

MASTERPIECES (MAYBE)



*A roll and draw party game of high art
and low expectations.*

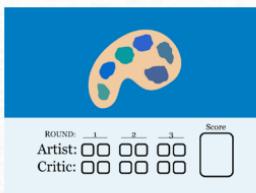
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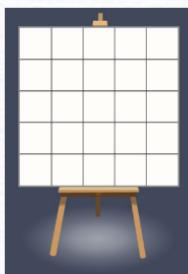
Components



- 74 inspiration cards



- 8 artist Cards



- 8 canvas cards



- 5 dice



- 8 markers



- 16 guess tokens

Overview

Each round, players pick a source of inspiration then draw it on their canvases using shapes shown on the dice. Afterwards, each artist will get to guess what one of those drawings is trying to portray. Guessing correctly gains you Reputation, as does having other players guess your art correctly. After three rounds, the player with the most Reputation wins.

Setup

Give each player an artist card and two guess tokens of the same color, then give each player a canvas card and a marker.

Shuffle the inspiration deck and place it in the center of the table.



Rounds

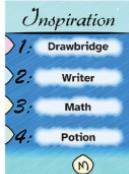
Each of the three rounds consists of three phases:

1. **Inspiration:** Choosing what you're going to paint
2. **Painting Sessions (up to 3):** Rolling dice and drawing
3. **Art Show:** Viewing and guessing paintings

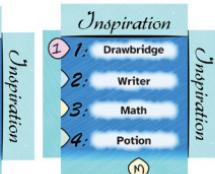
Inspiration

Each player draws two inspiration cards. Choose one card to be the *source* of inspiration (the words on the card) and another to be the *choice* of inspiration (the number on the bottom of the card). Turn your *choice* card sideways and place it behind your *source* card so that your *choice* card points to its matching option on your *source* card. That is what you will be drawing this turn. Place both cards face-down.

Draw these two cards



You have these two options



Candle or Drawbridge

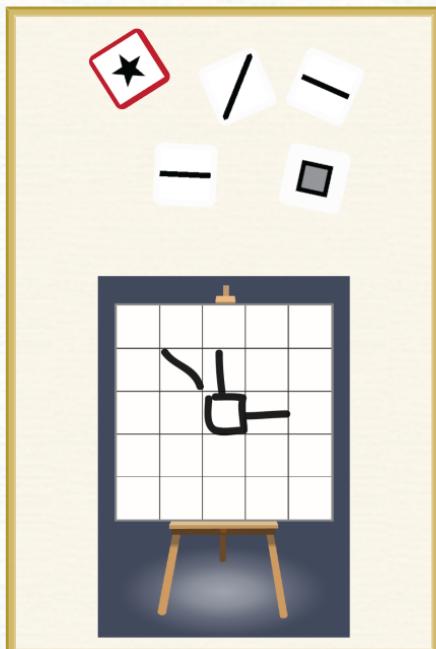
Painting Sessions

Roll the dice. These dice results are used by **all** players.

You must draw at least two of the dice rolled, but can choose to draw up to all five.

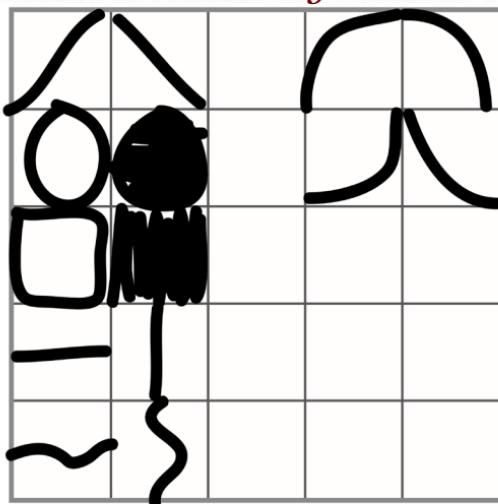
Rules for drawing dice

- The shapes on the dice must be drawn as they appear, or as closely as you are able.
- Each die **must** take up exactly one square on your canvas.
- You **cannot** draw over any square you have already drawn in.
- You **cannot** draw one die multiple times.
- The shapes **cannot** be rotated other than in 90 degree increments.
- For the square, circle, and triangle, you **may** choose to fill in the gray section or leave it empty.



This player decided to draw the diagonal line, both of the straight lines, and an unfilled square, but chose not to draw the star.

