

Please read introduction first. This page includes the game setup with an example for 4 players.

Preparation:

With 4 or 5 players all paintings remain in the game. With 3 players 9 paintings have to be removed from the game. To do this select 1 "Highlight". A "Highlight" painting is marked with the symbol ***** Highlight *****. Artist and motive are indicated on the painting. Then remove 4 paintings of the artist and another 4 with the motive from the game.

With 4 or 5 players the 25 **painting frames** are placed on the table, side by side and the wood-side up (Letter A in the center).

With 3 players, only 16 frames are used. The remaining frames (silver/gold) remain in the box.

The **paintings** are shuffled. For **each** player 2 paintings are placed into the frames on the table center. The remaining painting cards are placed with the face up as stock next the frames. They all belong to the bank and can be bought throughout the game for **5.000**.

Each player receives 7 **possession stones** (small cubes) in their color plus 4 **exhibition markers** (cards) "for packing his pictures" and **money** worth **150.000**. With 3 players only 6 possession stones.

To transform "folding money" to paper bills they have to be folded lengthwise. This can be done in four different ways. (Mountain and valley fold on the front and back). After folding, only one page is valid at a time. It can assume the value 1.000, 5.000, 20.000 and 100.000 or 500.000, 2.000.000, 10.000.000 and 50.000.000.

One player will be in charge of the **bank** to manage the game money and exchange other players money. The bank may transform paper bills only.

The 9 **benefit cards** are shuffled and placed face down next to the painting stack. They may help exhibitors.

The patron-stones are shuffled and placed face down in a row. With 3 players without the two patron-stones of the removed artist and motive.

Start:

The Payer who has been to an exhibition most recently may start. He chooses 1 of the free paintings on the frames and sets 1 of his possession stones onto the price tag "5.000". After this the next player takes his turn to choose and mark 1 painting. This continues until each player owns 2 paintings.

Now the patron-stones are revealed and aligned with the arrow in the same direction. The stone on the top shows, what a subject will be promoted at the next exhibition.

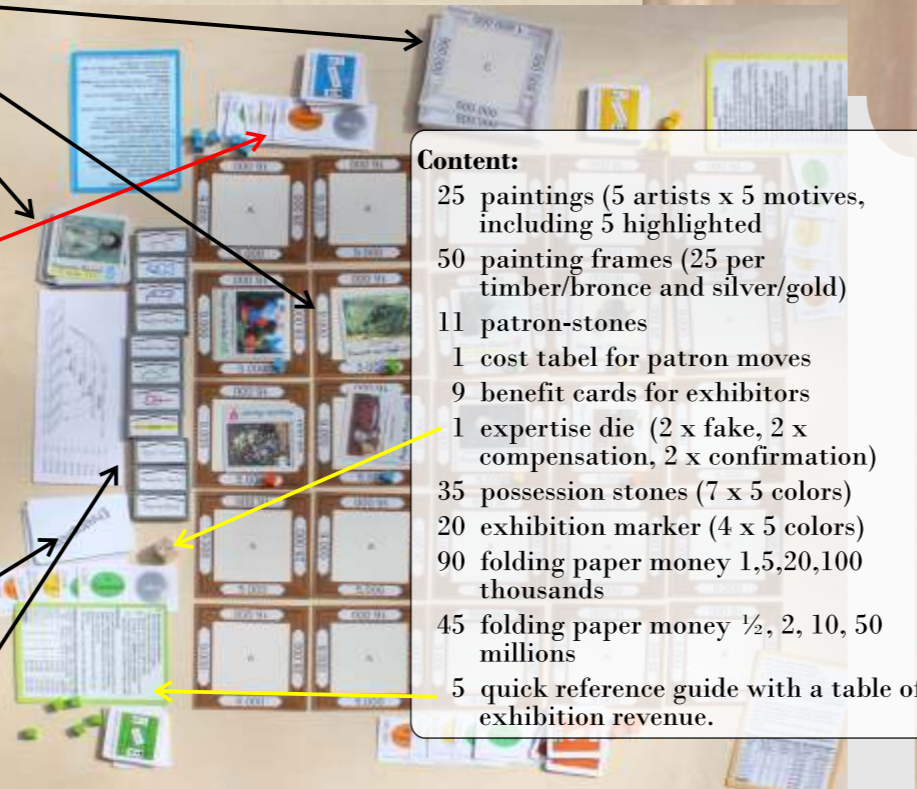
All the players check together the paintings on the frames. Each painting relating to this subject rises in value by 1 step. Therefore the possession stone is moved from "5.000" to "9.000".

