

2 to 6

8+
years

15 min



CONTENTS

72 Paintings Cards
13 Exhibition Cards



If the Mona Lisa were painted for kids, how fun and different would she look?

Imagine an art show with famous paintings transformed into playful masterpieces. The exhibition wall would be a burst of colours!

In this gallery, you get to showcase craziest paintings! Build your own incredible collections, discover amazing art, and create the most valuable exhibition ever!

SET UP

1 Separate the cards with different backs



2 Shuffle the Paintings Deck (black cards), give 5 cards to each player, and place the deck in the middle of the table



3 Shuffle the Exhibition Deck (white cards) and give 1 to each player

We won't use the other exhibition cards in this game

HOW TO PLAY

BUILDING COLLECTIONS

Put together sets of cards to create collections. Once they're displayed in your gallery (your play area), you can count their points.

Collections consist of either three cards from the same painting category (with the option to include one masterpiece) or three masterpieces from different categories.

3 MASTERPIECES
Different Categories

- No more than 3 cards per collection
- Once you've placed a collection in your gallery, you can't swap out any card

3 PAINTINGS
Same Category

EXHIBITION CARDS: ANNOUNCING A EXHIBITION

The exhibition card reveals the collections you need to gather to announce an exhibition.

If you're the first player to announce an exhibition, you end the game and earn **15 points** for your gallery

You can add any collection to your gallery, not just the ones marked on your exhibition card

You don't have to announce your exhibition right away; you can strategically choose when to announce it to win the game.

EXHIBITION

THE SPLENDOR OF STILLNESS

1 collection
Still Life

3 collections

OBJECTIVE

In this game, you become the curator tasked with the exciting mission of assembling unforgettable exhibitions.

Combine art pieces into collections and display them in your gallery to create an exhibition.

Each piece has a value, and at the game's end, the exhibition with the most points wins!

PAINTING CATEGORIES

Each category has 12 painting:

- 1 Masterpiece: 15 points
- 1 Masterpiece: 10 points
- 10 paintings: 5 points each



MASTERS



GENRE SCENE



STILL LIFE



LANDSCAPE



MITHO-SACRED



PORTRAIT



See how to play here!

FIRST PLAYER:

- 1 Take 2 cards from the deck and add to your hand



- 2 Check if you have 3 cards of same category



- 3 Place the collection on the left side of your play area (Your Gallery)



- 4 Pass the turn to the next player. **BUT...**

Players can only end their turn if they hold 5 OR FEWER cards in their hand.

Therefore, if the first player lacks matching cards to form collections for the gallery, they must relocate the surplus cards to the "Art Market" on the right side of their play area.

NEXT PLAYERS:

On your turn, you will get 2 new cards. You have 3 options for this: (in this order)

Get 2 cards by trading on the markets

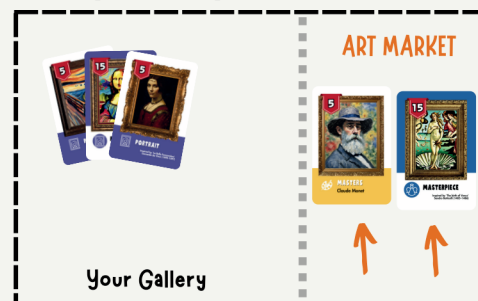
Get 1 card by trading + 1 card from the deck Trade before take from the deck

Get 2 cards from the deck

- 1 Check the markets
- 2 Trade or take cards from the deck
- 3 Place collections on your Gallery and/or cards on the Art Market (optional)
- 4 Pass the turn (5 or fewer cards)

ART MARKET

The Art Market is a designated space in your play area where you can showcase surplus cards or any others you'd like to trade.



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TRADING CARDS

Art Market cards must be traded for an **EQUIVALENT VALUE** as marked.

To trade, pick cards **FROM YOUR HAND** and swap them with the ones you want from the **MARKETS**.

- If the cards have different values, you can use as many cards from your hand as you need for trading, but you can only take up to 2 cards from the markets.
- Use the cards immediately to build collection on the table.

Market RULES:

- You can place as many cards as you want from your hand.
- You can NOT refuse a trade.
- Cards from the market NEVER go back to the hands.
- On your turn, you can use the cards from your market to form collections for free (no trade needed).
- No trade between markets.
- During your turn, you can trade with multiple markets, but you must return the equivalent points for each trade. For example, you can't exchange a 10-point card with one market and then take 2 cards from different markets.



END OF THE GAME and COUNTING POINTS

The game ends:

- the painting deck runs out **OR**
- an exhibition is announced

Painting Deck runs out

The player who takes the last card makes his/hers final move, and other players take one additional turn.

- Counts the points from collections on the table
- Deduct points from the cards in hand

(COLLECTIONS — CARDS HAND)

The cards on the player's market won't be counted in this case.

Once the player who took the last card from the deck finishes their turn, no more exhibitions can be announced.

An exhibition is announced

Game finishes in the moment an exhibition is announced.

- Counts the points from collections on the table
- Deduct points from the cards in hand
- Deduct points from the cards in the market

COLLECTIONS — (CARDS HAND + CARDS MARKET)

The game is tied..

The winner is whoever has, in this order:

- the Mona Lisa
- more collections
- more Masterpieces