a tail. A composition card with three dragon icons requires a head, middle section and tail.



End of the game

The game ends immediately when a picture is taken of the final open composition card. Alternatively, the game ends when the last composition card from the deck is drawn. In that case all players have one last turn.

All players now add up the points they scored with their pictures. The player with the highest score wins. In case of a tie, the player with the most pictures wins. If there is still a tie, the players share the victory.



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CREDITS

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QUESTIONS ABOUT THE
GAME OR THE RULES?

