Ages 12+ • 2-4 Players • 30 Minutes



Bob Ross®

Art of Chill™ Game

Object

Follow along with Bob as he paints landscape features, such as Fluffy Clouds and Happy Little Trees, in a series of his trademark masterpieces. Collect cards that represent Brushes and Paints. Apply Paint to your Palette, then use a Brush to paint features of your own. The more you paint, the more Chill Points you earn, and the player who attains "Chill" status wins the game!

Set Up

WATCH THE VIDEO
BigGcreative.com/BobRossRules



1. Unfold the Easel and set it up where all players can see it.
2. Place the Game Board in front of the Easel.
3. Shuffle the Chill Cards and place them in a face-down draw deck on the designated spot on the Game Board.
4. Give each player a Palette, along with the Chill Cube and three Feature Markers that match their Palette color. Place your Feature Markers on the colored area on your Palette and place your Chill Cube on the "0" space of the Chill Meter on the Game Board.
5. Shuffle the Technique Cards and place them in a face-down draw deck in front of the Game Board. Turn over the top four cards and place them in a face-up row next to the deck.
6. Shuffle the Art Supplies Cards and deal three cards to each player. Players may look at their cards, but should keep them secret from the other players. Place the remaining cards in a face-down draw deck. Turn over the top four cards and place them in a face-up row next to the deck. Leave room for a discard pile.
7. Shuffle the Painting Panels and place them in a stack. It does not matter which Paintings are facing up. Turn over the top Painting Panel and insert it into the Easel.
8. Place the Bob Mover on the Easel shelf, in front of the first (leftmost) space of the Bob Track.

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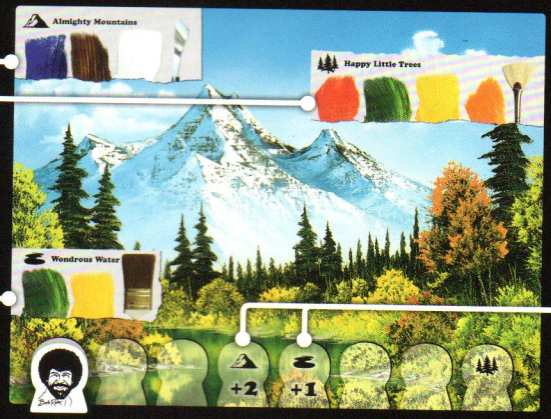
- 1 Game Board
- 4 Palettes
- 60 Art Supplies Cards
- 24 Chill Cards
- 11 Technique Cards
- 12 Feature Markers
- 4 Chill Cubes
- 1 Bob Mover
- 15 Double-Sided Painting Panels
- 1 Easel
- 1 Die
- Instructions

Game Overview

Chill Points are earned by painting landscape features, using Art Supplies Cards to represent Paints and Brushes (in this game, a Palette Knife is considered a Brush).

There will always be one active Painting that the players and Bob are working on. Each Painting has three features that players can paint to earn Chill Points. The possible features are: Fluffy Clouds, Almighty Mountains, Wondrous Water, Happy Little Trees, and Charming Cabins.

Each feature requires certain Paints and one Brush in order to paint it.

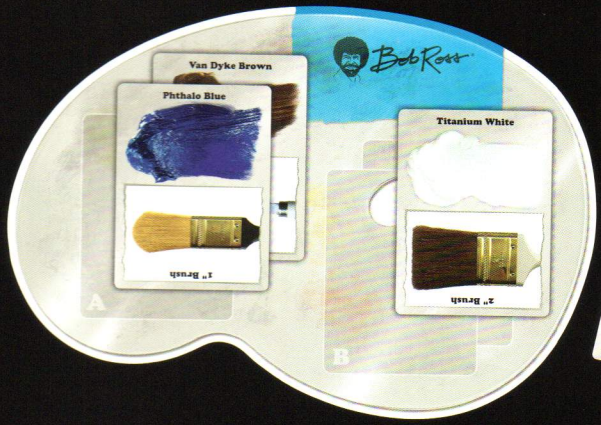


Bob moves from left to right along the Bob Track at the bottom of each Painting. As soon as Bob moves onto a space with a feature on it, he paints that feature.

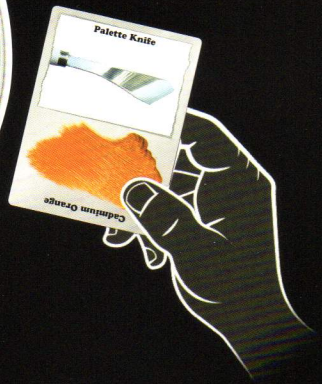
Some features have a Bob Bonus that is awarded to any player who paints the feature before Bob paints it.



Art Supplies Cards will be collected and used to paint features. Each card may be used as either a Paint or a Brush.



