THE GALLERIST

A GAME BY VITAL LACERDA

1 to 4 Players

30 MIN per Player

The age of Art and capitalism has created a need for a new occupation - The Gallerist. Combining the elements of an Art dealer, museum curator, and Artists' manager, you are about to take on that job! You will promote and nurture Artists; buy, display, and sell their Art; and build and exert your international Influence. As a result, you will achieve the respect needed to draw visitors to your Gallery from all over the world. There's a lot of work to be done, but don't worry, you can hire assistants to help you. There's a long queue of unemployed Art aficionados lined up, hoping to work with someone of your stature. Build your fortune by running the most lucrative Gallery ever.

Game Components


1x Game board


4x Art Gallery (Player boards)


4x Gallerist pawns



Starting Player marker and 4x Influence markers


32x Work of Art tiles


16x Artist tiles


16x Signature tokens


10x Artist bonus tiles


60x Tickets

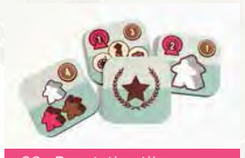


40x Visitors


1x Visitors bag


40x Assistants in Player colors


3x Easels


20x Reputation tiles



8x Fame markers and 8x Celebrity tiles


20x Promotion tokens



4x Art Dealer cards



4x Curator cards



20x Contract cards

15x, 15x, 12x, 10x, 8x, 4x



Money (1,2,5,10,50,100)

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THE GALLERIST SETUP

4-Player GAME



With the exception of money, all other components are limited. If they run out, you cannot take any more.

SETUP

- Place the Game board in the middle of the table.
- Place the **Player boards** around the **Game board** nearest to the **Gallery** of the appropriate color.

Place Visitors in the cloth bag: For **4-Players,** use all Visitors. For **3-Players,** remove 2 of each type and place them in the box. For **2-Players** and **Solitaire** games, remove 4 of each type.

Set up the game board:

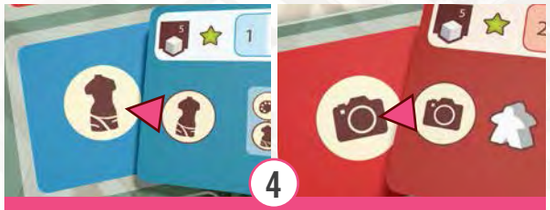
1. Place each Player's **Influence** marker (disc) on the "10" space of the Influence Track.
2. In the box office, place a number of **tickets** of each color depending on the number of Players. 20 tickets for a **4-Player game**, 15 for **3-Players,** and 10 for **2-Players** and **Solitaire Games.** Place any remaining tickets back in the game box.

Sales office:

3. Shuffle the contract cards, and place them face-down on the leftmost space. Draw the top 4 cards and place them face-up on the four contract display spaces.

Artist Colony:

4. Shuffle all 16 **Artist** tiles and place them one at a time onto the spaces on the board which match the color and Art form of the Artist.



Each Art form has 1 blue Artist and 1 red Artist

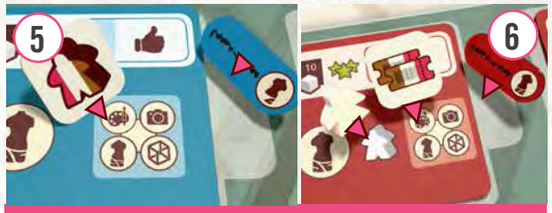
If you draw an Artist whose space is already occupied, return it to the game box. Repeat the process until all spaces are filled and then return any remaining Artists to the game box. There must be one blue and one red Artist for each Art form.



The brown space is the initial Fame value - mark it

Place the first drawn blue Artist tile face-up, and mark its initial Fame with a white cube. Initial Fame value is printed on both sides of the tile.

5. All other Artists begin the game face-down. Shuffle the Artist bonus tiles and place one at random on each Artist. Return any remaining Artist bonus tiles back to the box. Place one **white Visitor** (Collector) from the bag on each red Artist tile.
6. Place both of the Artist's **Signature** tokens next to all the corresponding Artist tiles.



Bonus tiles, Visitors and Signature tokens

7. For each Art form, shuffle the respective Works of Art, and place each stack face-up on the space next to the appropriate studio. Take the top tile from each of the stacks and set them aside for now.
8. Place a number of random **Visitors** from the bag on each topmost Work of Art equal to the number of tickets depicted on the tile.



The color of the tickets doesn't matter - only the number

Media:

9. Stack each of the **Promotion** tokens on the corresponding numbered spaces.

International Market:

10. Randomly choose 12 **Reputation** tiles and place one face up on each space of the upper 4 rows of the international Market. In the **Solitaire** or **2-Player games,** choose only 8 tiles and only cover the upper 4 rows of the 1st and the 3rd columns.
11. Shuffle the 4 Works of Art you previously set aside and place one at random on each of the easels beside the board. Use three easels for a **4-Player game,** two easels for **3-Players** and one easel in the **2-Player** and **Solitaire game.** *These are Works of International renown.*

    Put any remaining easels back in the box along with the remaining Work(s) of Art.
12. Place 4 random **Visitors** from the bag in the **Plaza** and 1 random **Visitor** in each Player's **Lobby**.



The Lobby is between a Player's Gallery and the Plaza.

13. Randomly choose 4 of the remaining **Reputation** tiles and place one of them at random face-up next to each **Location** on the game board.
14. Choose a start Player at random and give him the Starting Player marker. In **reverse** Player order, each Player chooses one of the **Locations**, places his **Gallerist** there and takes the **Reputation** tile from that **Location**. Place remaining tiles back in the box.

- Place everything else near the game board.

Each Player chooses a color and sets up his Gallery as follows:

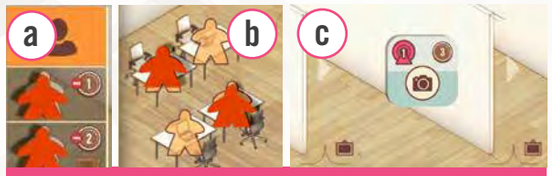
a. Place 8 **Assistants** on the spaces of the unemployment queue.

b. Place the remaining 2 **Assistants** at desks in the office.

c. Place the **Reputation** tile taken earlier on the 3rd Art space of his Player board.

d. Take 10 money from the bank.

e. Shuffle the **Art Dealer** cards and deal one at random to each Player. Do the same with the **Curator** cards. These cards are kept secret from other players.



Player board setup

Overview of the Game

In The Gallerist, each Player tries to gain as much money as possible, and thus win the game.

Over the course of the game, Players will discover Artists, commission them to create a Work of Art, and invest in them to make them more famous.

They will buy Works of Art, exhibit them in their Gallery, and possibly sell them. They will hire Assistants and use them in the International Market to increase Reputation and bid for auctioned Art. At the end of the game, Players also score additional money for completing the goals of their Curator and Art Dealer cards.

Players take turns in clockwise order. On a Player's turn, they choose one of the four **Locations** on the game board and then choose one of the two available actions at that **Location**. There are also **Executive Actions** and **Kicked-Out Actions** that are explained later.



The four Locations in the game

A brief explanation of the four **Locations:**

Artists Colony: Players can either discover a new Artist, or buy a Work of Art from an already discovered Artist. Each Artist may only have two unsold Works of Art at any time, represented by their Signature tokens. The cost of a Work of Art is based on how famous the Artist is (tracked on the Artist tile by the Fame cube), and once bought, the Work of Art is displayed in the Player's Gallery.

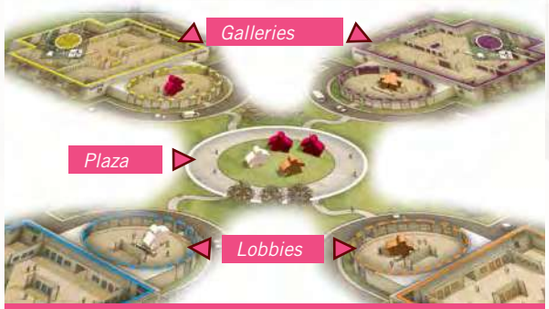
Sales Office: A Player can take a contract card from the available display or, if he already has the correct contract, sell one of his Works of Art. The sales value of the work is based on the Fame level of the Artist who created it.

Media Center: A Player can hire extra Assistants at this **Location**, or promote an Artist in the media, which will increase their Fame as well as reward the Player an additional bonus.

