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ART GALLERY

An exciting competition for the most famous paintings in the world!

By Francesco Frittelli.

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The world-famous ART GALLERY not only houses the most magnificent works of art in the world, but also enjoys the reputation of delighting its visitors with first-class, informative guided tours.

The preparations for the new exhibition opening are underway and the gallery needs you: you roam through the museum rooms and study the paintings carefully in the role of tour guides. Choose the best route through the museum and decide on an order that makes sense. Whoever is most successful can be sure to receive praise and recognition at the end.

Contents:

48 painting cards 48 painting tiles 54 action cards , 6 cards each with the values 0 to 8 1 start card 6 game pieces , in six colours 24 markers , four markers each in six colours 1 modular board , consisting of four parts (A-D) 1 scoring block 1 game manual	
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Aim of the game:

The aim is to collect the most points. To do this, you have to move your game piece skilfully through the museum and use the action cards wisely to end up with the most valuable souvenirs and long rows of symbols on the painting cards you have collected.

Preparation:

Before the first game, carefully press the pieces out of the perforated sheets.

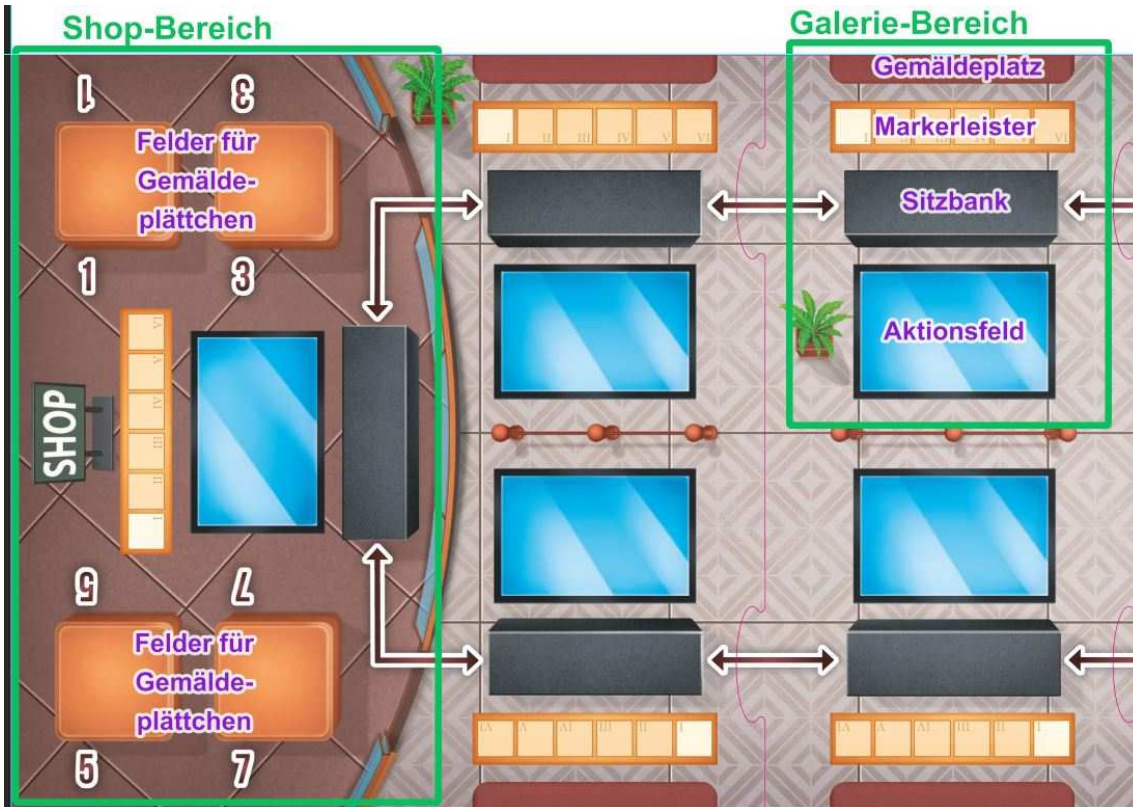
1. Depending on how many are playing, take the corresponding **board pieces**, put them together in the right order and place them in the middle of the table:
 - When **two** or **three** are playing, you need board parts **A + D**.
 - When **four** are playing, you need board parts **A + B + D**.
 - When **five** or **six** are playing, you need board parts **A + B + C + D**.
2. Shuffle the **painting cards** and then place one card **face up** on each of the marked painting spaces on the board. Put the remaining painting cards **face down in a pile** next to the board.
3. Shuffle all the **painting tiles** and make four piles, which you place on the marked *Shop* spaces on the board. Note the different number of tiles per stack:
Place **18 tiles** on the space next to the "1" mark.
Place **14 tiles** on the space next to the "3" mark.
Place **10 tiles** on the space next to the "5" mark.
Place **6 tiles** on the space next to the "7" mark.
4. Take **1 game piece** each and the **4 markers** in the same colour. Place the game pieces on the black bench in the *Shop* on the board. Put the markers in front of you.
5. Take one **action card per value** so you have all 9 cards in your hand.
6. Put the game pieces, markers and action cards you don't need back in the box.
7. Choose who is to start. They get the **start card**.

