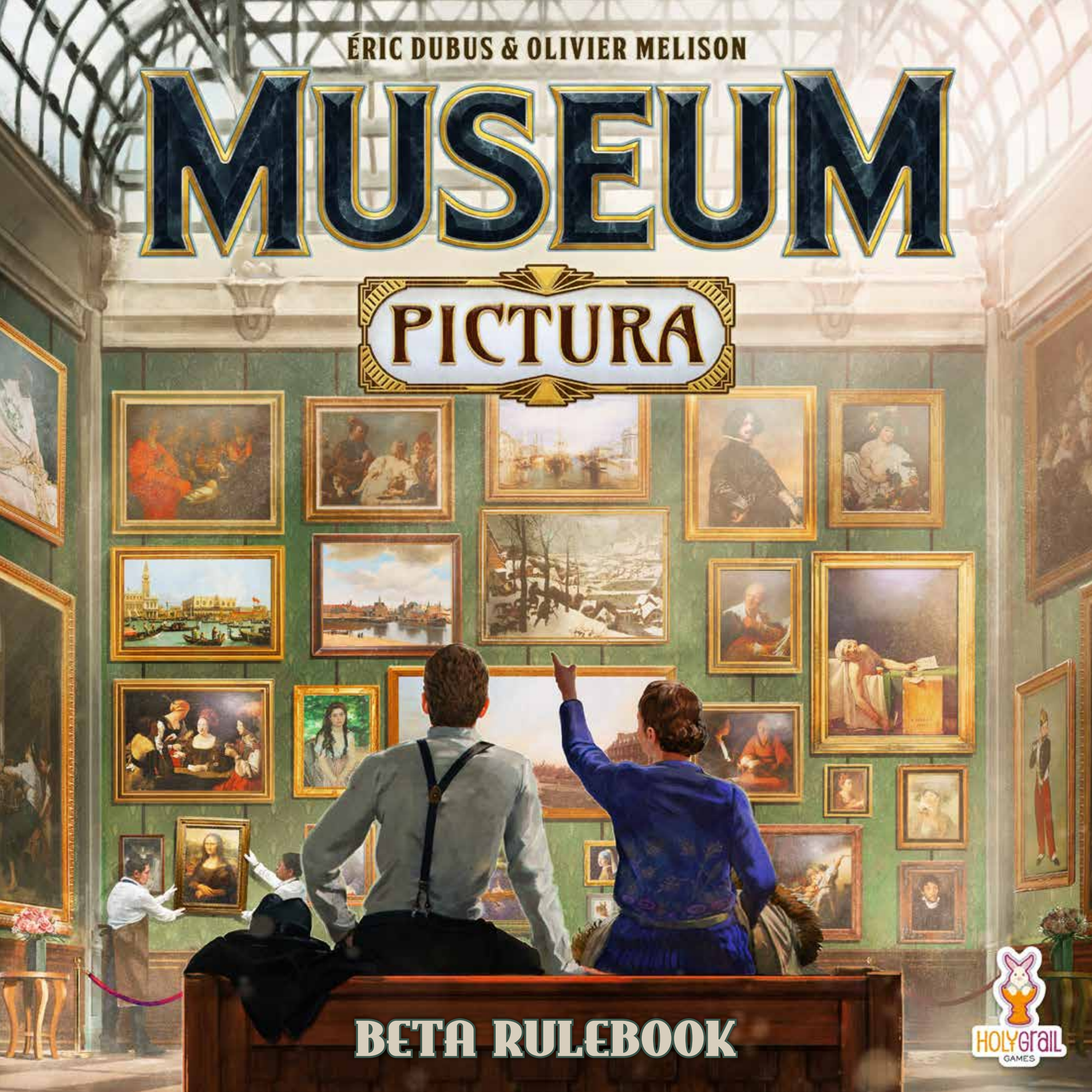

ÉRIC DUBUS & OLIVIER MELISON
MUSEUM
PICTURA
BETA RULEBOOK
HOLY GRAIL GAMES

MUSEUM

PICTURA

MUSEUM: PICTURA IS SET DURING THE ROARING 20'S, AN AGE OF ELEGANCE AND EXTRAVAGANCE BUT ALSO OF ART, WITH MUSEUMS DISPLAYING FAMOUS PAINTINGS TO EAGER CROWDS AND INFLUENTIAL PATRONS. AS THE CURATOR OF A PRESTIGIOUS MUSEUM YOU HAVE BEEN TASKED WITH ASSEMBLING A COLLECTION OF ARTWORKS THE LIKES OF WHICH THE WORLD HAS NEVER SEEN!

CONTENT



Painting cards x 180



Favour cards x 24



Trend cards x 30



Exhibition tokens x 22



Player's score tokens x 4



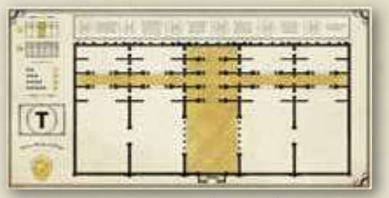
Gaming aids cards x 8



Favour tokens x 4

First Player token x 1

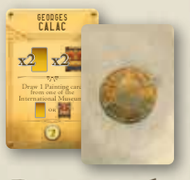




Museum boards x 4

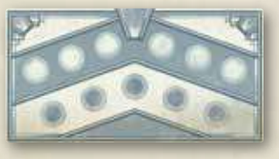


End of Game token x 1



Patron cards x 60

Exhibition board x 1





Patron board x 1

Central board x 1



SETUP

1. Place the **Central board** in the middle of the table.

2. Shuffle the **Trend cards** and place them face down on the Central board.

3. Shuffle the **Favour cards** and place them face down on the Central board.

4. **Draw a Trend card** and place it, face up, on its space next to the deck.

5. **Shuffle the Painting cards** and separate them into one or more decks to form the Art Market. These decks are then placed face down around the board so that they are easily accessible to all players.

6. For each of the four International Museums shown on the Central board, **draw a Trend card** and place it face up in the top left-hand corner of that Museum's area.

7. For each of the four International Museums shown on the Central board, **draw 4 Painting cards.** If a card shows an icon, colour or number present on that Museum's Trend card, place it face up in the left-hand column of that Museum's area. Otherwise, place it face up in the right-hand column.

8. Take the **End of Game token** and place it on the 50 points space on the score track.

9. Place the **Patron board** adjacent to the Central board.