Each player's Palette contains two paint areas (A and B), each of which can hold up to three different Paints. Players apply Paint to their Palette, then play a Brush from their hand to paint a feature.



Now you're ready to play!

The player who most recently painted a picture goes first, and play proceeds in a clockwise manner.

Gameplay

On your turn, do the following in this order:

1. **Roll the Die**
2. **Perform Actions**

1. Roll the Die

The effect of the Die is resolved immediately after rolling, before performing Actions. Any Action taken as a result of the Die does NOT count as one of the player's standard Actions.

If you roll Bob,



do the following two things:

If you roll:



You may play one Paint from your hand to your Palette.



You may take one Art Supplies Card from the top of the deck.



You may take one Action of your choice (see **Perform Actions**).

First, reveal a Chill Card. Turn over the top Chill Card and place it face up on the space next to the deck, covering the last Chill Card that was turned over. After the first Chill Card has been revealed, there will always be one visible Chill Card at any given time.



Chill Cards that begin with the phrase, "When this card is revealed..." have a one-time effect that is resolved immediately. After it is resolved, the card will remain face up, but will no longer have an impact on the game.



All other Chill Cards have a lasting effect that remains active until it is covered by the next Chill Card. Anyone who takes a turn while the card is active is affected by the card, regardless of which player revealed the card. For example, if this card is active on your turn, you will receive 1 extra point if you paint a feature using Cadmium Orange.

Then, move Bob. Move the Bob Mover one space to the right along the Bob Track unless the Chill Card instructs you NOT to move Bob. If he moves onto a spot with a feature, he paints that feature. Players who paint a feature after Bob will not earn the Bob Bonus. If Bob reaches the last space on the Bob Track, he finishes the painting (see Finishing a Painting).

2. Perform Actions

You may perform 3 Actions on your turn. You may perform the same Actions multiple times, and you may perform them in any order. For example, you could draw an Art Supplies Card, then apply Paint to your Palette, then draw another Art Supplies Card. The Actions to choose from are:

- **Draw an Art Supplies Card**
- **Apply Paint to Your Palette**
- **Wash Your Palette**
- **Sweep the Art Supplies Cards**
- **Earn a Technique Card**
- **Paint a Feature**



A wild card may be used as any one Paint color in order to paint a feature or earn a Technique Card. If you wish to take a face-up wild card, it requires 2 Actions instead of 1. If you draw a wild card from the top of the deck, it only requires 1 Action.

Draw an Art Supplies Card (1 Action per card).

Take an Art Supplies Card, either from the top of the deck or from the row of face-up cards. If you take a face-up card, fill the vacancy with a new card from the top of the deck. There will always be four face-up Art Supplies Cards to choose from. There is no limit to the number of cards a player may have in their hand.

Apply Paint to Your Palette (1 Action per card).

Play one Paint card from your hand to either paint area on your Palette, turned so the Paint is at the top of the card. Each paint area (A and B) can hold up to three Paints. However, if you play two or more Paints to the same area, those Paints are considered to be "mixed" and may not be used, separated, or removed individually.
Note: The color a wild card represents does not have to be declared until it is used to paint a feature.

Wash Your Palette (1 Action per paint area).

Wash away all of the Paint cards on one of your Palette's paint areas (A or B). Remove ALL of the Paints from that area and discard them.

Sweep the Art Supplies Cards (1 Action per sweep).

If you do not like the four face-up Art Supplies Cards, you may sweep them away to get four new ones. Discard all four cards and replace them with the top four cards from the deck.

Earn a Technique Card (1 Action per card earned).

Technique Cards allow you to practice your technique for certain Brushes or Paints. To earn a Technique Card, discard two cards from your hand (not your Palette) that match the Brush or Paint shown on the Technique Card. When you earn a Technique Card, place the card in front of you and **immediately score 2 Chill Points** by moving your Chill Cube ahead 2 spaces on the Chill Meter. In addition, for the remainder of the game, you will earn 1 extra Chill Point each time you paint a feature that requires that Brush or Paint.



Two Cadmium Orange cards are discarded to earn the Cadmium Orange Technique Card.

Paint a Feature (1 Action per feature). To paint a feature, you must have all of the required Paints on your Palette, and the required Brush must be in your hand. You may use Paints from one or both paint areas (A and B) of your Palette, but you may not separate colors that are on the same paint area as they are considered to be mixed together. Any required Paints that have been mixed with any incorrect Paints CANNOT be used to paint the feature. (see Painting Examples on the next page).