International Market: At this **Location**, a Player may send one of their Assistants onto one of the spaces of the International Market table and gain Influence depending upon which column they are placed. The upper part of the table increases the Player's Reputation and gives them an end game goal tile; the bottom part of the table is where the Players make an offer on the auctioned Works of Art (displayed on the easels). This auction happens at the end of the game.

Visitors, Galleries, Plaza and Lobbies

An important part of the game are Visitors, which come in 3 different types representing **Investors (brown)**, **VIPs (pink)** and **Collectors (white)**.
A Player may move these Visitors on the board by spending tickets of the appropriate color, with



The Plaza, Lobbies and Galleries



the aim of getting Visitors into his Gallery. Once there, these Visitors may earn a Player money and Influence, and help to increase an Artist's Fame.

Fame

Each discovered Artist (face-up) has a marker to represent their current Fame. This determines the sale price of any Work of Art they create, so it is a good idea to buy a Work of Art from them when they have just been discovered, and sell it for a profit when they are more famous! The Fame of an Artist is increased when they create a Work of Art, and when they are promoted in the media.

Influence

Each Player marks their current Influence on the track on the game board. Influence is spent when promoting an Artist, taking a **Location** action as part of a **Kicked-Out Action**, and to gain additional money or Fame. Influence is gained whenever a Player takes an action with this icon, and executing a **Location** action at the International Market.

Money

Money is a vital resource in the game, and is used for buying Works of Art, hiring Assistants and bidding on auctions in the International Market. Money is gained whenever a Player sells a Work of Art or takes an action with this icon.

Gameplay

The game is played over a series of rounds, beginning with the Start Player. On a Player's turn, they move their **Gallerist** to one of the four **Locations** on the game board, and perform **one** of the two actions at that **Location**. Additionally, a Player may also take **one** of two **'Executive Actions'** on their turn, either **before or after** performing their **Location** action.

If a Player moves his Gallerist to a **Location** where another Player is present, that Player is Kicked-Out and will get to perform a special **'Kicked-Out Action' after the current Player has finished their turn.**



Yellow was Kicked-Out

*Because of the **'Kicked-Out Action'**, Players may take extra moves outside of their normal turn. Remember that the next Player to take their turn is always the Player to the left of the Player who performed the last **Location** action.*

This dynamic element of the game really sets it apart, and keeps everyone thinking.

End of Game

The sequence of play continues until at least **two** of the following conditions are met:

- *The box office is empty of tickets.*
- *Two or more Artists have become Celebrities.*
- *The bag is empty of Visitors.*

As soon as **two or more** of these conditions occur, the round continues until the last player finishes his turn. Then, beginning with the Starting Player, in turn order, each player gets one more turn as normal with the exception that if a Player is **Kicked-Out**, he simply sends his Gallerist home and does not perform a Kicked-Out action.

Final scoring then takes place *(see p. 15)* and the **Player with the most money wins the game.**



End Game conditions - 2 out of 3

Location Actions

On a Player's turn, if the Player is at a **Location** (has not been Kicked-Out), they **MUST MOVE** their Gallerist pawn to a **different Location**.

Additionally, if a Player moves from one **Location** to another, he may leave behind one of his Assistants on the space the Gallerist pawn is moving from. This Assistant may come from either an **office desk,** or another **Location**. By leaving an Assistant behind, the Player will gain a **Kicked-Out** action if their Assistant is displaced.

Once at the new **Location**, the Player **MUST** select **one** of the two **Location** actions possible *(see p. 7)*.



Leaving one Assistant behind

Example:

*Orange is taking his turn. His Gallerist is currently at the International Market. He chooses to move to the Media Center. He decides to leave an Assistant behind at the International Market, so he picks up one Assistant from his office and places it on the International Market **Location**. If he had an Assistant in another **Location**, he could have moved that one instead. Finally, he performs one of the two possible actions at the Media Center.*

Executive Actions

On a Player's turn, **in addition** to taking a **Location** Action, he may also take an **Executive Action**. If he does so, this action is performed **either before or after** the **Location** Action, at the choice of the Player.

There are 2 possible **Executive Actions**

- Moving Visitors by offering tickets.
- Using a bonus from a contract card.

• Moving Visitors by offering tickets

Gallerists offer tickets to bring important Visitors into their galleries

A Player may discard **any number** of tickets. Each ticket discarded allows the Player to move one **Visitor of the same color** one space on the board **TOWARDS** his own Gallery.
A single Visitor may be moved more than once as part of the same action.

Discarded tickets are placed on a discard pile to the side of the game board **(not returned to the box office)**.



Collectors Rule:

A Player is limited on the number of Collectors he can have in his Gallery at any one time. This is equal to 1 more than the number of Works of Art the Player has sold.

Look for this symbol in each player's Gallery on the game board.

A Visitor at the Plaza or in any Lobby may be moved by any Player, but once a Visitor enters a Gallery, **it cannot be moved out by discarding tickets.**

Example:

Move a Visitor from the Plaza to his Lobby (not vice versa), move from his Lobby to his Gallery (not vice versa), or even move from another Player's Lobby to the Plaza.



Moving Visitors with an Executive Action

- Using a bonus from a contract card

Having contracts has many advantages

During the game, Players may take contract cards, which are placed on their Player board. The bonus shown on the card can be used by the Player taking an **Executive Action** to place one of his Assistants (from either his office or a **Location**) onto the card. This bonus may only be taken once, and the **Assistant used remains on the card** to represent this.

Example:

Blue has a contract card on his Player board. He may use an Executive Action to place one of his Assistants onto the card to receive the bonus shown. (The image to the right shows the bonus of drawing a new contract card).



The Player immediately takes the bonus printed on the card

Later in the game, if the contract card is used to sell a Work of Art, the Assistant is returned to the Player's office and the contract card is flipped over, depicting a new bonus that may be taken by performing another **Executive Action**. See description of the bonuses on the Player aid.

Example:

Blue completes the contract card in the previous example and the Assistant returns to his office. He may then use an Executive Action later in the game to place one of his Assistants back onto the card, but this time receiving the top bonus on the back of the card.



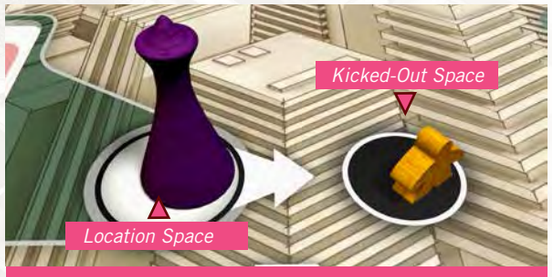
The Player immediately gets the Influence bonus

Kicked-Out Actions

If a Player moves their Gallerist pawn to a **Location** where there is already another Gallerist pawn or Assistant, that piece is **'Kicked-Out'** and moved to the black space in front of the **Location** space. After the active Player finishes their turn, the Player who was Kicked-Out may take a special **'Kicked-Out Action'**, and then the Gallerist pawn / Assistant returns home *(see Going Home - bellow)*.

Kick out your own Assistant:

*It is possible for a Player to kick out his own Assistant. In this case, the Assistant returns home, but the Player does not get to perform a **Kicked-Out Action**.*



Yellow's Assistant was Kicked-Out

The possible Kicked-Out Actions are:

- Reducing Influence back to the previous Fame icon to perform one of the **Location's** Actions.
- Take an Executive Action *(see above)*.

Taking a **Kicked-Out Action** is optional, but the Gallerist pawn or Assistant still goes home even if no action is performed.



Yellow reduces her Influence to take a Location action

Going Home



Whenever a Gallerist pawn is sent home after being Kicked-Out from a **Location**, it is returned back to his Gallery on the game board.

Whenever an Assistant returns home, it is placed on an empty desk in the Player's office. If all four desks are occupied, the Assistant is removed from the game and returned to the box.

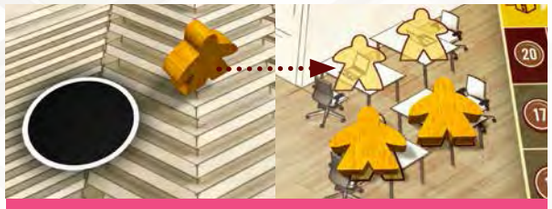


Example:

*Example: It is Purple's turn. She moves to the Sales Office, where the Yellow Player has an Assistant. Yellow's Assistant is moved to the black space in front of the **Location** space.*

*After Purple has performed her Location Action, Yellow may use her **Kicked-Out Action** to also perform the **Location** Action (moving her Influence marker back to the previous Fame icon).*

The Assistant returns home.



Yellow's Assistant returns home

Artists Colony

Action: Discover an Artist

After finding a new Artist, you commission him to create a Work of Art.