Game set-up for 4 people

Explanation of the board areas:

The board always consists of the **Shop area** and **four to eight Gallery areas**.

- The **Shop area** has **four spaces** for the painting tiles (marked with the numbers 1, 3, 5 and 7) as well as a **marker bar** (consisting of six spaces, numbered I. to VI.), a **bench** and an **action space**.
- A **Gallery area** has a **painting space**, a **marker bar** (consisting of six spaces, numbered I. to VI.), a **bench** and an **action space**.



Rules:

A game consists of several rounds.

In each round you **have four turns** and always carry out the following **two actions** in order:

- | |
|--|
| <ol style="list-style-type: none">1. Move your game piece2. Place a bid |
|--|

At the end of each round the paintings are **distributed**.

1. MOVE YOUR GAME PIECE:

Play **any 1 action card** from your hand **face up** in front of you and move your piece on the board as many benches as the card value indicates. *Important:* You may move your game piece **clockwise** or **anticlockwise**, but you may not change direction in the same movement. You must move exactly the value indicated on the card. There can be any number of game pieces on a bench.

2. PLACE A BID:

Place **any 1 action card** from your hand **face down** on the action space belonging to the *Gallery* or *Shop area* where your piece is sitting on the bench. If there are already other action cards on this action space, simply place your card on top. Then place your own marker on the space with the lowest number still visible on the marker bar in the corresponding area.

N.B.: The first marker is always placed on the light field with the number 1. The maximum number of markers per marker bar is six.

Then it's the next person's turn, going clockwise.

Carry out these actions **three** more **times** in turn until all people have had four turns and played **8 action cards**. Now compare the **card value** of the **last card in your hand** with each other. The person with the highest card value gets the *start card*. In the event of a tie, the start card is given to the person sitting clockwise next to the person who had the start card in the previous round.

Then **DISTRIBUTE** the painting tiles and cards on the table and the action cards that have been played.

Important: Always start the distribution in the *Shop area* and then go clockwise through the *Gallery areas* in order.

- **Painting tiles in the Shop area:**

1. Turn all the **action cards** that are on the action space in the *Shop area* face down, without changing the order.

N.B.: The markers used indicate the order of the action cards played. The card at the bottom corresponds to the marker placed on space I. on the marker bar.

2. The player who placed their marker on the space with the lowest number starts and may take **1** or **2 painting tiles** from the four piles first. The action card's **card value** indicates which **spaces** the top painting tile on the pile may be taken from. The card value may also be divided between two different spaces. You are **not** allowed to take 2 tiles from the pile on the same space! You cannot use any remaining card values.

After that, the person whose marker is on space II. on the marker bar may choose a painting tile next, and so on until all players have taken painting tiles.

N.B.: Any player who placed several markers (incl. action cards) in the *Shop area* may take painting tiles more often. You are **not** allowed to add several action cards' values together.

3. Once the painting tiles have been distributed, the **action cards** that have been played are distributed: The player who placed their marker on the space with the lowest number on the marker bar, may choose and pick up **any 1 action card** first. Then that person takes back their inserted **marker** from the marker bar and places it in front of them.

Then the last but one person follows, and so on, until all the action cards and markers are distributed. Consequently, each person gets back **1 action card** per **inserted marker**.

[Example:

Bianca played an action card with the value 6 and has the following options:

- *She may take the top tile off the pile from space 1, 3, or 5, but any remaining values cannot be used.*
- *She may take the top tile off the pile from space 1 and 3, but any remaining values cannot be used.*
- *She may take the top tile off the pile from space 1 and 5.*

- **Painting cards in the Gallery areas:**

1. Each *Gallery area* is valued individually.

Turn all the **action cards** that are on the action space in the relevant *Gallery area* face down, without changing the order.

N.B.: The markers used indicate the order of the action cards played. The card at the bottom corresponds to the marker placed on space I. on the marker bar.

