Carlo A. Rossi

Picassimo



A crazy jigsaw drawing game for 3 to 6 players between 8 and 99 years old

HABA®

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Panic in the small art gallery in Forgerville! A major exhibition is supposed to open tomorrow with previously unknown masterpieces of the famous modern artists Paco Picassimo, Wasidy Kalninsky, and Boy Lichtenberg. However overnight all the paintings disappeared! The most famous national and international art critics are already in town to have a close look at the many works of art that have never before been exhibited.

The museum employees – all of them ambitious amateur artists – quickly grab the panels with the picture titles and start drawing furiously. But they shouldn't get too carried away because if the severe critics are going to stand in front of the pictures and be clueless as to what they are seeing, then the artworks and the artists are not going to receive any good reviews.

The player who wants to keep a step ahead in this game must not only be able to draw quickly and draw well but also be a real connoisseur when it comes to guessing. That's the only way to become the next Paco Picassimo!

CONTENTS

6 player's privacy screens



6 erasable drawing boards





18 nation cards



150 term cards



7 transformation cards



6 scorecards

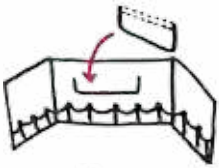


non-permanent markers

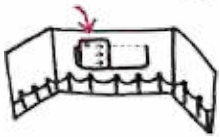
The following material is also required: One tissue per player, which they can use as a wiping cloth.

Before the first game

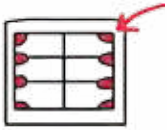
Before you are allowed to feel like major artists, you have to prepare the player's screens. Stick the transparent flaps (with the opening facing upward) on the area marked on the inside of the screens.



Slide your nation card into the left side of the transparent flap.



Break away the excess pieces out of the drawing boards (marked here in red) and throw them away:



PREPARATION

Each player takes a privacy screen, a marker, a drawing board, a wipe, and a scorecard. Using the erasable marker write your name on top of scorecard.



Place your scorecards in front of your player's screens so that everyone can see them. Place everything else behind your privacy screen.

Shuffle the 7 transformation cards and place them in a pile face down in the middle of the table.

Arrange the term cards so they show your language. Turn over the pile, shuffle it well, and place it with your language face down next to the transformation cards.

Place surplus game material back into the box.

Tree or Marilyn? – Easy? Difficult? Professional artist?

Picassimo has three different levels of difficulty. Before the game starts, agree on which level you want to play:



Level 1: simple terms that are relatively easy to draw and recognize. This category is also the most suitable for children.



Level 2: challenging terms that are tricky to draw and to guess.



Level 3: experience and trivia knowledge is required. This professional category includes famous personalities, film, TV characters, well known buildings, places, paintings, statues, book titles and more.

HOW TO PLAY

Seven rounds are played. Each round consists of three phases:

1. Let's get to the art – the drawing phase



Each player in turn draws a term card from the pile, turns it over secretly, and sticks it on the right side of the flap on his or her player's screen. The arrows on your nation cards point to the terms in your language. The arrows also indicate the level of difficulty of the terms.

There are 2 terms to choose from in every level. One term is on the left, the other on the right. Each player is allowed to secretly choose one of the two terms (of the selected level) on his or her card.

At the start command – "On your markers, get set, go!" – begin to draw on your drawing board the term you selected. Everyone draws at the same time, but each player draws something different.

Rules of the art

You have to pay attention to a few rules in order to become a great artist.

- No matter whether you use your drawing board in portrait or landscape format, the HABA logo has to be easy to read. This means that it cannot be upside down.
- The object that you are supposed to draw has to spread across all sections of your drawing board. No section of the drawing board may remain empty.
- Arrows, letters, and numbers are prohibited in your work of art!

When you have completed your work of art, you call out "stop!" and lay your marker aside.

With 3 and 4 players, the drawing phase ends when all the players except for one have called "stop!" After a 3 – 2 – 1 countdown, the last player must also lay aside his or her marker.

With 5 and 6 players, the drawing phase ends when all the players except for two have called "stop!" After a 3 – 2 – 1 countdown, the last two players must also lay aside their markers.

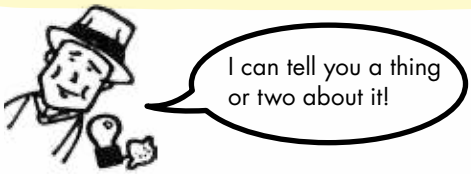
Important!
Whoever has called "stop!" may not add anything more afterward. Therefore only call "stop!" when you are really finished.



2. Fabricating modern art – the transformation phase

The player who first called "stop!" may turn over the top transformation card from the pile so that everyone can see it. This player can also read aloud which of the puzzle pieces to move where, according to the transformation card. Each artist now interchanges the corresponding sections of his or drawing board behind the player's screen.

