

SETUP

Take the cards from the box and set the 5 Objective cards aside. Put all the other cards together to form a single deck and shuffle it. Place the deck face down on the table (1 in the following image). The first player will be the one who last visited an art exhibition or a museum, and starting from him/her each player draws a number of cards according to the following scheme regardless of the number of players):

- 1 Player --> Draw 5 Cards
- 2 Player --> Draw 6 Cards
- 3 Player --> Draw 6 Cards
- 4 Player --> Draw 7 Cards
- 5 Player --> Draw 7 Cards

After that, reveal the top 8 cards of the deck on the table and arrange them in a circle face up (2), finally place the 5 objective cards so that everyone can see them (3) together with the chart of secondary colors illustrated in the next page of this rulebook (4).



GAMEPLAY

The game is played in clockwise turns. In your turn you can decide whether to **DRAW** or **PLAY CARDS**. After choosing, take your action and pass the turn to the next player.

DRAW

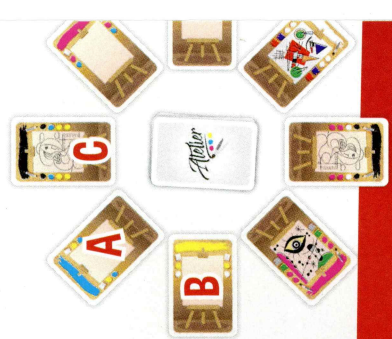
If you chose to draw you can:

- Draw 2 **adjacent (close) cards** dal cerchio di carte scoperte, from the circle of face up cards. After drawing, replace the two cards with other cards from the deck.
- Draw 2 face down cards from the top of the deck.
- Draw any 1 face-up card and one card from the top of the Deck (or vice versa). After drawing both cards, replace the face up card with a card from the deck.

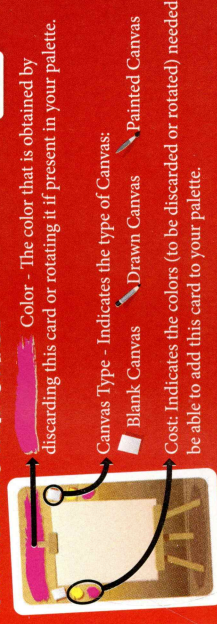
A player cannot have more than 10 cards in hand. If after drawing he has more, he discards them back to 10 before passing the turn.

EXAMPLE:

On her turn Simona decides to draw. Looking at the face up cards, she sees a canvas she needs and decides to draw it (card **A**). She now has to draw her second card. She can decide to draw a card between **B** and **C** or draw from the face down deck. Simona decides to draw card **C**. Terminate le sue pescate. After drawing, Simona replaces the **A** and **C** cards with two other cards from the deck.



HOW A CANVAS CARD IS MADE



PLAY CARDS

To play a card from your hand, you must pay the color cost shown on the side of the card. The cost is shown twice for convenience of the player (on the right and on the left), but will be paid only once.

The cost can be paid:

- discarding from your hand cards that show the brushstroke of the required color at the top or
- using the colors of the cards you already have in play that form your "palette". To do that, rotate the card slightly with the required color in your palette.

After paying the cost, place the card in front of you face up vertically; that card is now part of your palette. The new cards can be used in the same turn to produce colors (by turning them slightly).

At the end of your turn, put all your cards slightly rotated back vertically.

EXAMPLE:

It is Federico's turn who decides to play cards from his hand. Federico wants to play a drawn canvas card (**A**). To do that he has to pay a cost of 1 white, 1 magenta and 2 blacks. Before discarding cards from his hand, Federico checks his palette: 1 white, 1 magenta and 1 black are there! Federico then uses the colors of the three cards (**B**). Unfortunately, he does not have a second black in his palette, therefore he decides to discard a black from his hand (**C**) to complete the drawing.



TYPES OF CARDS AND HOW TO PLAY THEM

The cards are divided into 4 types and each can be played in a different way:

BLANK CANVAS - Blank canvases are the basis of your paintings. They can be played freely during your turn by paying the cost in colors. You can play up to a maximum of 3 Blank Canvases in your turn.

DRAWN CANVAS - Drawn Canvases can only be played on a Blank Canvas and, as for Blank Canvases, you have to pay the cost in colors. You can play up to a maximum of 2 Drawn Canvases in your turn.

PAINTED CANVAS - Painted Canvases can only be played on a Drawn Canvas of the same type. As for Blank and Drawn canvases, you have to pay the cost in colors. In these canvases, however, there are not only primary colors, but secondary colors are also required (see Secondary Colors). You can play up to a maximum of 1 Painted Canvas in your turn.

JOKER CARDS - Joker cards cannot be placed in your palette, they can be used to pay the cost of other cards by discarding them from your hand. The Joker provides a Primary Color of your choice. **Warning:** Joker cannot be used to create secondary colors.

Warning - In your turn, you can only play cards of the same type. For example, it is possible to play 3 Blank Canvases or 2 Drawn Canvases in your turn, but it is not possible to play a Blank Canvas and a Drawn Canvas.

PRIMARY COLORS AND SECONDARY COLORS

The Painted Canvases require, as a cost, some colors that are not normally on the cards: the Secondary Colors. All cards have one of the three primary colors (Cyan, Magenta, Yellow), White or Black on the top brushstroke. By mixing these colors, as shown in the chart on the last page of this rulebook you will gain the Secondary Colors.