There are 8 Artists in each game, but only one of them (the face-up one) is available to create Works of Art when the game begins. The other Artists must first be discovered by a Player taking this action and **following these steps:**

1. Chooses any one undiscovered **Artist** (a face-down Artist tile).
2. Gains the bonus shown on the **Artist bonus** tile and then discards the bonus tile to the game box.
3. Red Artists only: Moves the Collector (White Visitor) from the Artist tile to the Plaza.
4. Flips the Artist tile face-up.
5. Places a **Fame marker** on the brown space of the Fame track on the Artist tile.
6. Moves one Signature token from that Artist onto the **Commission Space** at the bottom of the Art value track on the Player's board.



Commission space:

A Player may only have one commission at any time; if he already has a Signature token on his commission space, he may not discover another Artist and cannot have another Signature token from the same Artist.



Discovering an Artist

Action: Buy & exhibit a Work of Art

Something for your public to look at!

This action allows a Player to purchase a Work of Art and display it in his Gallery. **The cost of the work is equal to the current Fame of the Artist** unless the Player has a **commission** for discovering that Artist (see above). In that case, **the cost of the work is equal to the Artist's initial Fame.**



Artists only have enough inspiration to have two works on the Market at the same time. This is represented by the **Signature** tokens. Once both of these tokens have been removed from an Artist, that Artist cannot produce another Work of Art (except for one already commissioned) until one of the previous works is sold.

Remember about commissions:



A Player who discovers an Artist and has a Signature token representing the commission may not buy another Work of Art from that Artist until they have bought the commissioned work.

A Player may have two Works of Art from the same Artist.



Cost of Works of Art: Actual price = $14, Commission = $10

To buy a Work of Art, a Player follows these steps:

1. Chooses an Artist with either **an available** Signature token, or one which he already has a commission for. The topmost tile of the corresponding Work of Art stack will be the work they create.
2. Moves **all Visitors** on the Work of Art to the Plaza.

Important reminder:

The Signature tokens are a crucial part of the game, and a Player's timing on when they are taken is important for him to succeed.



Choosing Work of Art and moving Visitors to the Plaza

3. Pays money to the bank as follows:
   i. If this is a commission, the price is the Artist's initial Fame;
   ii. Otherwise, the price is the Artist's current Fame.

- Influence may be used to get money - *see p.13.*

4. Increases the Artist's Fame by the amount depicted on the work, plus an additional 1 for **each Collector** in the Player's Gallery.

- Influence may be used to gain Fame - *see p.13.*
- See p. 14 for more details on Fame.

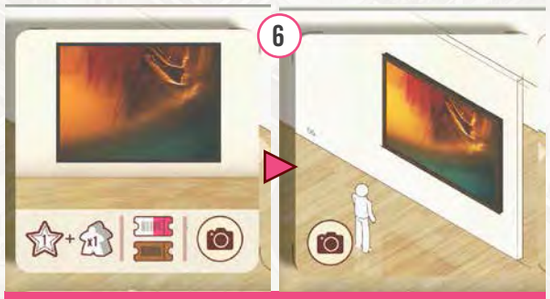


Getting rewards from a Work of Art

5. Gains the tickets depicted on the Work of Art.
6. Moves the Work of Art to the **leftmost** empty slot in the Player's Gallery and turns it face down (display side). *If the Player has no available slot, a Work of Art cannot be bought.*



4th Art Gallery slot:
The 4th slot in a Player's Gallery is only available if the Player is currently exhibiting a Masterpiece (see p. 14)



Displaying a Work of Art

7. Moves the Signature token from the Artist tile (or for commissioned works, the commission space) to the right of the Player's Art value track, matching the Artist's current star rating (star rating is found under or before the Fame marker position).



Tracking the sales value of a Work of Art

8. Place a number of random Visitors from the bag on the newly uncovered Work of Art equal to the number of tickets depicted on the work. If the bag runs out, place as many as you can.

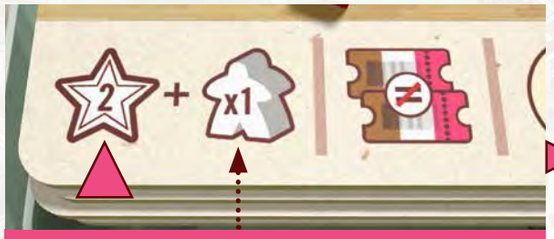




If a Reputation tile was on the slot, the Player places it over the displayed Work of Art until he finishes his turn. At the end of his turn, he places the tile onto one of the empty Reputation spaces on his Player board, receiving the bonus printed on that space (not the tile itself). He must then move one Visitor from his Lobby back to the Plaza (if he has any). Because a Player only has 1 Reputation tile on his 3rd slot, each player can do this only once per game.

Note: If the Player has no empty Reputation spaces on his Player board, discard the Reputation tile back into the game box.

Example:
Yellow wants to buy a Work of Art from the Artist shown below. The Artist's current Fame is 9, so the cost is 9 money. The Artist's Fame increases by 3 in total (2 because of the Work of Art itself, and an additional 1 because Yellow has 1 Collector in her Gallery).



Increase in Artist's Fame from the Work of Art itself = 2



Cost of the Work of Art - 9 money



Increase in Artist's Fame from Collectors in Gallery = 1



Total Increase of Artist's Fame = 3



Final Fame of Artist: 12 - Art Value: 1 Gold Star

Sales Office

Action: Sign a contract

You need to have contracts to sell your Works of Art.

This action allows a Player to take one of the face-up **contract** cards available in the display and place it onto their own Player board.

Before performing this action, the Player may draw 4 new contracts from the deck and place them, left to right, on top of the four current contracts. The older contracts are not removed; instead they are covered over with the new cards.

If a Player reveals new contracts, he may then choose not to take one of them, although this is not advisable.

The contract card taken is then placed on the Player's board; on an empty contract space or over a previously fulfilled (face-down) contract.

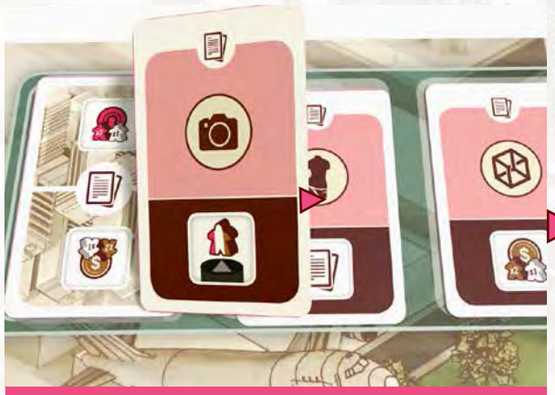
If a contract is placed onto an empty slot, the Player receives the ticket depicted on the slot, taken from the box office.

If the slot contained a previously **fulfilled contract**, put the card face up on a discard pile next to the contract deck, and place the new contract on the space. However, the Player does not receive the ticket printed on the space a second time.

If there was an Assistant on the flipped order card, it is sent home (Going Home - *see p. 6*).

Attention:

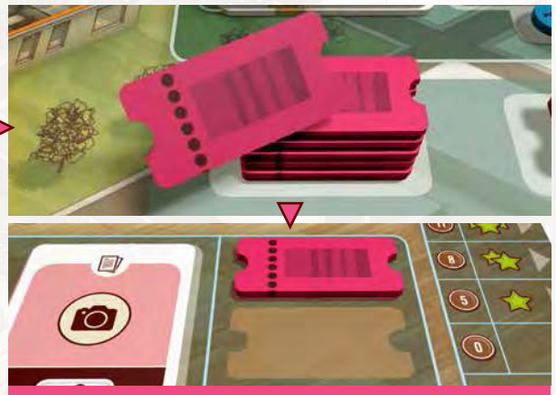
If a player has three unfulfilled (face-up) contract cards on his Player board, he may not sign a new contract (i.e. Take a new contract card).



Optionally, you may cover all cards with 4 new ones



Placing a contract on the pink ticket space



Take the ticket from the Box Office onto your Player board

Example:

Orange moves his pawn to the Sales Office and chooses to take a contract. He doesn't like any of the current contracts in the display, and so draws 4 new cards to place over the existing contracts. He sees one that he likes, and places it onto his Player board. There is still one empty space on the Player board, so he decided to place the contract here and receives a Pink ticket from the box office.

