

Make art. Lie about it.

3-6 players. Customizable game duration (recommended 20-40 minutes)

**C**ongratulations and welcome! We've gathered you artists here today to commission the creation of art for a new exhibit. Each of you will be given a unique secret topic. NOW – I cannot stress this enough: **please create artwork that represents your topic so well, that when you go to our curator to get paid, they'll know exactly which topic is yours and pay you for just that one!**

Unfortunately, the reason I have to say that: Last year, one artist – *a real scoundrel in my opinion* – came to our forgetful curator multiple times with the exact same artwork and convinced him that it fulfilled 4 different topics! That rascal made off with a ton of money! Oh, it'd be just horrible if something like that happened again...

## Overview

The Goal: Win as many topics as possible through good art and good lies

In each round, each player gets a **secret topic card** and has to represent it with their art blocks in **just a few brief seconds** (yes, your art will be terrible!). The topic cards are then shuffled, revealed, and the players take turns being the curator – trying to match the topics back to their original owners – while **every** artist claims (truthfully or otherwise) that it was them!

## What You'll Need

- A deck of topic cards
- A timer (exactly like the one on [the website](#))
- For each player: a box containing 5 vote tokens (the circles) and 5 art blocks

## Setup

1. On the timer, select a game duration (25 minutes recommended) and tap **start**. When the **game timer** expires, it'll indicate that the current round is the last.
2. Each player empties their art blocks onto the table in front of them, leaving the vote tokens inside their box.
3. Choose a **dealer**. They shuffle the topic cards.

## Playing a Round

1. The dealer slides one face-down topic card to each player – including themselves. Point the arrow towards you so the topic will be read upright when you peek at it.

### Making Art

2. Switch to the **art timer**. Once it begins, everyone will:
  1. Peek at their topic cards and then return them face down
  2. Quickly represent the topics using **ALL** their art blocks.
  3. And when the timer expires, they will immediately stop arting.

- **Throughout, DO NOT make any noises/gestures that hint at your topic!**
3. Now tap start on the timer and make your (*very rushed*) art!

## Curation

- Slide the face-down topics back to the dealer. **If 3 players, the dealer now adds an extra topic card.**
- The dealer shuffles the cards, keeping them face-down, and then reveals 2 face-up in the center of the table, reading their descriptions slowly out loud.
- Let the curation begin! The dealer becomes the first **curator**.
- Switch to the **curator timer**. Once it begins, the curator will:
  - Say which revealed topic they'll judge (**You can't choose your own topic!**)
  - Then, like a detective, try to figure out that topic's true owner by interrogating the artists. The discussion is open/chaotic but the players must defer to the curator. The artists, meanwhile, want to "prove" that they are the true owners of every topic – lying will be required!
  - Finally, before the time expires, the curator must put one of their vote tokens onto the topic card and place the pair next to the suspected owner.
- Now tap start on the timer and get curating!
- The role of curator rotates to the left, and, if face-down topic cards remain, the dealer reveals and reads another for the new curator to choose from
- If you're the last curator in a round and only your own topic remains, announce this and add the topic card to your box (+1 point)**
- Play continues from **step 7** until all topics have been matched to artists

## Scoring

Time for the big reveal! Going around the table, each artist briefly explains the true meaning of their art and then their topic is scored:

- If their topic was correctly assigned:** the artist puts the topic card into their box (+1 point for good art) and the vote token goes to the curator's box (+1 point for being correct)
- If the topic was stolen:** the thieving artist puts both the topic card and the vote token into their box (+2 points)
- for 3 players:** after everyone has revealed their actual topics, the extra topic will remain next to some artist. This artist gets the topic card into their box (+1 point for telling the best story) and the curator (who had no chance of being correct) returns their vote token to their box.

## Next Rounds

While the game timer indicates "playing", the dealer rotates to the left and play continues with a new round. But if it states "last round!" → end game

## End Game

Count the topic cards and vote tokens in your box. **The artist with the highest total wins!** If there's a tie, the tied-players all win!

