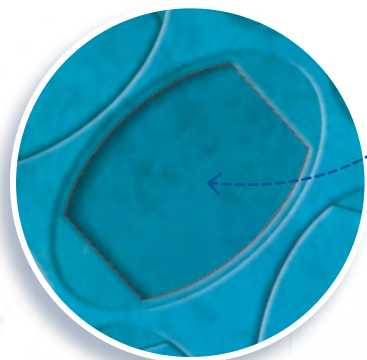


Important: You're a peaceful photographer, not a poacher, so don't remove the round tokens from the lakebed. You're only after the rare photos!

As soon as you've finished your underwater search, you must clear the waters.

Step 3: Clearing the Waters

Regardless of what you've discovered, push all tokens with your finger (without tilting or shaking the box) away from the lake area, so that there is nothing to be seen.



Then close the lake area with the lid and place your diver on top of it.

Tip: While clearing the waters, try to confuse the other players, since they might be looking for the token you've just discovered.

Important: At the end of your turn there should be no tokens visible (not even a small part of a token).

END OF THE GAME

The first player to complete the picture of Nessie with the set of 6 square tokens on their camera tile becomes the winner!



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FINDING NESSIE RULES



6+



2-4



20-30
min



Fog rolls across the lake of Loch Ness, and the air seems to be filled with mystery. Plop! Could that be...?! No, just another frog... All eyes are on the water, and everybody is eager for Nessie to show up. Cameras ready! Don't miss the shot of your life: prove to the world that Nessie is not a myth by getting a complete picture of her and make the discovery of the century!

AIM OF THE GAME

Be the first to piece the picture of Nessie together on your camera tile.

COMPONENTS

- 1 lakebed
- 1 lake surface with 17 lake areas
- 17 lake lids with diver peekholes
- 68 round tokens:
 - 12 real parts of Nessie (2 of each)
 - 6 underwater creatures, resembling different parts of Nessie
 - 4 lucky fish
 - 46 tokens with small fish, aquatic plants, shells or bubbles
- 4 camera tiles
- 24 square tokens (4 sets of 6 tokens each)
- 4 diver meeples in different colors

BEFORE YOUR FIRST GAME

Carefully punch the camera tiles, the tokens, and the lake lids out of their frames. Then carefully punch the small windows out of the lake lids.



SET-UP

Place all round tokens any side up on the lakebed.



Place the lake surface on top of the lakebed. Close the lake areas with the lake lids, then slightly shake the box, so that the tokens are nicely shuffled (do not flip the box!).

Each player takes a camera tile and places it in front of them on the table. Then each player takes 6 square tokens of one color and places them next to their camera tile. Finally, each player takes a diver meeple in their chosen color and places it on a vacant lake lid next to the edge of the lake.



PLAYING THE GAME

The last player to take a bath starts the game. From then on the game proceeds clockwise.

Each turn consists of 3 subsequent steps:

- 1 Choosing a lake area
- 2 Diving
- 3 Clearing the waters

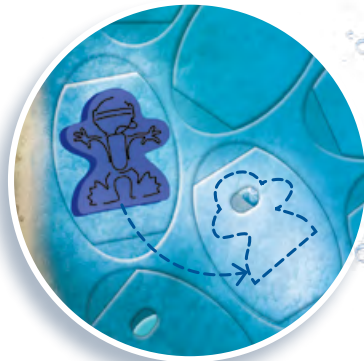
Step 1: Choosing a Lake Area

Choose **one** of the 3 available options:

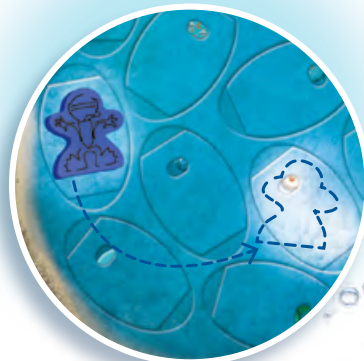
- stay on the same lake area and then dive, **OR**



- move your diver to an adjacent lake area and then dive, **OR**



- move your diver to any non-adjacent lake area and **immediately end your turn.**



Important: There can be only one diver on one lake area at a time.

Step 2: Diving

Remove your diver and open the lake lid beneath it. Now you should be able to see several tokens.

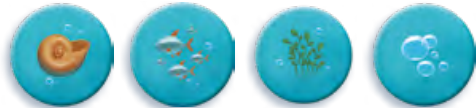
You may apply the token's effect only when the token is fully visible. If you can see only a small part of a token, try your best to pull it out with your fingernails or fingertips from under the lake surface, but don't tilt or shake the box!

You may apply the effects of several tokens in one turn (if you manage to fully uncover them).



Here's what you may find:

- **Small fish, aquatic plants, shells or bubbles** — no luck with these.



- **A real part of Nessie** — score! Click! Take the square token showing the found part of Nessie from your set of tokens and cover the corresponding area on your camera tile with it (if you already have this part of Nessie covered on your camera tile, nothing happens).



- **Underwater creatures resembling parts of Nessie** — so close! But still no precious photos.



- **A lucky fish** — extra turn! Finish your current turn, and then take another turn, starting by choosing a lake area. If you find a lucky fish during this additional turn, it doesn't grant you an extra turn again.