Examples of Acceptable Drawings



Examples of Unacceptable Drawings

Too Big

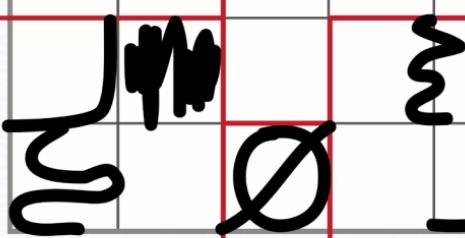


Drawn at an Angle

Too Small



Too Unclear



Misaligned

Drawn Over

After you've drawn all the dice you've wanted this painting session (at least two), set your marker down. Then, you may choose to declare your Masterpiece **finished**. If you do, place your Masterpiece in the center of the table. You cannot partake in any more painting sessions this round.

Unless all players have declared their Masterpieces finished, start another painting session. This means rolling dice, drawing between two and five of them, and choosing whether or not your Masterpiece is finished. Then, if there are still players who haven't finished, do a third and final painting session, at the end of which all players **must** declare their Masterpieces finished and move on to the Art Show phase.

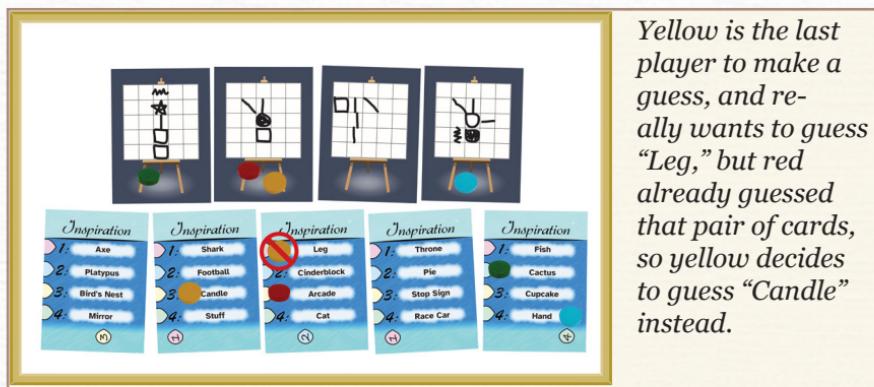
Art Show

Take all players' source of inspiration cards and shuffle them together, adding one card from the inspiration deck if playing with four or fewer players, then place them all face-up next to the finished canvases.



Each player now must try and match another player's Masterpiece with its inspiration. You may want to do this silently to avoid giving hints, or set a timer if players are taking a long time to decide (2 minutes usually works).

When you think you've discovered a Masterpiece's inspiration, place one of your tokens on the Masterpiece and the other token on the Inspiration card that you think inspired it, placing the token on the specific word you think it is.



Once both your tokens are placed, **they cannot be moved**, and **no other players** can place their two tokens on the same **pair** of cards as you. If they place a guess token on the same Masterpiece as you, they cannot place their other token on the same Inspiration card as you, and vice versa.

After all players have placed all of their guess tokens, everyone reveals their *choice* of inspiration card and tells everyone which Inspiration card was their *source* of inspiration.

Round Scoring

If you guessed the correct number on the correct card, you and the artist both gain 2 Reputation. If you guessed the correct card but the wrong number, you both gain 1 Reputation.

To record Reputation, mark the corresponding number of boxes on your artist card in the “Critic” section of this round. The player who’s Masterpiece you guessed correctly marks off boxes on their own artist card in the “Artist” section.

The image shows a game board with three artist cards (Red, Cyan, Yellow) and four inspiration cards. The artist cards have a grid for tracking Reputation. The inspiration cards list four items each, with a colored circle next to each item. The artist cards show the following Reputation tracking:

Artist	1	2	3	Score
Red	✓			
Cyan				
Yellow				

The inspiration cards are:

- Shark, Football, Candle, Stuff
- Leg, Cinderblock, Arcade, Cat
- Fish, Cactus, Cupcake, Hand
- (Blank)

Red was correct in guessing arcade, so them and Cyan both get 2 Reputation. Cyan guessed incorrectly, so neither they nor Yellow get any Reputation. Green had a token on the right inspiration card, but Red was drawing a cupcake, not a cactus. Both still get 1 Reputation.

End of the Game

After the third Art Show, the game ends. Each player sums up the total Reputation they’ve earned. The player with the most Reputation wins, becoming the only artist who doesn’t have to get a day job. In the case of a tie, the player with more Reputation as an artist wins. In case of a continued tie, the tied players both win, and each get a part-time job.