Empty contract deck - *If the draw pile is empty when a card is needed (either refilling an empty space, or when needing 4 new cards), reshuffle the discards together with any contracts in the display, make a new deck, draw 4 new contracts and place them in the display.*



Placing a new contract over a fulfilled contract space

After completing the action, if there is an empty space in the contracts display, draw a replacement from the deck and place it face-up onto the empty space.



Refill only if there is an empty space in the display

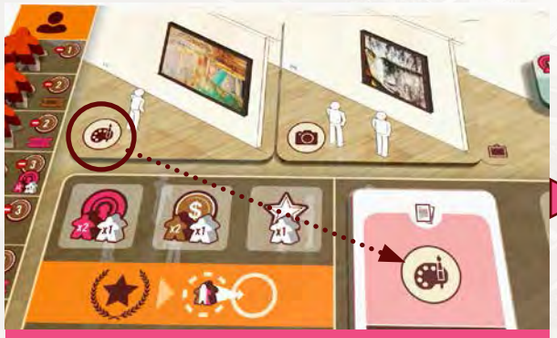
Action: Sell a Work of Art

While working as an Art dealer, time to make real money.

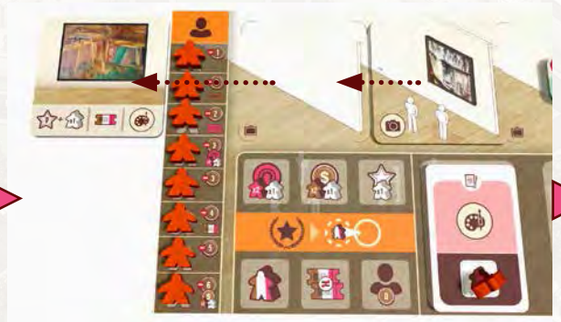
Once a Player has a face-up contract card on his Player board and a Work of Art of the matching form in his Gallery, he may perform this action to sell that Work of Art.

To sell a Work of Art, a Player completes the following steps:

1. Receives money according to the position of the Signature token on the Art Value track.
2. Removes a Work of Art of the matching art form from his Gallery and places it next to his Player board.
3. Moves any other Work of Art in the Gallery to the left to fill any gaps.
4. Returns the Signature token to the space next to the appropriate Artist tile.
5. Moves any one Visitor from his Gallery to the Plaza (if any).
6. Flips the contract card face-down.
   - If the order card had an Assistant on it, the Assistant returns home (Going Home - *see p. 6*).
   - When flipping the card, the Player orients it so that the top half matches the type of Visitor that was moved in step 5 (Influence for a VIP, or Investment for an Investor). If the Player moved a Collector, or there was no Visitor to move, he may choose either orientation.
   - Note the Player does not receive this bonus immediately, he must take an **Executive Action** later on to take it.



Find a Work of Art with a matching contract on your board



Move the Work of Art out, and slide the rest to the left



Take the indicated amount of money



Return the Signature token to the Artist



Move a Visitor to the Plaza. Note the reminder on the Player board



Orientation of the flipped contract must match the Visitor moved

Remember the Collectors Rule? ***(see p. 5)***

After a sale you can have one more Collector in your Gallery.

Look for this symbol in your Gallery on the game board.

Example:

Orange has a Work of Art in his Gallery that has the same Art form as one of his contracts. He places his Gallerist on the Sales Office Location and chooses to sell it.

He receives 14 money from the bank because of the position of the Signature token next to his Player board; the token is then placed back onto the Artist tile. He has 5 Visitors in his Gallery, and chooses to move one of the VIP's back to the Plaza.

The contract card is flipped face-down, and he rotates it so that the Influence bonus is on top. If he had chosen to move the Collector back to his Plaza, he could have chosen either orientation of the face-down contract card.

If a Player's Gallery has two Works of the same art form by different artists, it does not matter which Work of Art he chooses when he sells. Optionally, for thematic reasons, a Player may use the red and blue tiles provided, to track the works created by each artist.



Media Center

Action: Hire Assistants

The help you need is just around the corner.

By taking this action, a Player may hire as many Assistants as he can fit in his office (there are only 4 desks). The cost of hiring each Assistant is shown on the Player board and increases as the unemployment queue decreases. To hire Assistants, a Player follows these steps:

1. Moves up to 4 Assistants from the top of the Player's unemployment queue to empty desks in his office.
2. Pays the cost for each Assistant as depicted next to their space.
   - Influence may be used to get money - *see p.13.*
3. Gains any hiring bonus depicted next to their space (tickets, Influence or money).

Example:

Yellow wants to hire more Assistants. She currently has one in her office and can therefore hire up to three more. She decides to hire two new Assistants paying a total cost of 3 money and receives a brown ticket (as shown next to the 2nd space on the unemployment queue).



Hiring 2 new Assistants - pay 3 money, get brown ticket

Action: Promote Artist

Arrange for media promotion for an Artist, making them more famous.



The top right of an Artist's tile shows the current level of media promotion that Artist has. With this action, a Player can increase this by 1 level by following these steps in order:

1. Spends Influence equal to the new level of Promotion token.
2. Returns the current Promotion token, if any, to the appropriate space on the game board.
3. Places the next level of Promotion token onto the Artist.

If there are no Promotion tokens of the new level available, the action cannot be taken.

4. Earns the bonus depicted above the Promotion token space on the board for the Promotion token just placed (any 1 Ticket, Influence, 2 different Tickets, Investment or Visitor).
5. Increases the Artist's Fame by 1 plus an additional 1 for each Collector in the Player's Gallery.
   - Influence may be used to gain Fame - *see p.13.*

Example:

Orange is currently exhibiting a painting from the Artist shown below. He is planning to sell the Work of Art later in the game and wants to make the Artist more famous, thereby increasing the value of his work. To do this, he needs to pay Influence.

The media promotion of the Artist is currently level 2, so Orange spends 3 Influence, returns the level 2 token, takes a level 3 marker from the board and places it on the Artist tile.

He receives the tickets bonus shown on the board, and the Artists Fame increases by 2 spaces (1, plus another 1 because Orange has one Collector in his Gallery).



Current Promotion Level of the Artist



Pay Influence, return previous token and Promote the Artist



Get the bonus, and then increase the Fame of the Artist

International Market

Send your Assistants to increase your Reputation with foreign Visitors or make an offer in an auction.

This **Location** has a table of spaces, 3 columns wide and split into an upper (4-row) and lower (3-row) section. The two actions that are performed here use a different section of the table. However, the following rule applies to both actions:



Upper section - Reputation, lower section - Auction

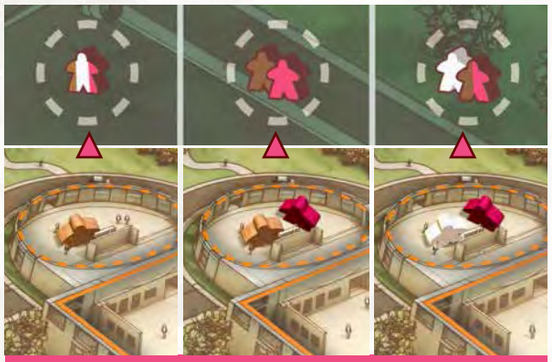
To have access to a column, a Player must meet the requirement shown at the top of the table with Visitors in his Lobby. *Visitors in his Gallery do not count.*

1st column - 1 Visitor (of any color)

2nd column - 1 Investor and 1 VIP

3rd column - 1 Collector and also 1 Investor or 1 VIP

Therefore, if you have one of each type of Visitor in your Lobby, you have access to all columns.



Requirement to access international Market columns

Action: Take a Reputation tile

Rub elbows with foreign dignitaries in the international Art scene.

This action is taken in the upper 4 rows of the International Market table. The Player chooses one of the available **Reputation** tiles from a column and row that he has access to.



To gain access to a row, a Player must have acquired (either exhibited or sold) a corresponding Work of Art (depicted to the left of the row).

After checking he has the correct access to the column and row, the Player performs the following steps:

1. Earns the Influence shown above the respective column (3, 2, 1).
2. Takes the Reputation tile from the chosen space and place it on any empty Reputation space of his Player board, immediately receiving the benefit of the covered space (not the tile itself).
3. Moves any one Visitor from the Player's Lobby  to the Plaza (if any). *Note the reminder on Player board.*
4. Places one of his Assistants onto the now-empty Reputation space on the table, taken from either the Player's office or a **Location**.
   - Only one Assistant is allowed per space.