To gain the Secondary Colors you can discard the two primary colors from our hand, or you can rotate the required colors in your palette. You can also gain a secondary color by discarding one color from your hand and rotating the other from our palette

Warning: Jokers cannot be used to create secondary colors.

EXAMPLE: To gain the secondary red color you need to combine magenta with yellow. To do that you can:

- discard a card with magenta and one with yellow.
- discard a card with magenta and rotate a card with yellow in your palette or vice versa).
- rotate a card with magenta and one with yellow in your palette.

rotate a card with magenta and one with yellow in your palette.

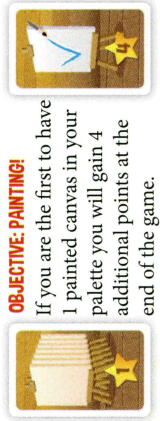


FAKE PAINTINGS AND ORIGINAL PAINTINGS

When you complete a painting, if you were the first to complete that work, you create an Original work. Who makes the same painting later will be considered Counterfeiters and the work will be "a fake". To remind you which fake paintings are, turn the fake cards upside down.

OBJECTIVE CARDS

As soon as you meet the requirements of an objective card you gain it. At the end of the game you will earn the points shown on the card.



OBJECTIVE: BLANK CANVASES
If you are the first to have blank canvases in your palette you will gain 1 additional point at the end of the game.

OBJECTIVE: PAINTING!
If you are the first to have 1 painted canvas in your palette you will gain 4 additional points at the end of the game.

OBJECTIVE: DRAWN CANVASES

If you are the first to have 3 drawn canvases in your palette you will gain 3 additional points at the end of the game.



OBJECTIVE: ONE COLOR

If you are the first to have a single color repeated on 5 cards in your palette, you will gain 2 additional points at the end of the game.



OBJECTIVE: MORE COLORS
If you are the first to have all 5 colors in your palette you will gain 2 additional points at the end of the game.



END OF THE GAME

The game ends when a certain number of paintings (original and fake) are completed among all players:

- In 2 players when 7 Paintings are completed.
- In 3 players when 8 Paintings are completed.
- In 4 players when 9 Paintings are completed.
- In 5 players when 10 Paintings are completed.

When the end-game conditions are met, the game continues until all players have played the same number of turns.

FINAL SCORING

At the end of the game calculate your points as follows:

- + 4 Points for each Original Painted Canvas in your palette
- + 3 Points for each Fake Painted Canvas in your palette
- + 1 Point for each Drawn Canvas
- 1 Point for each Blank Canvas
- + Objective Cards points.

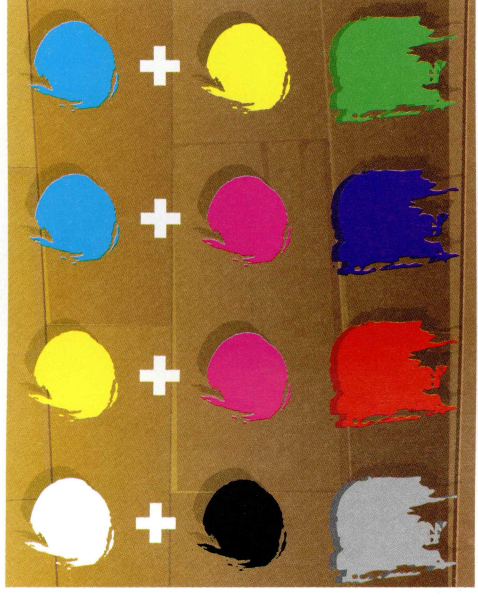
The player with the most points is the winner. In case of a tie, whoever has the most Original Painted Canvases wins. In case of a further tie, whoever has more Fake Canvases wins. If it still persists, whoever has more Drawings wins. If it persists further, the victory is shared.

Warning: only visible cards are calculated, the cards under the drawings or paintings are not calculated.

EXPERIENCED PLAYERS VARIANT

If you want to try a more complex game, you can change the rule for creating secondary colors: they can only be generated by rotating the necessary colors on your palette and only if the two colors are in a pair of Blank Canvas + Drawn Canvas superimposed.

Furthermore, you can also decide to change the drawing method: you can draw two adjacent face up cards from the circle or two face down cards from the deck. The "mixed" drawing option is no longer available.



Produced and distributed by RED GLOVE

Red Glove is an NRG SRL brand

Via Emanuele Filiberto 2 - 20149 Milan (MI), Italy

Game Design: Alessandro Cuneo

Production/Layout: Federico Dumas

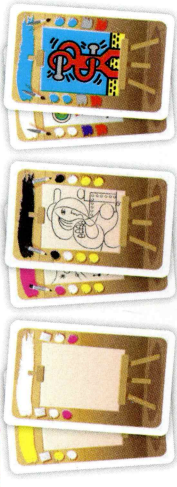
Revision: Simona Lombardo, Mariano Sacco, Nicola Stefani

The author is keen to thank his friends, playtesters and those who supported him in this project.

Warning: Red Glove is keen to point out that no painting in the game is a fake. Each masterpiece has been designed and built for the game: we assure you that any copy you can find around was made after.



COMPONENTS



40 Blank Canvases Cards

30 Drawn Canvases Cards

25 Painted Canvases Cards



10 Joker Cards

5 Objective Cards

AIM OF THE GAME

In this game you will become skilled painters ready to paint eccentric masterpieces! Each of you will need colors, blank canvases and drawn canvases to finally create painted canvases. You must try to create paintings before the others, so as to consider them "original" and accomplish more objectives.

At the end of the game, the player who scores the most points by creating works of art and reaching the objectives will be the winner!