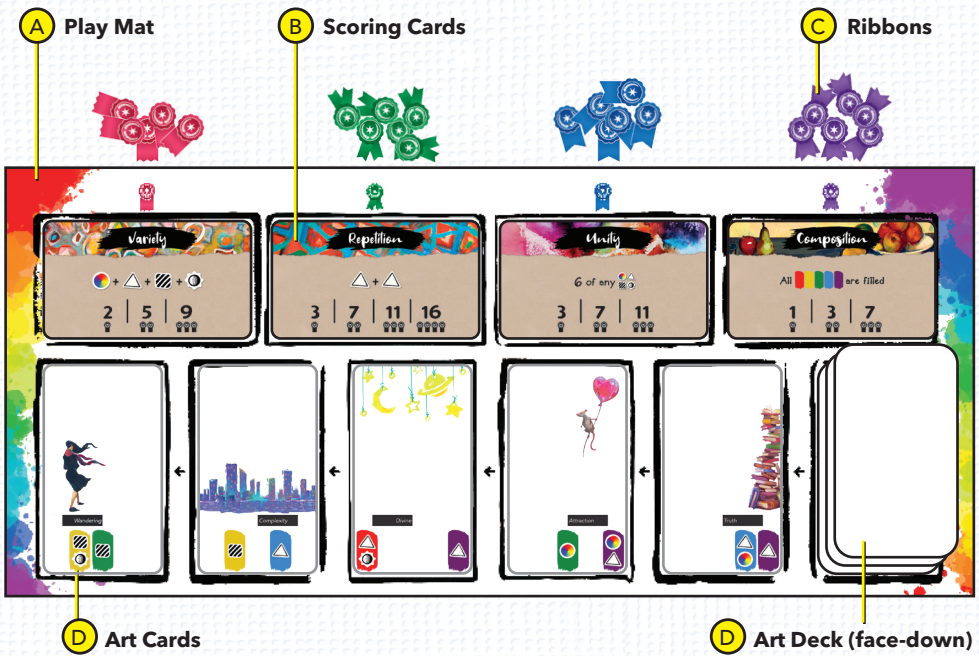


Canvas



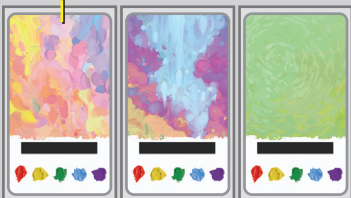
Setup

1. Place the Play Mat **(A)** in the center of play.
2. Place 4 Scoring Cards **(B)** in a face-up row on the Play Mat. For your first game, we recommend using Variety, Repetition, Unity, and Composition. Return the remaining cards to the box.
3. Place the Ribbon Tokens **(C)** in four piles next to the matching ribbon icons on the Play Mat.
4. Shuffle the Art Deck **(D)** and place it face-down in the deck space. Draw and place 5 cards face-up on the spaces to the left of the deck.
5. Place a Background Card **(E)** in each sleeve. Each player takes 3 sleeved backgrounds.
6. Each player takes 4 Inspiration Tokens **(F)**. Return any remaining tokens to the box.



Setup for each player:

E Sleeved Backgrounds



F Inspiration Tokens



Overview

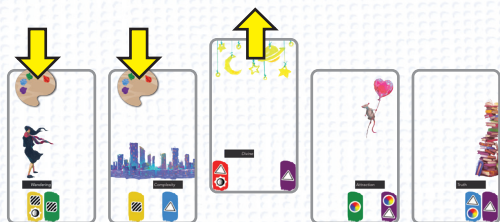
You are painters competing in an art competition. Over the course of the game you will collect Art Cards and layer them to create paintings. Depending on which cards you choose and the order you place them in, you will reveal or cover icons that trigger various scoring conditions. Additionally, each card combination creates a fun, unique illustration and title for your completed painting.

When all players have completed 3 paintings, the game ends and the player with the most points wins Best In Show!



Gameplay

The first player takes their turn and then play proceeds clockwise. On your turn, either **Take an Art Card** or **Complete a Painting**. If you have 5 Art Cards in hand, you must Complete a Painting as your next action.



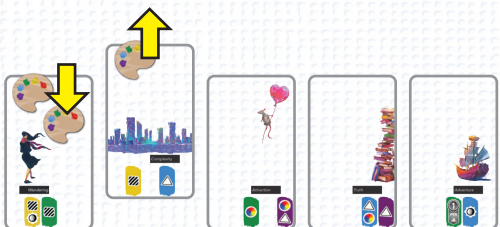
Abby chooses to take the 3rd card. She places one of her tokens on the 1st card, another token on the 2nd card, and then takes the 3rd card.

Take an Art Card

As long as you have less than 5 Art Cards, you can take one Art Card from the five face-up cards. Place 1 of your Inspiration Tokens on each of the cards to the left of the chosen Art Card. The leftmost card costs 0 tokens. You cannot choose a card that costs more tokens than you possess.