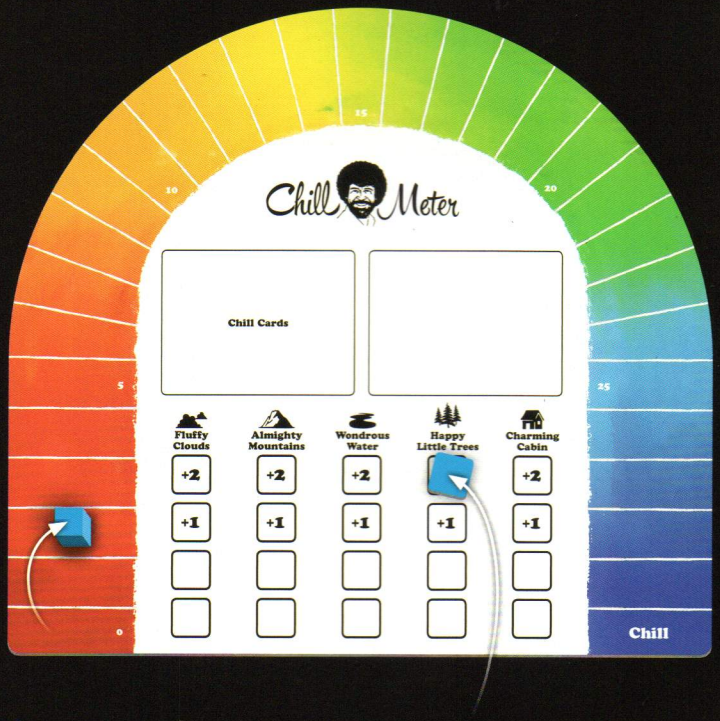
To paint the feature:

1. Discard the Brush from your hand and all Paints used from your Palette.

2. Move your Chill Cube ahead on the Chill Meter. **The number of points you earn is equal to the number of Paints required for the feature** (do NOT count the Brush).

3. Place one of your Feature Markers on the first empty space under the appropriate feature on the Game Board to show that you have painted that feature. If you are the first player to paint that feature, you earn 2 extra Chill Points (denoted by "+2"). If you are the second player to paint it, you earn 1 extra Chill Point (denoted by "+1").

4. Then add any of the following bonuses if they apply:
   - **Bob Bonus.** If Bob has not already painted the feature, give yourself the bonus shown on the Bob Track on the Painting (some features do not have a Bob Bonus).
   - **Chill Card Bonus.** Check the active Chill Card to see if it grants any bonus for the feature you painted.
   - **Technique Bonus.** Earn 1 point for each Technique Card you have in front of you that matches a Brush or Paint used to paint the feature.



Note: Players may paint any feature, even if another player or Bob has already painted it. However, each player may paint each feature only one time per Painting.

Painting Examples





You CANNOT paint the trees because you do not have Sap Green on your Palette.



You CAN paint the trees. All Paints and the Brush would be discarded.



You CAN paint the trees. All Paints and the Brush would be discarded. (You may use multiple copies of a color.)



You CANNOT paint the trees because the Sap Green is mixed with the Cadmium Orange, and Cadmium Orange is not one of the colors in the trees.



You CAN paint the trees. The Paints on paint area B and the Brush would be discarded, but the Paints in paint area A would remain on the Palette.

Finishing a Painting

As soon as one player has painted all three features of the Painting, **or** Bob moves onto the last space on the Bob Track (indicating that he has painted all three features), that Painting is considered finished and it's time to move on to the next one! Immediately halt the game, even if it's the middle of a player's turn, and do the following:

1. Award the appropriate number of Chill Points to the player who painted the feature (unless it was Bob).
2. Turn over the next Painting Panel from the top of the deck and place it on the Easel.
3. Place the Bob Mover in front of the first space of the Bob Track.
4. Return all Feature Markers that have been placed on the Game Board to their respective owners.
5. Resume the turn of the player who was taking their turn when the Painting was finished (if they have any Actions left).

Ending the Game

As soon as a player reaches the "Chill" space on the Chill Meter, the game ends and that player is the winner!

But let's face it, you're playing a Bob Ross game, so really... **Everyone's a winner!**

Bob Ross



Bob Ross was a painter, art instructor, and television phenomenon. He was the creator and host of the popular television show *The Joy of Painting*, which started on public television in 1983. Decades later, the show continues to garner a worldwide following, inspiring millions of aspiring artists through Ross's uplifting guidance and encouragement.

Visit BobRoss.com

Quick Reference

On Your Turn

1. Roll the Die and resolve its effect
2. Perform 3 Actions

Possible Actions

- Draw an Art Supplies Card
- Apply Paint to Your Palette
- Wash Your Palette
- Sweep the Art Supplies Cards
- Earn a Technique Card
- Paint a Feature

Painting a Feature

Score 1 Chill Point per Paint required.
Possible bonus points:

- First player to paint the feature: 2 points
- Second player to paint the feature: 1 point
- Bob Bonus (painting the feature before Bob): check the Bob Track
- Chill Card Bonus: check the active Chill Card
- Technique Bonus: 1 point per matching Technique Card

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