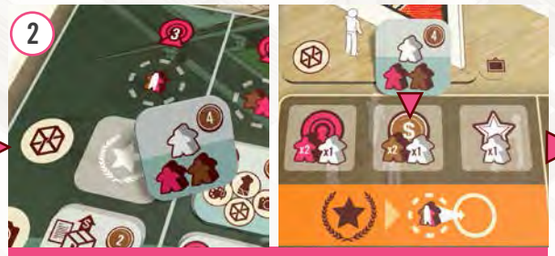
A Player who has not yet acquired a Work of Art during the game may not choose this action.

If a Player has no empty Reputation spaces on his Player board, he may not perform this action.

Assistants placed in the International Market stay there all game and are important during the end of game scoring.



Earning Influence



Taking a Reputation tile and gaining the bonus.



Moving a Visitor from the Lobby and placing an Assistant

Action: Make an offer for Art of International Renown

Participate in an international Art auction for a very valuable Work of Art.

This action is taken in the lower 3 rows of the International Market table. After checking he has the correct access to the column, the Player performs the following steps:

1. Gains the Influence shown above the respective column (3, 2 or 1).
2. Chooses a row and pays the offer value of 1, 3 or 6 money (indicated to the left of the row).
3. Takes the bonus shown on the space.
4. Places one of his Assistants onto the space, from either the Player's office or a **Location**.

The bonuses are explained on the Player aid.

Assistants placed on the lower 3 rows of the table are important during end of game scoring, not only for majorities, but also to determine which Players receives the renowned Works of Art. (see p. 15)



He pays the offer of 3 money for this row



Receives the bonus of the space (Gain Influence)

Influence

A Player earns Influence from having VIP's and Collectors in his Gallery and for taking **Location** actions in the International Market. A Player's position on the Influence track also earns a Player extra money at the end of the game. Influence may be spent during the game in the following situations:

If the marker reaches the end of the Influence track, any additional Influence gained is lost.

- A Player takes a **Location Action** during a **Kicked-Out Action**. *(see p. 6)*
- A Player takes the **Promotion Action** from **Media Center.** *(see p. 11)*
- A Player **uses money to buy a Work of Art, hire Assistants** or **make an offer** in the **International Market**;
- A Player performs an action which **increases the Fame** of an **Artist.**

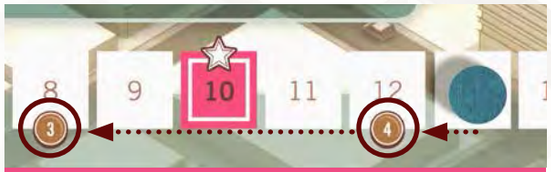
The first two situations have been covered already in the rules. The other two situations are explained here.

Gaining money

When a Player needs to **spend money** he may move his **Influence** disc back on the Influence track to the **previous** space that shows the **money icon**. This gives the Player **1 money.** He may continue moving his Influence disc back, gaining an additional 1 money for each money icon space moved to. *Note that moving an Influence disc from space 35 to space 34 only generates 1 money.*

Example

Blue has 13 Influence and wants to buy a Work of Art that will cost 5. He only has 3 money. He moves his Influence disc back to space 8 and gains the 2 money he needs.



Using Influence to get money

The number inside the money icon on the Influence track is only used for endgame scoring.

A Player may use the Influence track to gain all the money he needs at the time, even if he has money in hand.

In the example, the Blue Player could have moved his Influence disc back to the start, gain an additional 2 money, spent the 5 he needed, and kept 2 of his original money in hand.

It is not allowed to use the Influence track to gain money which is not then spent immediately.

Gaining Fame

When a Player takes an action which **increases the Fame** of an Artist, he may move his **Influence** disc back on the track to the **previous** space with the **Fame icon**. This adds an additional **1 Fame** to the Artist. He may continue to move his Influence disc back, granting an additional 1 Fame to the Artist for each Fame Icon space he moved to.

Example:

Orange has 12 Influence and buys a Work of Art. The Artist would gain 2 Fame from this action, but Orange chooses to move his Influence disc back to space 10 (the previous Fame icon), and the Artist gains 1 additional Fame. If he moved the disc to space 5, the artist would gain 2 additional Fame.



Using Influence to get additional Fame

Tickets



Whenever a Player gains **tickets**, they are taken from the appropriate stack in the **box office** on the game board. The color of ticket taken must match the ticket icon on the board / component. If the printed ticket has a triple-color, a Player may take a ticket of any color. Tickets are used for moving Visitors as an **Executive Action** *(see p. 5)*.

If a Player gains a ticket of a color and there are no more of that type of ticket in the box office, the Player instead removes one of any other type of ticket from the box office (if any), places it in the discard pile, and then takes one ticket of the correct color from the discard pile.

Once the box office is empty of all tickets, Players take any tickets gained from the discard pile.

Example:

Purple buys a Work of Art that gives 2 tickets of any color. She wants one white ticket and one brown ticket, but there are only 2 brown tickets in the box office. So, she takes one brown ticket as normal, and then discards another brown ticket from the box office and takes a white ticket from the discard pile.



Important Rule:

You can never take 2 tickets of the same color at the same time.



No tickets of the correct color? Exchange with the discards

Intermediate Scoring

At the end of the turn in which the last ticket of one color is taken from the box office, each Player earns Influence and money.

Intermediate scoring only happens once during the game, when the first stack of tickets runs out.



Intermediate scoring symbol

- *2 Influence per VIP and 1 Influence per Collector in his Gallery.*
- *2 money per Investor and 1 money per Collector in his Gallery.*

This happens immediately after the active Player finishes his turn and before the next Player starts their next turn.



Intermediate Scoring caused by brown tickets running out

Fame and Celebrity Status



An Artist's Fame determines the sales value of their Works of Art. This is both the cost to buy them, and also the amount of money a Player receives for selling them. Therefore, it is a good idea to buy a Work of Art from an Artist when he is mostly unknown, and then sell it when he is more famous.

There are two ways to increase an Artist's Fame.

- Buying a Work of Art from them, or
- Promoting them in the industry via the media.

When a Player buys a Work of Art, they track the Sales Value of it by placing the corresponding Signature token next to the Art value track of his Player board. Whenever the Fame of an Artist increases to the next Fame symbol, any Works of Art increase in value, and Players adjust the Signature tokens accordingly *(see p. 8)*.

If an **Artist's Fame reaches 19**, the Artist becomes a **Celebrity** and retires.

A Player who takes an action that causes this to happen **performs the following steps:**

1. Place a Celebrity tile over the Artist and gain 5 money.
2. Any exhibited Works of Art by the Artist who has just become a Celebrity becomes a Masterpiece.

- **Players with at least one Masterpiece in their Gallery are allowed to use the 4th slot.** This additional slot is only available as long as the Player still has a Masterpiece in his Gallery.
- **No more Works of Art can be bought** from the Artist **except for a commission** *(see p. 7)*.



Artist becomes a Celebrity and his works: Masterpieces



Player earns 5 money, 4th space in Gallery becomes available

Example:

Blue buys a Work of Art from an Artist who currently has 16 Fame. Thankfully, because this was a commission, Blue only pays 10 (the original Fame of the Artist). After the purchase, the Fame of the Artist increases by 4 (2 because of the Work of Art, and another 2 because Blue has 2 Collectors in his Gallery). This pushes the Artist's Fame to 19 (the additional Fame is lost) and he becomes a Celebrity. Blue places a Celebrity tile on the Artist and earns 5 money. Since the Work of Art he just bought is now considered a Masterpiece, his Gallery may now contain 4 Works of Art, instead of 3.

Endgame Scoring

Use the spots in the upper right of the game board to track the Endgame Scoring steps.

International Market Majorities:

Each column of the International Market is scored separately. The Player with the most Assistants in the first column (including those involved in the auction) receives 6 money. The Player with the second most Assistants receives 3 money, and the Player with the third most receives 1 money. In case of a tie, add all tied positions together and split the result between the Players (rounded down). A Player with no Assistants in a column receives no money.

- Repeat the process for the second and third columns, with the money awarded shown below the table.

Example:

In the image below, the scoring is as follows:

Left column: 6 money to Yellow, 2 money to Orange and Purple.

Middle column: 8 money to Blue and Purple, 1 money to Orange and Yellow.

Right column: 15 money to Orange, 10 money to Blue, 3 money to Yellow and Purple.



Majorities scoring

Score Reputation tiles:

Each Player earns money and/or Influence for each Reputation tile they have on their Player board (see last page for descriptions).

Score Exhibition:

For each Work of Art currently exhibited in a Player's Gallery, that Player receives money equal to its sales value.