10. **Shuffle the Patron cards** and place them on Patron board.

11. **Draw 5 Patron cards** and place them face up in the available slots on the Patron board.

12. Take the **Exhibition board** and place it adjacent to the Central board.

13. Separate the **Exhibition tokens** into pairs based on their icon/colour. Then, for each pair, place the token with a 3 point icon on top of the other before placing them both onto the Exhibition board.

14. Each player takes a **Museum Board** of the colour of their choice as well as the Score and Favour tokens of the same colour.

15. Each player **draws 5 Painting cards** from any one of the Art Market decks as well as **one Favour card** to form their starting Hand. Your Hand is kept secret from the other players.

16. Each player draws **3 Trend cards and chooses one to keep**. The others are shuffled back into their deck. Players place the chosen card face down on its space on their Museum board.

17. Place each player's **Favour token** on the 10 points space on the score track.

18. Draw one player's score token at random. They are the **first player**.

19. Place the first player's score token on the 4 points space on the score track. Then, going clockwise around the table, place the second player's token on the 3 points space, the third player's token on the 2 points space and the fourth players token on the 1 point space on the score track.



You are ready to play!

AIM OF THE GAME

As a curator in a prestigious art Museum, your goal is to create collections of beautiful paintings in the galleries of your establishment! Throughout the game, you'll be drawing **Painting cards** of different domains and periods, and exhibiting them onto **your Museum board**. The larger the collection of Paintings of the same type you have, the more points they're worth!

Score points during the game by exchanging your works of art with international Museums, by exhibiting paintings that follow the current trends of the art world, and by creating collections that attract famous **Patrons**.