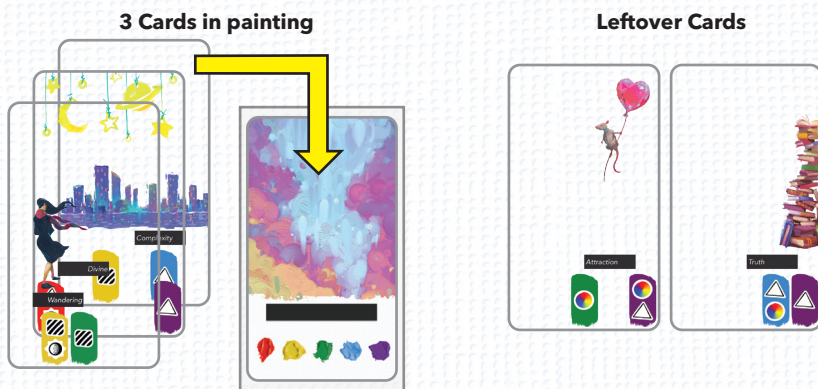
The cards slide to the left to fill in the empty space. A new card is drawn and placed on the right.



Charlotte chooses to take the 2nd card. She places one of her tokens on the 1st card and then takes the 2nd card with the token that Abby previously placed on it.

Complete a Painting

Select **exactly 3 of your Art Cards** and sleeve them with one of your Background Cards. You may layer your Art Cards however you see fit. Note that only visible icons count, and any covered icons are ignored. Keep any leftover cards to use in future paintings.



Abby chooses 3 cards from her hand and places them in one of her sleeves. She keeps her remaining 2 cards off to the side for now.

Show your painting to the other players and read its title. Compare the icons on your painting to each Scoring Card's condition. Each time your painting meets a condition, take a ribbon from its supply. Some scoring conditions can be met multiple times with the same painting, allowing you to take multiple ribbons at once. If you have maximized points from a Scoring Card, do not take any more ribbons for that condition.



Charlotte completes her painting. All 5 slots are filled so she takes a Ribbon for Composition. The painting also has 2 pairs of shapes (\triangle) so she takes 2 Ribbons for Repetition.



Game End












Game end is triggered when all players have completed 3 paintings. Once you complete your 3rd painting, your turns are skipped until all players have completed their 3rd painting.

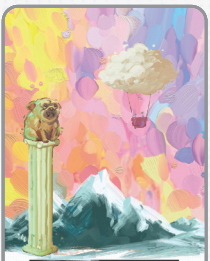
Calculate your score by adding up the following:

- Score points for each set of **Ribbons**. The points are shown on the Scoring Cards. The more Ribbons you collect in a set, the more points you score.
- 1 point per element on a painting with a matching **Bonus icon**.


The player with the most points wins. If tied, the player with more Inspiration Tokens wins. If still tied, the runner-up judges the artwork of the tied players and declares a winner.

Example Scoring


 	 	 	 
<p>1 Ribbon = 2 Points</p> 	<p>2 Ribbons = 7 Points</p> 	<p>1 Ribbon = 3 Points</p> 	<p>3 Ribbons = 7 Points</p> 




Precious Dreams



1 point per Tone icon
= **2 Points**



Wandering Complexity




Finding Truth



2 points per Shape icon
= **4 Points**

Abby's Score = 25

- 19 points from Ribbons (2+7+3+7)
- 6 points from Bonus icons (2+4)

Solo Variant

In this game mode you will try to score the highest score possible while playing with an automated player. At the end of the game, compare your score to the results below to determine your level of success. The automated player will not score.

Follow the normal rules with these exceptions:

You take the first turn. On the automated player's turn, take the automated player's Inspiration Tokens in hand, shake them, and drop them. The number of face-up tokens is how many the automated player will spend on an Art Card. The maximum the automated player can spend is 4 tokens. If no tokens are face-up, the automated player selects the leftmost card. Set the selected Art Card off to the side and place one of the automated player's tokens on each of the Art Cards to its left. The automated player will never Complete a Painting.












On the automated player's turn, Abby shakes and tosses the automated player's 4 Inspiration Tokens. Only 1 token is face-up. The face-up token is placed on the first Art Card and the automated player takes the second card along with the Inspiration token on it.

Solo Scoring:

- Best In Show (40+ Points)
- Runner-Up (35-39 Points)
- Honorable Mention (30-34 Points)
- Emerging Artist (25-29 Points)
- Participation Award (0-24 Points)









Art Card Icons

There are 4 elements of design . Each of the Scoring Cards requires different elements to score points.	Hue  Shape  Texture  Tone 
Bonus icons score 1 point for each of the indicated element on the same painting. Bonus icons are not elements and do not count themselves for scoring.	   
The background colors are a visual aid to help identify which slot an icon is in. For example, red is always in the 1st slot.	

Scoring Card Clarifications

General rule: Each icon can only be counted once per Scoring Card.

Composition: Score if all 5 of the slots have icons. Bonus icons are also counted as filling slots.	
Hierarchy: Score if Texture is the most used element. If Texture is tied for the most used element, it does not score.	
Movement: Score if the same element appears in 3 consecutive slots. 4 consecutive elements does not score twice.	
Proximity: Score if you have Texture that is in an adjacent slot to Tone. Texture and Tone in the same slot is not considered adjacent.	
Space: Hue and Shape can be adjacent and still score Space, as long as the painting also has a non-adjacent set of Hue and Shape.	
Symmetry: Score if you have a pair of elements in symmetrical slots (the red and purple slots or the yellow and blue slots). A single element can be symmetrical with a slot that has 2 elements. It does not matter if an element is on the top or bottom.	

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