Total value of exhibition = 42

Auction Renowned Works of Art:

The Works of Art on the easels are auctioned off. Add up each Player's total offer based on the Assistants they have on the bottom 3 rows of the International Market. Each Assistant is worth 1, 3 or 6, depending on the row they are on.

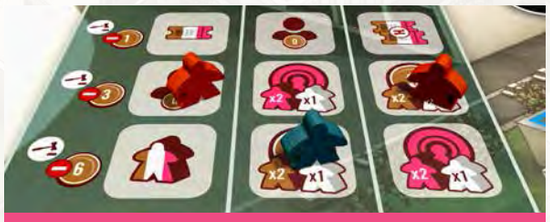
The Player with the highest total offer chooses one of the renowned Works of Art and places it either in his Gallery (even if there are no spaces), or next to his Player board (along with any previously sold works).

If multiple Players are tied for the highest total offer, the Player with the higher offer in the 3rd column wins. If there are no offers in the 3rd column, look at the 2nd column, and so on.

The Player with the second highest offer then takes one of the remaining Works of Art. This process repeats until all works have been taken. Each Player may only take one renowned work.

Example 1:

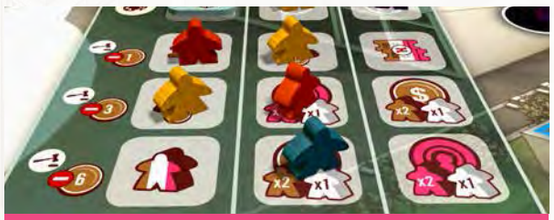
Blue and Orange both have a total offer of 6. Orange wins, because he has the higher offer in the right hand column.



Example 1: Auction resolution

Example 2:

Blue has the highest total (6) and takes one of the Works of Art. There is a tie for 2nd place between Orange and Yellow, each having a total offer of 4. There are no Assistants in the 3rd column, but in the 2nd column, Orange has a higher offer than Yellow, and so takes the second Work of Art.

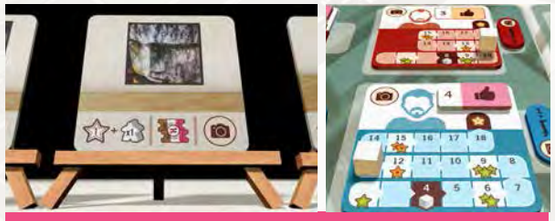


Example 2: Auction resolution

When a Player takes a Renowned Work of Art (whether he puts it in his Gallery, or next to his Player board), he receives money equal to the sales value of that work, as if it was created by the most famous discovered Artist of the chosen Art form.

Example:

The photograph is worth 1 Gold Star because, out of the two Photographers, the blue one is the most famous, and the sales value for a Work of Art created by him is 14.



Scoring Auction Work of Art

Score Curator cards:

Each Player earns money for completed collections of Art (currently exhibited in their Gallery) as shown on their Curator card. A Player may have at most five exhibited Works of Art (including at least one Masterpiece and one Auctioned Work of Art). A single Work of Art may be part of two collections and can be used to fulfill more than one goal.

Example:

Blue gains 10 money for having completed one of the collections on his Curator card.

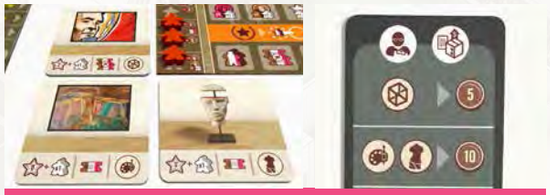


Curator card scoring

Score Art Dealer cards:

Each Player earns money for completed sets of sold Works of Art as shown on their Art Dealer card.

Example:
Gains 15 money for having completed two of the sets on his Art Dealer card.

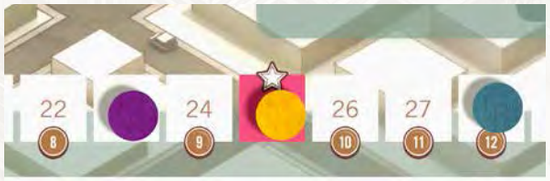


Art Dealer card Goals

Score Influence:

Each Player receives money based on their position on the Influence track.

Example:
Blue gains 12 money, Yellow gains 9 and Purple gains 8.



Influence at end of game earns money

The Player with the most money wins the game.

In the case of a tie, follow these tiebreakers, in order:

Tie-breaker 1:
The Player with most Works of Art acquired (exhibited and sold)

Tie-breaker 2:
The Player with most Visitors in his Gallery

Tie-breaker 3:
The Player with most Assistants in play

If there is still a tie, all tied Players win.

Solitaire Play

Setup

Follow the normal game setup, with the following exceptions:

Choose a Player color to represent the dummy Player (Lacerda). Place Lacerda's Gallerist pawn and all his Assistants near the game board.

Place 10 tickets of each color in the box office.

Place 8 random Reputation tiles in the 1st and 3rd columns of the top part of the International Market. The middle column is not used.

Take 4 Visitors of each type and put them back in the box.

Gameplay

You play first. After your first turn, place Lacerda's pawn on the opposite **Location** of the game board. After each of your subsequent turns, Lacerda moves clockwise one **Location**, leaving an Assistant behind at each place.

As usual, if he kicks you or your Assistant out of a **Location**, you can take a **Kicked-Out Action**.

Lacerda does not take any **Location** or **Executive Actions** except at the International Market.

If you **Kicked-Out** any of Lacerda's Assistants, place the Assistant back in his supply by the side of the game board and discard one ticket from the stack with the most tickets; in case of a tie, discard from any tied stack.

If you **Kicked-Out** Lacerda's Gallerist, he also discards one ticket, and he will simply continue moving clockwise in his turn; i.e. you can't disrupt Lacerda's clockwise movement.

International Market

Every time Lacerda moves to the International Market, or he or any of his Assistants is **Kicked-Out** from there by you, place one of Lacerda's Assistants onto the table in the first available empty space, starting in the top left, moving right, and then to the next row. The first of Lacerda's Assistants is placed in the top part (Reputation tile). The second is placed in the bottom part (Auction). This sequence is repeated during the game, so the 3rd, 5th, etc., Assistants are placed in the top part, and the 2nd, 4th, etc., are placed in the bottom part. If any part of the table is filled, the Assistants are placed on the unfilled part until the table is completed.

When one of Lacerda's Assistants is placed on a space with a Reputation tile, that tile is discarded.



The Assistant is placed at 1st empty space nearest the top left

Example:
Lacerda moves to the International Market. He already has 2 Assistants in the Reputation part of the table, and also 2 in the auction part. So this will be the 5th of Lacerda's Assistants placed in the table, and it is therefore placed in the top part. The Assistant is placed on the first empty space nearest the top left and the Reputation tile is discarded.

End of Solitaire Game

The solo game ends at the end of the round in which the last ticket is taken from the box office. Then, you take one more action (at a different location to the one you are currently at).

Goals to win the Solitaire Game:

Apprentice
1. Achieve at least one of each of your Curator and Art Dealer goals; 2. Acquire at least 4 Reputation tiles; 3. Acquire at least 1 Masterpiece; 4. Have at least 160 money.

Experienced
1. Achieve the highest goal of the Curator card and one goal of the Art dealer card; 2. Acquire at least 5 Reputation tiles; 3. Acquire at least 2 Masterpieces; 4. Have at least 180 money.

The Master Gallerist
1. Get at least 35 money in total from Curator and Art Dealer goals; 2. Acquire at least 5 Reputation tiles; 3. Acquire at least 3 Masterpieces.

Example of Play

Round One

The game begins, **Blue** goes first:

He moves away from the International Market to the Artist Colony, leaving an Assistant behind. This kicks **Orange** out of the **Location**, and **Orange's** pawn is moved to the black circle next to the **Location**. **Blue** decides to buy a Work of Art.

He can only buy from the blue painter, as this is the only available Artist.

He pays 3 money for the Work of Art (the current Fame of the Artist) and moves the two Visitors on the Work of Art to the Plaza.

Since he does not have any Collectors in his Gallery, the Fame of the Artist only increases by the value depicted on the Work of Art, in this case, just 1.

He gains the tickets shown on the Work of Art. He must take 1 brown ticket and then his choice of either pink or white. He chooses pink, and places both tickets in his office.

Blue places the Artwork in his Gallery face down in the leftmost space and takes one of the Signature tokens for the Artist and places it on the right of his Player board next to the 1 Green Star icon. This marks the sales value of the Work of Art.

He then places one Visitor randomly from the bag onto the newly revealed Work of Art (because there is only 1 ticket printed on the new Work).