You'll also be able to boost your Museum's reputation by hosting **Temporary Exhibitions** - exclusive, fleeting shows that will allow visitors access to just one of your collections... which one will you choose?

The game continues until a player reaches **50 Prestige points** on the score track. Once final scoring is complete, the player with the most Prestige points wins!

THE TURN

Each player's turn is divided into two phases:

1. **The Acquisition phase**, during which you'll be taking new Painting cards into your Hand.
2. **The Action phase**, during which you'll be performing one of three possible actions.

THE ACQUISITION PHASE

At the start of their turn the active player draws **2 Painting cards from the Art Market** and adds them to their Hand.

THE ART MARKET

The Art Market is comprised of the deck (or decks if you chose to split the cards into several piles) of Painting cards that you will be drawing from at the start of each turn, or any time a card effect instructs you to do so.

PAINTING CARDS & COLLECTIONS

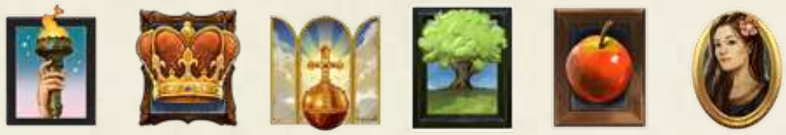
Painting cards are the main component in Museum: Pictura. The game revolves around acquiring these cards and exhibiting them in your museum in order to score Prestige points.



1. **Painter** - name and numbered icon
2. **Painting Period** - name and coloured background
3. **Painting Domain Icon**
4. **Painting title** and information

Each painting belongs to a **Domain** and a **Period**.

Domains



Mythology *History* *Religion* *Landscape* *Still life* *Portrait*

Periods



Renaissance *Baroque* *Rococo* *Romanticism* *Impressionism*

If at least 4 cards with the same Period or Domain are present (see placing cards below) in your Museum they can form a Collection. The larger these Collections grow, the more Prestige points they are worth during Temporary Exhibitions and at the end of the game.

These cards also have a Painter who, for the sake of simplicity, are referred to by their number on most elements in the game. Contrary to Domains and Periods, you won't be forming Collections of Painters in your Museum. However they are a very important element as they are worth a lot of Prestige points when it comes to Trend and Patron cards.

The active player must then exchange a Painting card from their Hand with one from an International Museum on the Central board.



When placing a Painting card into an International Museum, you must first consult that Museum's Trend card.

If you **place** a Painting card with the Domain, Period or Artist shown on the current Trend card, you **gain** the number of Prestige points shown.

Trend cards

Trend cards represent the types of art that are currently in highest demand. These cards always show a Domain, Period and Artist, each with a Prestige Point value of 1, 2 and 3. These numbers correspond to the Prestige points you will either gain or lose when trading or exhibiting Painting cards or the types shown.



Each of the International Museums on the Central board has its own Trend card drawn at random at the start of the game, showing the Paintings that particular establishment is interested in acquiring. This card will affect the number of Prestige points you gain or lose when trading Painting cards with an International Museum.

There is also a Public Trend card on the Central board that changes at the start of each round, which corresponds to changing fashions in the art world. This card will allow you to gain Prestige points each time you exhibit a card of that type in your Museum.

Last of all, your Museum has its own Trend card that you will choose at the start of the game. This card represents your personal objective: you'll score additional points at the end of the game depending on the number of Paintings of the types shown on the card that are exhibited in your Museum!

When **taking** a Painting card from an International Museum, consult its Trend card. If you **take** a Painting card with the Domain, Period or Artist shown on the Trend card, you **lose** the number of Prestige points shown.

If a Painting card corresponds to more than one of the Trend card's criteria, you gain or lose the highest value in Prestige points.

Example : Kayla chooses to exchange a card with the International Museum of New York. It has the following Trend card:



She places Fragonard's "The Bolt" from her Hand, into the international Museum.

This card shares 2 criteria with the Trend card: it's Artist (number) and Domain (Icon). She will gain 3 Prestige points for the Artist as it is the highest value.