Turns:

Playing continues in a clockwise direction.

Tips for playing the game:

- Operators of small, uncomplicated exhibitions collect money.
- Speculators hope for the promoted exhibition of her life.
- Purchasers hope for the happiness of appreciation their paintings by promotion.
- Troublemakers organize exhibitions, mainly to repel patrons.
- Packs of grudgers examine repeatedly a particular painting to unmask it.
- In the shade of all disputes and intrigues, one player holds a perfect exhibition and wins the game.
- It pays to keep always his favorite patron on the 2nd place.



Art-Game-Guide

of the game

Art and Business

Paintings in the price spiral
by Dietmar Bockelmann

Get involved in the world of paintings. Buy and sell paintings. Organize exhibitions gaining money and trophies.

But note, other player at their turn may buy a picture of your collection. It might comfort you: They will pay more than you did. And you can repurchase "your" painting as soon as it is your turn. So the painting values increase steadily. This value is indicated on the pictures frame.

After exceeding the first 4 values of the picture, it gets a new frame with 4 higher values.

Finally, with its fourth frame a painting might be priced more than 5000 times higher than its original purchase price.



Course of the game:

At their turn players can choose between 5 actions:

1. purchase a painting
2. blocking a painting for an exhibition
3. organizing an exhibition
4. requesting an expertise for a painting
5. moving a patron forward

1. Purchasing a painting

As long as the bank owns paintings, a painting can be acquired **from the Bank** for 5.000. For this purpose the painting on top of the stock will be placed on a free frame. The player pays 5.000 to the bank and place one of his possession stones onto the painting's price tag "5.000".

A player can also buy a painting **from other players** unless the painting is marked for an exhibition. He pays the next higher price (on the price spiral) to the owner and places one of his possession stones onto the price he paid. The previous owner receives his possession stone back.

Example: Green buys a painting from blue:



Attention:

No player may own more than 7 (6 with 3 players) paintings. If already in possession of 7 (6) paintings, he must not choose this action.

The value of paintings starts with 5.000 and reaches 28 million. The value is indicated by 4 price tags on the 4 picture frame. Each new frame tenfold the price signs. Exceeds a value of a painting 28 thousand use the bronze frame by turning the wooden frame. If it exceeds the 280 thousand, a silver frame is required (taken from the box) and set onto the bronze one and so on.

2. Blocking a painting for an exhibition:

Only paintings in one's own possession may be blocked for an exhibition. To do so a player places 1 of his 4 exhibition markers (card) onto the painting (in order to "pack" it). **The name of the artist and motive must remain readable.** An exhibition marker once placed onto a painting can be removed only by an exhibition or by an expertise (see 4. action). A blocked painting cannot be purchased by any player. In case a player has marked already 4 paintings for an exhibition, he cannot choose this action.

3. Organizing an exhibition:

As soon as a player has blocked 3 of his paintings for an exhibition, he may hold an exhibition.

For an exhibition a player uses **all his paintings**, which are marked for an exhibition. For an exhibition the player gets money.

The amount of the revenue, each player can find on the table „**Exhibition Revenue Table**“ in the quick reference guide.

The exhibitor receives the **money** from the bank and removes **all his exhibition marker** (cards).

Detailed calculate the revenue from the "numbers" of the paintings in the exhibition.

Namely **5000 x total x subject paintings**.

The player has to choose one artist or one motive or "highlights" as **subject** for his exhibition. All paintings belonging to this subject counts as subject painting.

For example the player has marked following 4 paintings for an exhibition..

2x August Macke, 1x Henri Rousseau and 1x Vincent van Gogh, as well 2x landscape, 1x animal and 1x still life. As "highlight" he has only 1 painting (landscape by Vincent van Gogh).

So this exhibition earns him with subject Macke as well as with subject landscapes: $5000 \times 4 \times 2 = 40.000$.

More important is the selection of the exhibition subject, when the patron on the top increases the exhibition revenue. Each painting belonging to the **promoted subject** counts double. And both in the factor total and in the factor subject painting

Would - in the above given example - the artist Henri Rousseau be promoted, an exhibition with subject Henri Rousseau would generate:

$$5000 \times 5 (= 3 + 2 \times 1) \times 2 (= 2 \times 1) = \text{altogether } 50.000.$$

In addition to the money he draws one of the **benefits cards** from the stack. The special rights listed there have to be fulfilled if possible.