Before he finishes his turn, **Blue** chooses to take an **Executive Action:**

He discards the pink ticket to move the VIP in his Lobby (from game setup) one space into his Gallery. He also spends the brown ticket to bring an Investor to his lobby.



Blue's turn - Buying a Work of Art

Before the turn passes to **Yellow** however, **Orange** is waiting outside the **Location**, having been Kicked-Out. **Orange** may now take a **'Kicked-Out Action'**:

In order to take one of the two **Location** Actions, **Orange** needs to spend Influence, moving his Influence marker back to the previous space with the Fame icon. This will cost him 5 Influence, which he decides to do.

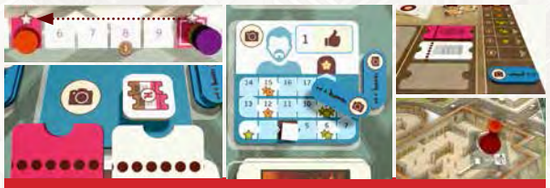
Orange takes the action to discover an Artist and chooses the blue photographer.

He flips the blue photographer Artist tile and receives the bonus shown on the bonus tile (2 tickets in this case; he takes white and pink). He also places a Fame cube to mark the Artist's initial Fame of 4.

One of the Artist's Signature tokens is placed on his commission space of his Player board.

Orange now has a commission, and the price of the first Work of Art that he buys from this Artist will always be at the initial Fame value (4).

Orange's Gallerist is then moved to his Gallery.



Orange's Kicked-Out Action - Discovering an Artist

Yellow is up next, she is currently at the Sales Office. Before she leaves, she places an Assistant in her present **Location**, and then moves to the Media Center, kicking the **Purple** Player out. Then she takes an action to Hire Assistants.

She hires two Assistants from her unemployment queue, receiving the brown ticket (printed next to the second Assistant's space) and moves the Assistants to empty desks in her office.

She must pay a total of 3 money for this (1 for the first Assistant and 2 for the second).

Yellow decides to pay 2 money from her own supply and use Influence to pay for the other 1.

To pay this 1 money with Influence, she moves her Influence disc two spaces back (to the space with the money icon).

Before finishing her turn, **Yellow** chooses to take an **Executive Action:**

She offers the brown ticket to move one Investor from the Plaza to her Lobby.



Yellow's turn - Hiring Assistants

Having been Kicked-Out, **Purple's** Gallerist is waiting outside the Media Center. Purple now has the option of taking a **'Kicked-Out Action'** before her turn begins:

She does not have any tickets or contracts, so she cannot take an **Executive Action**, but she could spend Influence to take one of the two **Location** Actions.

To pay for it, she would need to move her Influence marker back to the previous space with the Fame icon. This will cost her 5 Influence, which she thinks is too expensive, so she chooses not to do so.

Instead, **Purple** moves her Gallerist pawn to her Gallery on the game board.

It is now **Purple's** own turn:

Having been Kicked-Out of her previous **Location**, she may now choose to move to any **Location**. She moves her Gallerist pawn to the Sales Office which kicks-out **Yellow's** Assistant. She wants to take a contract card, but none of the contracts in the display are to her liking, so she chooses to draw 4 new contracts and places them over the current ones in the display.

Then, she takes one of these new contract cards and places it on the third space in her office (she could have chosen any space). She takes a ticket of any color, as shown on the covered space; she chooses white.

Before **Purple** finishes her turn, she may take an **Executive Action:**

She could use the ticket she just gained to move a Visitor, or she could use the bonus of her contract card by placing an Assistant on it; she chooses to do neither. **Yellow** chooses not to take a Kicked-Out Action and sends her Assistant home.



Purple's turn - Getting a contract

Orange is up next and moves his Gallerist to the Media Center. This kicks-out **Yellow**.

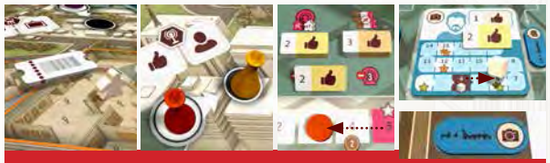
Before **Orange** takes his **Location** Action however, he uses his **Executive Action** to spend a white ticket and move a Collector from his Lobby to his Gallery.

Then, as his **Location** Action, he chooses to Promote the blue photographer that he discovered on the previous **Kicked-Out Action** during Blue's turn.

The Artist's current Promotion level is 1, so **Orange** spends 2 Influence, and places a level 2 token onto the Artist. **Orange** receives the bonus shown above the Promotion token space (Gain Influence). This gives him 1 Influence (for the Collector in his Gallery).

Then, the Artist's Fame increases by 2 in total: 1 for the Promotion, and an additional 1 because **Orange** has 1 Collector in his Gallery. The Fame marker is moved to space 6, which has the 2 Green Stars icon. This means that any existing Work of Art is increased in value.

However, the Signature token that **Orange** has next to his Player board is still a commission only; it has not yet been bought, so it stays on the commission space.



Orange's turn - Promoting an Artist

After **Orange's** turn is over, **Yellow** may take a **Kicked-Out Action**, but chooses not to, and returns to her Gallery.

Round Two

Now it is **Blue's** turn again:

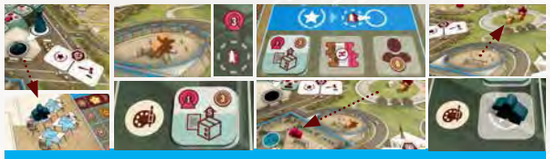
He moves one of his Assistants to the **Location** he is at, and then decides to visit the International Market to increase his Reputation. With this move he kicks out his own Assistant. The Assistant returns home without performing an action and **Blue** continues his turn.

He only has 1 Investor in his Lobby, and so only has access to the first column of the table. He also only has a painting, so there is only one space in the top part of the table he can choose.

He gains the 3 Influence, takes the Reputation tile from the space and places it on his Player board, over the space that allows him to move any Visitor from the Plaza to his Gallery. He chooses to move a VIP.

Blue moves the Investor in his Lobby back to the Plaza because his job is done, and finally, places an Assistant from his office onto the space in the International Market where the tile was taken from.

Blue does not have any tickets or contracts, so cannot take an **Executive Action**.



Blue's turn - Getting a Reputation tile

Yellow's turn:

Yellow moves from her Gallery to the International Market. **Blue** is already at the International Market, and so is **Kicked-Out. Yellow** has one VIP and one Investor in her Lobby so she can choose to access either the 1st or 2nd column of the table.

She decides to make an offer (the lower part of the table), and chooses the "1 money" row of the second column. She gains 2 Influence for choosing the 2nd column, and then uses her Influence to get the 1 money she needs for the offer, moving back her disc to space 8 of the track, and places one Assistant from her office onto the space in the table. This earns **Yellow** a new Assistant and a pink ticket.

For her **Executive Action**, **Yellow** spends the pink ticket and moves the VIP in her Lobby to her Gallery.



Yellow's turn - Making an offer

Blue then gets to take a **Kicked-Out Action** and would have liked to spend 3 Influence to take a **Location** Action. However, he no longer has any Visitors in his Lobby, so cannot access the International Market. His Gallerist is moved back to his Gallery.

Purple's Turn:

Purple visits the Artists Colony, kicking out the **Blue** Assistant. She wants to buy a Work of Art to fulfill the contract she took on her last turn, but before taking the **Location** Action, she uses her **Executive Action** to move an Assistant onto her contract card. The bonus allows her to choose a Visitor from the bag and place it directly into her Gallery, and she chooses a Collector.

She then uses her **Location** Action to buy the last available painting. (The blue painter now has no Signature tokens left).

She places the Signature token to the right of her Player board, next to the space with 1 Green Star (based on the current Fame of the Artist).

Purple pays 4 money for the work (current Fame of the Artist), using 3 of her own money, and 1 from the Influence track by moving her Influence marker back 2 spaces.

She then increases the Fame of the Artist who she bought the Work of Art from by 1 (as shown on the Work of Art card) and an additional 1 because she has 1 Collector in her Gallery. She wants to increase the value of the painting even more, and decides to use her Influence to get the Artist 1 additional Fame. **Purple** spends 3 Influence (back to the previous Fame icon on the Influence track).

The Artist's Fame is now 2 Green Stars, so the Signature tokens owned by **Blue** and **Purple** are moved up to the 2 Green Stars space. The sales value of these Works is now 8.