Tip:
be careful when interchanging the corresponding sections so that nothing is accidentally wiped away from your work of art.



3. Assessing great art – the critic's phase



The player who first called "stop!" is allowed to be the first one to confront the critics with his or her picture. Turn your picture so that the other players will see it in its correct orientation. You then raise your player's screen and slide the picture slightly into the middle of the table.

The other players are the critics. They try to identify the term that has been drawn. The player who thinks that he or she has guessed the term may call it out. Was this guess ...

... wrong?

Then the players continue to guess. The player who guessed wrong may still continue to guess.

... correct?

As soon as someone has called out the correct term, the artist confirms it. Both the artist and the player who first identified the correct term receive 3 points. The points are marked immediately on the scorecard by checking off the numbers.

If two or more players call out the sought-after term at the same time, each of them receives three points. Of course the artist does as well. Synoniums for drawn objects (ie „vesta" instead of „match") are correct as well.

Tip:
If you find it difficult to guess the term, you can also glance at the transformation card. Maybe you can re-assemble the picture correctly in your head.

If no critic guesses the sought-after term, the picture has failed as a "great modern work of art." The artist must now reverse the transformation phase and correctly re-arrange the sections of the drawing board. The critics may in the meantime continue to guess. If a critic still guesses correctly the sought-after term, he or she receives 1 point (no matter how far the work of art has already been correctly re-arranged). The artist also now receives just 1 point for his or "little work of art." The critic and the artist cross off their points on their scorecards.

If no critic guesses the term correctly, everyone walks away empty-handed and no points are allocated.

Tip:
If you are going to play at the 3rd level of difficulty, you can agree before the game whether small hints will be allowed (for example, whether the term is a film title or an actor or actress).

Each work of art must in turn confront the critics.

Then the next round begins. Place your drawing boards behind your player's screen and wipe them off. Place the term cards from your player's screen aside and draw in turn a new term card.

Tip:
if you reach more than 50 or 100 points, color in the dot with 50 or 100 on your scorecard and wipe off the previous check marks. You now begin again to check off starting with 1 and then add on 50 or 100 at the end.



END OF THE GAME

As soon as you have turned over the last transformation card, the game begins to draw to a close. Play the final transformation and critic's phases and then compare the points on your scorecards. The player who has the most points is the greatest artist and has what it takes to be the next Paco Picassimo! There can be multiple winners in the event of a tie. You are the rising stars in the art tournament.

Tip:
Wipe off all drawing boards and scorecards before returning game materials to the box. If the ink dries for too long, it may become more difficult to wipe off completely.

⚠ **WARNING:**
CHOKING HAZARD -
Small parts. Not for children under 3 years.

Author:	Carlo A. Rossi
Illustration:	Christian Fiore
Editor:	Miriam Koser

studiogiochi

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QUICK REFERENCE GUIDE

AIM OF THE GAME

Draw as best as you can, guess well, and collect the most points!

PREPARATION

- Shuffle the transformation cards face down and place them in a pile ready to use.
- Sort the term cards (= all should show your own language); turn the pile over, shuffle, and lay the cards down ready to use.
- Each player receives:
  - 1 privacy screen (with appropriate nation's language card)
  - 1 marker, 1 drawing board, 1 tissue as a wiping cloth; place everything behind the player's screen
  - 1 scorecard (enter name and place it in front of the player's screen)

HOW TO PLAY

- Agree on the level of difficulty before starting.
- The game is played for 7 rounds. Each round consists of three phases:

1. Drawing phase

- Everyone plays at the same time. Draw a term card, turn it over secretly, stick it in the flap on the player's screen, and choose a term. When the start signal is given, begin to draw the term on the drawing board.

  Rules: HABA logo cannot be upside down / draw on all sections / no arrow, letters, numbers

- Done"?" Call "stop!"
  With 3/4 players: everyone finished except for one? Countdown: 3 – 2 – 1: end of the drawing phase
  With 5/6 players; everyone finished except for the last two? Countdown: 3 – 2 – 1: end of the drawing phase

2. transformation phase

- Turn over transformation card
- Every one accordingly interchanges sections of the drawing board at the same time

3. Critic's phase

- One after another, raise in turn the player's screen and move the work of art into the middle of the table; all the other players guess at the same time.
- Guessed correctly? +3 points and +3 points for the artist
- Everyone clueless? Re-arrange sections of the drawing boards. Guessed correctly? +1 point and +1 point for the artist
- Is everyone still clueless? No points

Wipe all drawing boards clean, lay used term cards aside, and start a new round

END OF THE GAME

Is the pile of transformation cards empty? Play the final permutation and critic's phases; when done = end of game; most points = winner.