In exchange, Kayla takes Michelangelo's "Creation of Adam"

This card shares one criteria with the Trend card: It's Period (colour). Therefore, she'll lose 1 Prestige point.



In total, Kayla has gained 2 Prestige points from this exchange.

Should a card effect ever cause you to take a Painting card from an International Museum without placing one in return, then you do not lose Prestige points from that action unless specified otherwise. Immediately draw a new Painting to replace it, placing the card as described in step 7 of the Setup guide.

Once the active player has exchanged a card with one of the International Museums, each other player, by order of turn, may also choose to exchange a card with one of the International Museums following the same rules.

REMINDER

As described in step 7 of the Setup guide, any Painting cards that correspond to an International Museum's Trend card are placed in the left hand column of that Museum. Any other cards are placed in the right-hand column. An International Museum can never have more, or less, than 4 Painting cards available.

THE ACTION PHASE

Once all players have had the opportunity to trade with the International Museums, you may then proceed to the Action phase. Choose one of the following actions:

1. **Improve your Museum** by exhibiting Painting cards and forming Collections.
2. **Open a Temporary Exhibition** in order to score one of your Collections.
3. **Perform an Inventory** in order to take Painting cards back from your Discard.

IMPROVING YOUR MUSEUM

It's time to fill your Galleries!

To exhibit a Painting card into your Museum, you must first pay for it by discarding a Painting card from your Hand.

Discard pile

Your Discard is like your Museum's warehouse: artworks placed there are not currently being exhibited in your Museum, but can be removed from storage by performing an Inventory.

Discarded cards are placed next to your Museum board. They should be easily visible to all players and staggered so that each card's header is visible, allowing other players to identify the Artists, Domains and Periods of the Paintings you have there.

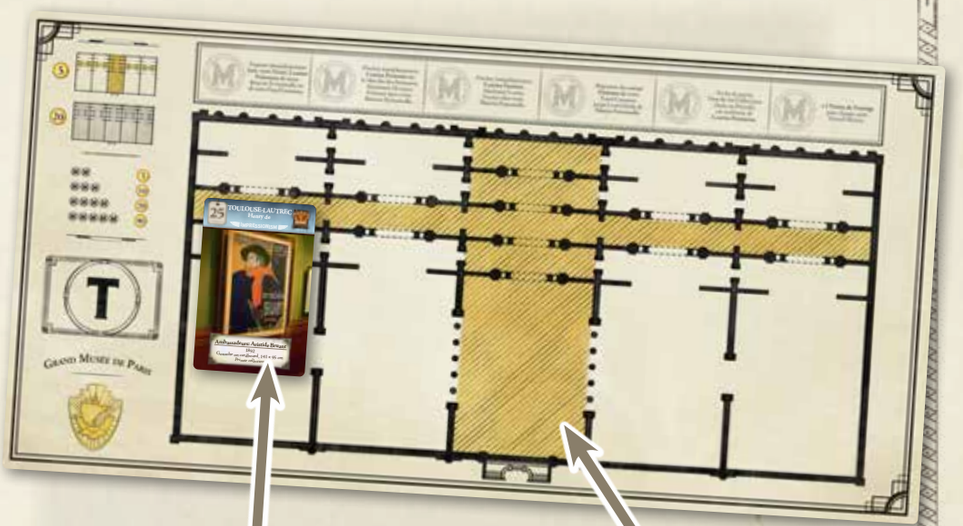


Discard pile

Once the Painting card has been discarded you may then exhibit the Painting card of your choice from your Hand into your Museum.

Placing cards & forming collections

Your Museum board is composed of a 5 by 5 grid of 25 "slots" into which you will be placing your Painting cards. Each slot accommodates the header of a Painting card, meaning cards will overlap as shown below. Each of these slots is connected to those that are immediately adjacent to it. Slots are not connected diagonally.