Purple's turn - Buying a Work of Art

Blue has an Assistant waiting outside the **Location**, so he can now do a **Kicked-Out Action**; he decides to use his Influence and discover a new Artist. After performing his **Kicked-Out Action**, **Blue** moves his Assistant to his office.

A couple of rounds later:

Blue is the next Player, and he decides that he wants to sell his Work of Art.

He moves from his Gallery to the Sales Office and chooses to sell his only painting. The Artwork is worth 8 money (the position of the Signature token), so he removes the painting from his Gallery and places it next to his Player board, receives 8 money from the bank, and returns the Signature token to the Artist.

After the sale, **Blue** must move one Visitor from his Gallery to the Plaza. Since he only has one VIP inside, he must send that one away.

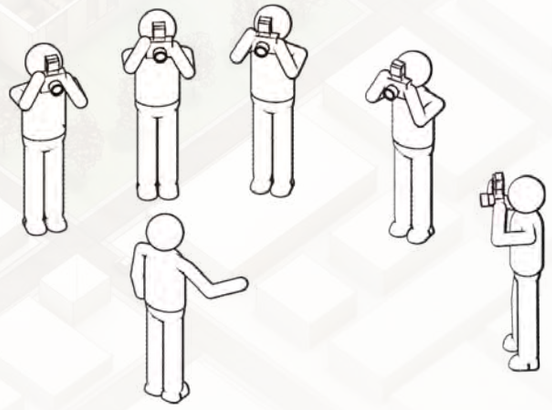
His Assistant, which is on the contract card, is returned to the office and the contract card is flipped.

Since the Visitor that was sent away was a VIP, the contract card is oriented with the Influence icon on the top. If he had no Visitors inside his Gallery before the sale or he had moved a Collector, he could have chosen the orientation of the card.

For his **Executive Action**, he could move one of his Assistants onto the just-flipped contract card. But since he no longer has any VIPs inside his Gallery he will get no influence for this, so he decides to skip the **Executive Action**.



Blue's Turn - Selling a Work of Art



Artist Participation

Photography	Artist	Description
2. USA	• Craig Maher	Paint, 2011
4. USA	• Alexander E.B. Zatarain	Ode to R. Mutt, 2014, This piece attempts to lift the object out of its context so that its qualities are felt while its identity is obscured. Once the viewer realizes what the object in the photograph actually is, my hope is that he will discover new meanings in the reality of commonplace things.
5. Australia	• Robert Masters	Dichroic Glass, 2014, Macro Photo of dichroic glass, bracelets. Part of Google+ weekly photo Project 2014
6. Portugal	• Vital Lacerda	Dancing Girl, 2008, Introspection. Part of a blog project.
7. Portugal	• Bruno Valério	Square Budha, 2013, Aveiro
8. USA	• Tim Barnes	2010, Interior of a covered bridge at Southford Falls State Park in Southford, Connecticut. Is a "High Dynamic Range" (HDR) photograph, which is a combination of several shots.
1 and 3 were created by the game Artist - Ian O'Toole - Australi and		

Painting	Artist	Description
9. Australia	• Alicia Smith	The Deep Rainforest, 1997, detail. Water Color, pen/ink. Unicorns, Dragons, Manticores, Phoenixes, Basilisks/Cockatrices, Perytons, Gryphons/Griffins, Couatls.
10. India	• Amit Kalla	Landscape (abstract), 2014-2015, Oil on paper, 23x23 Inches
11. USA	• Craig Maher	The screamer, 2005, Oil over Canvas
12. Brazil	• Janete C. Cunha Claro	Coffee Series, 2002-2015. Part of a series of paintings that highlights one of the riches of Brazil, coffee, which is an eternal reflection of the sensitivity and taste of the Brazilian culture and its people.
13. USA	• Amy Shamanssky	Harold's World, 2010, Acrylic and Charcoal on canvas, 16x20 Inches
14. Mexico	• Pablo de Leon Nava	Esperando, 2015.
15. Hong-Kong	• Francis G Alexsandero W	Psalms of the heart, 2014, detail. Marker on Canvas, People are always in darkness and goodness, to restrain the mind will be able to write a beautiful poem.
16. USA	• Pablo Peña	The Last Sunset, 2012-2014.

Digital Art	Artist	Description
27. Portugal	• Vital Lacerda	Organic Glass, 2006, Distortions, macro. Seeing life melting through glass.
29. USA	• Raef Payne	Syzygy, 2011, Illustration. Syzygy is about the aligning of planets in the universe and the creation of new possibilities and new worlds.
30. Hong-Kong	• Francis G Alexsandero W	7 Horses Gallop - Seven of life Outline, 2014, Illustration. Chinese Ink on Rice Paper. Truth, morality, benevolence, righteousness, prosperity, wisdom and trust.
32. Belgium	• Rafaël Theunis	Sunset in Winter, 2004, I made a series of photographic collages using blueprinting techniques to visualize a diary I kept whilst studying in Boston, MA. The work symbolizes my visual and internal impressions of a cold but beautiful winter.
25, 26, 28 and 31, were created by the game Artist - Ian O'Toole - Australia		

All 3D Sculpture Works 17 to 24 were created by the game Artist Ian O'Toole - Australia

All the Works of Art described above were kindly contributed by the Artists themselves. For them, and all the others who sent their work, a huge thank you. Without you, this game would not be possible.

Reputation tiles:



Gain 1 money per 3 Influence you have (round down).
Resolve this tile before any others.



Gain 1 Influence and 3 money per Collector in your Gallery.



Gain 1 Influence and 2 money per VIP in your Gallery.



Gain 1 Influence and 2 money per Investor in your Gallery.



Gain 1 money per Visitor in your Gallery.



Gain 4 money for each set of 3 different Visitors in your Gallery.



Gain 1 Influence and 2 money per Reputation tile you have (including this one).



Gain 1 Influence and 3 money for each of your Assistants in the Auction part of the International Market.



Gain 1 Influence and 1 money for each of your Assistants in play (not unemployed).



Gain 2 money for each Artist who has a Promotion level of 4 or more.



Gain 2 money per Work of Art you acquired during the game (exhibited and sold).



Gain 1 Influence and 3 money per Work of Art you sold.



Gain 1 Influence and 3 money per Work of Art you are exhibiting.



Gain 1 Influence and 2 money for each different Art form you acquired during the game.



Gain 1 Influence and 3 money per photograph you acquired during the game (exhibited and sold).



Gain 1 Influence and 3 money per painting you acquired during the game (exhibited and sold).



Gain 1 Influence and 3 money per digital Art you acquired during the game (exhibited and sold).



Gain 1 Influence and 3 money per sculpture you acquired during the game (exhibited and sold).



Gain 2 money for each Artist with a Fame of 15 or higher.



Gain 2 Influence and 4 money per Masterpiece you are exhibiting.

Many thanks to all playtesters: Alexandre Garcia, Álvaro Santos, António Lobo Ramos, António Vale, Becca Morse, Bruno Valério, Carolina Valença, Catarina Lacerda, Carlos Paiva, Chris Zinsli, Cristina Antunes, Christopher Incao, Dan Wiseman, Daniel Gunther, David Dagoma, Duarte Conceição, Elhannan Keller, Elsa Romão, Emanuel Santos, Firmino Martinez, Garry Rice, Gil Hova, Gonçalo Moura, Hélio Andrade, Ian O´Toole ,Inês Lacerda, João Madeira, João Monteiro, João Silva, Larry Rice, Luís Evangelista, Marco Chiappa, Mike Minutillo, Nuno Silva, Nuno Cordeiro, Oliver Brooks, Paul Grogan, Paulo Duque, Paulo Renato, Pedro Freitas, Pedro Sampaio, Pete King, Rafael Duarte, Rafael Pires, Ricardo Gama, Ricardo Moita, Rhiannon Ochs, Robert Canner, Robert Forrest, Ruben Rodrigues, Rui Malhado, Sandra Sarmento, Sandrina Fernandes, Sérgio Martins, Sofia Passinhas, Suzanne Zinsli, Tiago Duarte, Vasco Chita, Vitor Pires and Grupos de Lisboa, Leiria, Aveiro, Porto, the Columbus Area Boardgaming Society, and Arcádia Lusitana.

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Credits:

Game Design: Vital Lacerda
Game Development: Paul M. Incao
Illustrations: Ian O´Toole
Graphic Design & 3D illustrations: Ian O´Toole
Rulebook & 3D illustrations: Vital Lacerda
English Rules Editing: Paul Grogan, Gaming Rules!
Proofread: Adam Allet, Ori Avtalion, Travis D. Hill, Victoria Strickland
Project Manager: Rick Soued

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