2. The player who played the card with the **highest value** may take the area's painting card that is on the table and place it face up in front of them in their **collection**. *Important:* If someone played **more than 1 marker** – and consequently several action cards – the card values are **added together!** In the event of a tie, the person who has the painting **tile** that goes with it gets the painting card. If no one has this painting tile, the person whose marker is on the space with the **lower** number on the marker bar gets the painting card.
3. Once the painting card has been awarded, the **action cards** that have been played are distributed: The player who placed their marker on the space with the lowest number on the marker bar, may choose and pick up **any 1 action card** first. Then that person takes back their inserted **marker** from the marker bar and places it in front of them. Then the last but one person follows, and so on, until all the action cards and markers are distributed. Consequently, each person gets back **1 action card per inserted marker**.

Correctly displaying the collected paintings:

- o Always place the painting cards in your *collection* **face up** in front of you.
- o If you have already collected painting cards, place all the others overlapping to the right of them (see illustration).
- o *Important:* The order of the collected paintings must not be changed **at any time!**

End of the round:

- Refill the empty painting spaces with **painting cards** from the pile.
- The **game pieces** remain on the benches they are currently on.
- Pick up all the **action cards** played in front of you that you used to move the game piece and identify the start card, and add them to your hand again. Check whether you all have **9 cards** each in your

hand again. *N.B.*: It is quite possible that you now have a different distribution of card values in your hand.

- The new round starts with the person using the **start card**.

End of the game & final score:

The game ends as soon as at the *end of the round* there are

- a) **not enough painting cards left** in the pile to fill all the empty painting spaces, or
- b) in the *Shop area*

when **two** or **three** are playing **2 piles**
when **four**, **five** or **six** are playing **3 piles**

of painting tiles are used up from any spaces.

Now take the scoring pad and do the final scoring:

1. *Rows of symbols on the painting cards*: Score each row of symbols in your collection separately. Find the **most valuable connected chain** of identical symbols in each row. The chain must not be broken by a missing symbol on a card! Then add up the values next to the corresponding symbols and enter the results as points.
2. *Souvenir*: For each painting tile you have in your possession that matches a painting card in your own *collection* (= same number) you receive **3 points**. For each painting tile that does **not** match a painting card in your own *collection*, you receive **1 point**.
3. *Action cards*: Add up the values of the cards in your hand and divide the total by 4 (rounded down). Enter the result as points.
4. *Start card*: The player holding the **start card** receives **3 points**.

The player with highest points total wins. In the event of a tie, the person with the most painting tiles wins. If there is also a tie here, all the players who are tied share the victory.

Example of scoring:

Bianca scored a total of 35 points.



Acknowledgements by the author:

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Glossary:

01. Sandro Botticelli: *The Birth of Venus* (c. 1485/86), Uffizi Florence, 172.5 x 278.5 cm.
02. Domenico Ghirlandaio: *Portrait of Giovanna Tornabuoni* (1489-90), Museum Thyssen-Bornemisza Madrid, 77 x 49 cm.
03. Albrecht Dürer: *Young hare* (1502), Albertina Vienna, 25.1 x 22.6 cm.
04. Albrecht Dürer: *Great Piece of Turf* (1503), Albertina Vienna, 40.8 x 31.5 cm.
05. Leonardo Da Vinci: *Mona Lisa* (1503-06), Louvre Paris, 77 x 53 cm.
06. Raphael: *Madonna of the Goldfinch* (1506-07), Uffizi Florence, 107 x 77.2 cm.
07. Albrecht Altdorfer: *Battle of Alexander* (1528-29), Alte Pinakothek Munich, 158 x 120 cm.
08. Hans Holbein the Younger: *Portrait of Henry VIII*. (1536/37), Museum Thyssen-Bornemisza Madrid, 28 x 20 cm.
09. Giuseppe Arcimboldo: *Summer* (1563), Kunsthistorisches Museum Vienna, 78 x 63.5 cm.
10. Pieter Bruegel the Elder: *The Tower of Babel* (Viennese version, 1563), Kunsthistorisches Museum Vienna, 114 x 155 cm.
11. Pieter Bruegel the Elder: *The Hunters in the Snow* (1565), Kunsthistorisches Museum Vienna, 117 x 162 cm.
12. Michelangelo Merisi da Caravaggio: *Bacchus* (c. 1598), Uffizi Florence, 95 x 85 cm.
13. Rembrandt van Rijn: *Christ in the Storm on the Sea of Galilee* (1633), stolen, 160 x 128 cm.
14. Diego Velázquez: *Las Meninas* (1656), Museo del Prado Madrid, 318 x 276 cm.
15. Jan Vermeer: *Girl with a Pearl Earring* (1665), Mauritshuis Den Haag, 45 x 40 cm.
16. Jan Vermeer: *The Art of Painting* (c. 1666-68), Kunsthistorisches Museum Vienna, 120 x 100 cm.
17. Antoine Watteau: *Pierrot, called Gilles* (1718-19), Louvre Paris, 184.5 x 149 cm.
18. Antoine Watteau: *Mezzettino* (1718-20), Metropolitan Museum of Art New York, 55.2 x 43.2 cm.
19. Jean-Étienne Liotard: *The Chocolate Girl* (1743-45), Old Masters Picture Gallery Dresden, 83 x 53 cm.
20. Jean-Honoré Fragonard: *The Swing* (1767-68), Wallace Collection London, 81 x 64 cm.
21. Francisco de Goya: *The Parasol* (1777), Museo del Prado Madrid, 104 x 152 cm.
22. Joseph Turner: *Fisherman at Sea* (1796), Tate Gallery London, 91 x 122 cm.
23. Caspar David Friedrich: *The Monk by the Sea* (1808-10), Old National Gallery Berlin, 110 x 171.5 cm.
24. Caspar David Friedrich: *Chalk Cliffs on Rügen* (1818), Kunst Museum Winterthur - Reinhart am Stadtgarten, 90.5 x 71 cm.
25. Caspar David Friedrich: *Wanderer above the Sea of Fog* (c. 1818), Hamburg Kunsthalle, 94.8 x 74.8 cm.
26. Katsushika Hokusai: *The Great Wave off Kanagawa* (1830-32), National Museum Tokyo, 25 x 37 cm.
27. Carl Spitzweg: *The Poor Poet* (1839), Neue Pinakothek Munich, 36.2 x 44.6 cm.
28. Édouard Manet: *The Balcony* (1868-69), Musée d'Orsay Paris, 169 x 125 cm.
29. Édouard Manet: *The Luncheon on the Grass* (1863), Musée d'Orsay Paris, 208 x 264.5 cm.
30. Édouard Manet: *The Railway* (1872/73), National Gallery of Art Washington D.C., 93.3 x 111.5 cm.
31. Edgar Degas: *The Dancing Class* (1871-74), Musée d'Orsay Paris, 85 x 75 cm.
32. Claude Monet: *Impression, Sunrise* (1872), Musée Marmottan Monet Paris, 48 x 63 cm.
33. Auguste Renoir: *Luncheon of the Boating Party* (1880-81), Philips Collection Washington D.C., 130 x 173 cm.
34. Auguste Renoir: *Two Sisters (On the Terrace)* (1881), Art Institute of Chicago, 101 x 81 cm.
35. Georges Seurat: *A Sunday Afternoon on the Island of La Grande Jatte* (1884-86), Art Institute of Chicago, 208 x 308 cm.
36. Vincent van Gogh: *Starry Night over the Rhone* (1888), Musée d'Orsay Paris, 72.5 x 92 cm.
37. Vincent van Gogh: *Starry Night* (1889), Museum of Modern Art New York, 73.7 x 92.1 cm.
38. Vincent van Gogh: *Café Terrace at Night* (1888), Kröller-Müller Museum Otterlo, 81 x 65 cm.
39. Paul Gauguin: *When will you marry?* (1892), private collection, 101 x 77 cm.

40. Edvard Munch: *The Scream* (1893), National Gallery Oslo, 91 x 73.5 cm.
41. Paul Cézanne: *Mont Sainte-Victoire, seen from Bellevue* (1895), Barnes Foundation Philadelphia, 73 x 92 cm.
42. Gustav Klimt: *The Kiss* (1907-08), Austrian Gallery Belvedere Vienna, 180 x 180 cm.
43. Gustav Klimt: *Death and Life* (1910-16), Leopold Museum Vienna, 178 x 198 cm.
44. Franz Marc: *Blue Horse I* (1911), Städtische Galerie im Lenbachhaus and Kunstbau Munich, 112 x 84.5 cm.
45. Franz Marc: *Foxes* (1913), private collection, 79.5 x 66 cm.
46. August Macke: *Russian Ballet I* (1912), Kunsthalle Bremen, 103 x 81 cm.
47. Egon Schiele: *Seated woman with bent knees* (1917), National Museum Prague, 46 x 30.5 cm.
48. Wassily Kandinsky: *Composition VIII* (1923), Solomon R. Guggenheim Museum New York, 140 x 201 cm.

If you have any questions or suggestions about “Art Gallery”, please contact us at: Piatnik, Hütteldorfer Straße 229-231, A-1140 Vienna, or info@piatnik.com

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