Exhibiting a Painting card

Grand Gallery

The coloured slots in your museum are your Grand Gallery. These do not impose any special rules for placing cards there but if all the slots of your grand gallery are filled with cards from the same Domain or Period, you gain bonus points (see End of Game).

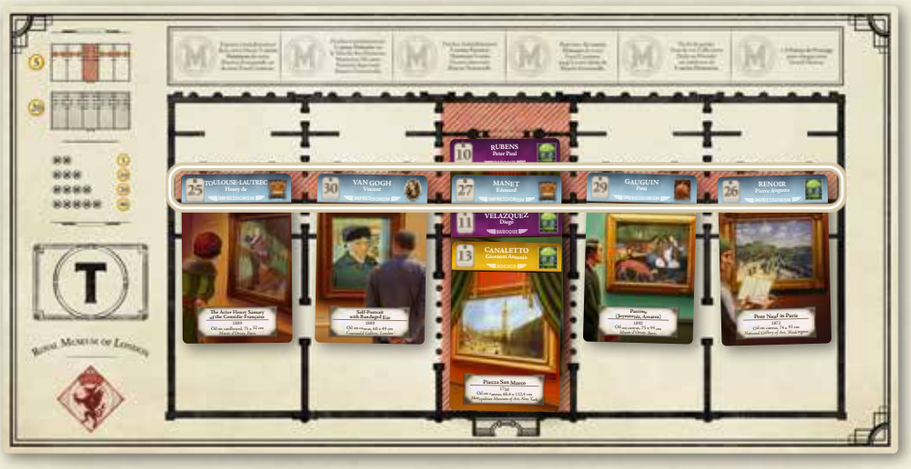
When exhibiting a Painting card, you may place it anywhere in your Museum. During the game you may move your cards around as you wish. This may be done up until final scoring begins (see End of Game).

Cards with the same Domain (Icon) or Period (colour) can form a Collection. In order for the collection to be valid however, each of those cards must be adjacent to another one in the collection. This Collection does not have to be in a straight line : it can be in any shape you wish as long as the cards are connected in some way.

A card can be part of both a Domain and Period Collection if they intersect correctly in correctly in your Museum.

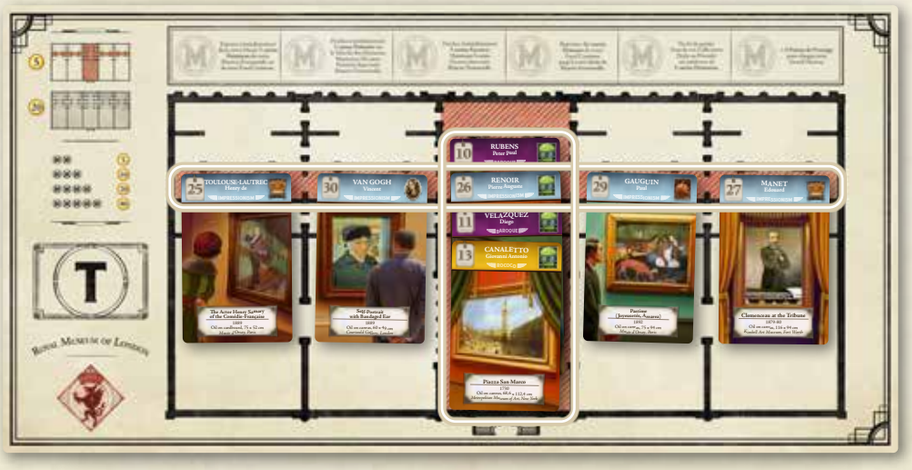
You may only score one Collection for each Domain or Period at the end of the game.

Example: Daniel has the cards in his Museum organised as such:



All the cards in his Impressionist Collection are all adjacent to at least one other card in that Collection and can be scored. However, his four Landscape cards are not adjacent to one another and so are not a valid Collection.

Daniel moves his cards around so that they are now laid out as shown:



His Impressionist Collection is still valid and now all four of his landscape cards are connected, making them a valid Collection. Additionally the central card, which is both Impressionist and Landscape is part of both Collections, maximising its value.