Except for the card "confirmed Original", the card has to be returned to the stack. The stack is to be reshuffled and placed face down again. The benefits are described in detail in the appendix.

After each exhibition, promoted or not, the patron-stone on the top is removed from the game. The new one on the top determines the next promoted subject.

Now all players together examine all exposed paintings on the frames and **raise the values of now promoted paintings**.

After the last patron-stone is removed from the game, the game ends immediately.

4. Requesting an expertise for a painting:

A player may request an expertise for a painting, even for one in his own possession. For this purpose he announce clearly to all participants which painting he wants to examine. Then he has to roll the expert dice.



If the dice shows **green**, the painting is not a fake and the game continues.



If the dice shows $\frac{1}{2}$, the painting is not a fake either, but the owner of the painting is compensated by the player who doubted by half of the painting value.(rounded off). In case the obliged player does not owns enough money, he has to give all his cash money but no paintings..



If the dice shows **red**, the painting is a forgery and is reclaimed by the bank without compensation. Markers on the painting are returned to the owner. All paintings of the bank are reshuffled and placed again as a stack (paintings facing up). If the bank has no more paintings, the painting is disclosed at the bank and can be bought by the next player.

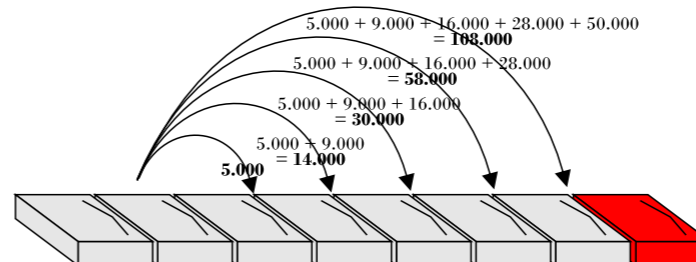
5. Moving a patron forward:

The player pays to the bank to move a patron of his choice over other patrons away forward. The number of patrons to be skipped determines the price. The steps increase like the value on the paintings.

A jump over a single patron cost 5.000, over two costs 5.000 + 9.000, over three costs 5.000 + 9.000 + 16.000 etc.. Detailed prices see table „Cost overview patron moving“.

The patron at the top is the current promotional patron.

In this course of the game a new patron at the top **does not** lead to raise the values of exposed paintings on the frames. (This happens only when a patron exchange through an exhibition).



End of the game:

The game ends after 1 player manages to organize a **perfect exhibition**. For this purpose, he must present 4 paintings of only 1 artist or of only 1 motive or all 4 are "Highlights" on his exhibition. He still receives the revenues for this exhibition; then the game ends immediately.

The game ends too, if no more patron-stones are available in this game.

Winner of the game is the player with the largest holding of money and paintings (according to their marked value).

The artist:

Albrecht Dürer	1471 - 1528	Renaissance
Auguste Renoir	1841 - 1919	Impressionism
Henry Rousseau	1844 - 1910	Naive Art
Vincent van Gogh	1853 - 1890	Post-Impressionism
August Macke	1887 - 1914	Expressionism

Die Motive:

Animal		Landscape	
Stilllife		Flowers	
Portrait			

The 9 benefits are:

The bank offers the organizer of the recent exhibitions all her paintings of the artist in the recent exhibition. This card will be irrelevant if the last subject of the exhibition was not an artist or the bank doesn't own any such paintings.

The bank offers the organizer of the recent exhibitions all its paintings of the motive in the recent exhibition. This card will be irrelevant if the last subject of the exhibition was not an motive or the bank doesn't own any such paintings.

The Bank promotes small exhibitions: If the recent exhibition revenue stayed below 77 thousand the bank will tripled that revenue. This card will be irrelevant if the exhibition revenue was above 77.000.

The Bank promotes the upcoming exhibition with 100 thousand Please put the money onto the benefit-card deck. The next exhibitor will receive that sum.

The organizer of the recent exhibitions is allowed to increase the value of 3 of his paintings by 1 step.

The bank offers the organizer of the recent exhibitions 1 painting in its possession for sale. This card will be irrelevant if the bank does not own any paintings.

The organizer of the recent exhibitions receives a "certificate of authenticity" for 1 of his own paintings. This card may be used if one of his paintings is classified by expertise as a "forgery" and it neutralizes that expertise. After using it return that card to the stack.

The organizer of the recent exhibitions may swap with another player 1 painting of equal value. This applies even to paintings that are blocked with an exhibition marker.

The bank offers the organizer of the recent exhibitions to purchase 1 painting.