You may also exhibit Painting cards from another player's Discard pile. To do so, simply discard a Painting card from your Hand into the other player's Discard. You lose 1 Prestige point, and the targeted player gains 1 Prestige point. You may then take the card of your choice from that player's Discard pile and place it immediately into your Museum (not into your Hand).

You cannot exhibit cards directly from your own Discard pile! To retrieve discarded Painting cards, you will have to Perform an Inventory.

You may exhibit as many Painting cards during a turn as you can pay for.

You may exhibit cards from your Hand and other players' Discards during the same turn.

The Active Trend Card



Each time you exhibit a Painting card, consult the active Public Trend card (the face up card next to the Trend Deck). If you have just exhibited a Painting card with the Domain, Period or Artist shown on the Trend card, you gain the number of Prestige points shown. If the Painting card corresponds to more than one of the Trend card's criteria, you gain the highest of those values in points.

A new Trend card is drawn at the beginning of the second round (on the First player's second turn) and at the beginning of each new round thereafter. These new cards are placed on top of their predecessors and replace their effects completely.

Prestige points



Prestige points are victory points in *Museum: Pictura*, but they are also a form of currency. When a player gains Prestige points, they move clockwise around the track shown on the outside of the Central board. When a player loses Prestige points they move anti-clockwise back around the same track.



- You may never choose or be forced to drop below 0 Prestige Points. If you choose an action that would result in a Prestige score of less than 0, you may not perform that action. If you are forced to lose Prestige points by a certain effect, then the effect may not drop your Prestige score below 0.
- If you go beyond 99 points, flip your score token to the 100 side and then continue to move around the track, adding 100 to the value indicated on each space.

Opening a Temporary Exhibition

When you Open a Temporary Exhibition, you choose one of your Collections and score it immediately, referring to the score chart in this rulebook or on your Gaming Aid.



Take one of the available Exhibition tokens corresponding to the Collection you just scored and place it into one of the reward spaces on your Museum Board. The effects of these rewards can be immediate one-shots, permanent bonuses or end-of-game boosts, as described on the Museum boards. Each reward may only be claimed once.



If the chosen token shows a 3 point icon, you gain 3 bonus Prestige points.

- If there are no tokens left for a Domain or Period then you may not perform a Temporary Exhibition for that Domain/Period.
- Each player may only perform one Temporary Exhibition for each Domain/Period.
- Players may perform a maximum of 5 Temporary Exhibitions each.

Performing an Inventory

An Inventory allows you to take Painting cards from your Discard back into your Hand. During this action, you may not have more than 8 cards in hand.

- You may not take cards from other players' Discards.
- You may not exchange cards in your hand with those from your Discard.



You may then draw one Favour card.

Finally, if you so wish, you may discard all of the face up Patron cards from the Patron board and replace them with 5 new cards.

FREE ACTIONS

Play a Favour card



Favour cards are special cards that can be used during your turn to gain bonuses and additional effects. Once per turn, you may use the ability of one of the Favour cards in your Hand. When playing a Favour card, apply the effect described on the card and then discard it. For more information on these effects, see the Appendix.

Discarded Favour cards are placed face-up on the Central board, next to the Favour card deck.

Favour cards may be played at any point during the Action phase unless specified otherwise.

If the Favour card deck ever runs out, shuffle the Favour discard pile and place the new deck face down on the Central board.

Obtaining new Favour cards



Each time your score token reaches your Favour token on the score track, you may draw a new Favour card from the deck. Your Favour token is then immediately moved forward 10 spaces (from 10 to 20 to 30, etc) up to a maximum of 50. When a player reaches 50 points, they may draw a new Favour card and then remove their Favour token from the board.

Acquire a Patron



If you play your cards right, your Collections may attract the attention of an influential Patron! Once during your turn, you may claim one of the available Patron cards. To do so, you must meet their requirements : you must have Painting cards of the types shown exhibited in your Museum. These cards do not have to be part of the same Collection. For more information on these requirements, see the Appendix.

When claiming a Patron card, take the card and place it next to your Museum board. You may then claim either the bonus points or the effect described on the card.

A Patron card may be taken at any point during the Action phase, unless an effect specifies otherwise.

You may acquire as many Patrons as you wish during a game, but only once per turn.

A new card is drawn from the Patron deck to replace the one that was taken.



END OF TURN

Once the active player has finished all the actions they wish to perform, their turn ends, and play passes on to the next player.

END OF THE GAME

A game of Museum: Pictura continues with players taking their turns in succession until someone reaches 50 Prestige points. This sets off the end of the game.



The first player to reach 50 Prestige points or more takes the end game token and immediately scores 5 bonus Prestige points. That player then finishes their turn as normal.

Each other player then gets to play one more turn, applying the rules as normal (drawing a new Trend card at the beginning of the first player's turn, etc). Then the game ends and players move on to final scoring.

Before proceeding, players have one final chance to reorganise their Museums in order to build and/or optimise their collections.

Then, each player adds the following points to their score on the Prestige Track.

COLLECTIONS

Players score each of the Collections in their Museum as per the score grid shown here or on their Gaming Aids.



COLLECTIONS BASED ON A PERIOD

# CARDS	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
VICTORY POINTS	1	3	5	7	9	12	15	18	22	26	30	35	40	45	51	57	63



COLLECTIONS BASED ON A STYLE

# CARDS	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
VICTORY POINTS	1	4	6	8	11	14	18	22	26	31	36	42	48	54	61	68	76

TREND CARDS



Players reveal the Trend card they chose at the beginning of the game. For each Painting card in their Museum with the Domain, Period and/or Artist shown on their Trend card, they gain the number of Prestige points shown.

Contrary to the rest of the game, If a Painting card corresponds to more than one of the Trend card's criteria, you gain all of those points and not just the highest value.

TEMPORARY EXHIBITION BONUS

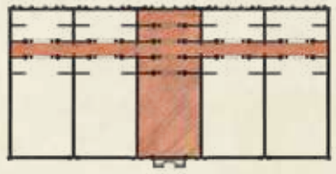
Players score points based on how many Temporary Exhibitions they performed during the game:



5PP: 2 Exhibitions
15 PP : 3 Exhibitions
30PP : 4 Exhibitions
60PP : 5 Exhibitions

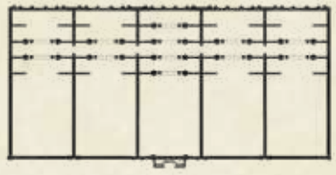


GRAND GALLERY



Players score bonus points if they fill up all their Grand Gallery slots (the coloured part of their Museum) with cards from the same Collection.

FULL MUSEUM



Players score Bonus points if they fill every slot in their Museum.

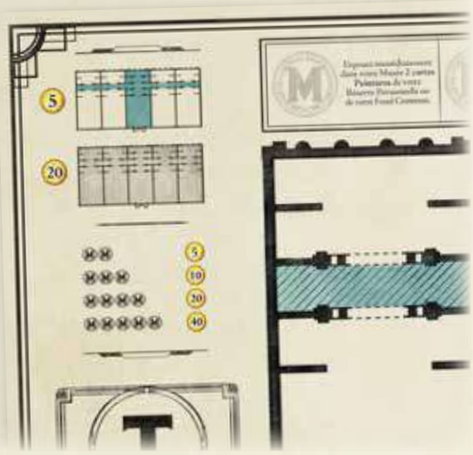
EXHIBITION REWARDS

If a player chose any rewards that are applied at the end of the game, they are scored now.

DISCARD



Discard pile



Players lose points equal to the number of cards in their discard pile:

1-2 = -1PP
3 = -2 PP
4 = -3 PP
5 = -5 PP
6 = -7 PP
7 = -10 PP

-3 PP for each card after 7.

The player with the most Prestige Points wins!

In the case of a draw, the player with the most Painting cards in their Museum wins. In the case of another draw, the player with the most Patron cards wins.