

ArtMasters[®]

THE GAME

SCHEME AND STEAL to get ahead in the world of art and artists. Be the first to complete a famous work of art by a renowned artist, FRAME IT! and win **ArtMASTERS—The Game**®!

2-4 Players compete to be the first to create a painting one tile at a time on their own personal game-board Canvas. Drawing tiles from the black Tube, each Player plots to turn the luck-of-the-draw into a win by finishing one of three paintings before an Opponent.

12 tiles make up a painting. Game Changer and Cutthroat tiles drawn along the way can turn the tables on “who” —and which painting— finishes first! Play these tiles right and be the one to change the destiny of play before another Player aces you out!

The OBJECT of the Game: Be the first to complete a painting using picture tiles and leveraging Game Changer tiles. Call **“FRAME IT!”** and **Win!**

What’s in the Black Tube?

- 4 **ArtMASTERS** Canvas guides as personal game boards, each printed with three paintings. Back includes tidbits about the art and the artists.

132 full-color 1” picture Game Tiles to complete paintings

20 Acrylic Game Changer Tiles including 6 Cutthroat Tiles

- Quick Start Card with Game Changer Guide
- Complete Rules and Game Changer Guide

HOW TO PLAY

On every turn:

- Always draw or take 3 tiles.
- Play your tiles on your Canvas.
- Leverage any one Game Changer or Cutthroat Tile.
- Discard one tile to end your turn.

Be the first to complete a painting, call “FRAME IT!” and Win!

SETTING UP

- 1. Leave all tiles in the black Tube.** Have the Tube Cap handy for special discards.
- 2. Each Player takes a game-board Canvas** as a guide and draws 3 tiles from the black Tube. Any Game Changer tiles drawn are thrown back into the Tube and the Player draws another tile.
- 3. Every Player places the tiles** picture side up on the matching section of the painting on their Canvas.

- *Stacking tiles on top of each other is not allowed.*
- *Duplicate tiles now or within the Game are reserved face up below the Canvas to be used as discards.*
- *All tiles in the Game are always face up.*

PLAY BEGINS

- 4. The first Player draws 3 tiles** from the Tube and places on their match on their Canvas, discarding one picture tile face up to the center of the table.
- 5. Play continues clockwise.** Each Player draws 3 tiles from the Tube or center discards or a combination and places tiles on the Canvas. Depending on the draw, paintings you try to complete may change during the Game. Reserve unused or duplicate picture tiles below the Canvas to be used later or as discards.
- 6. The turn ends by discarding** any picture tile face up to the center of the table.

DISCARDING

Always discard a tile face up to complete your turn from your reserved tiles or, if none available, one from a painting on your Canvas. Picture tile discards go to the center of the table. *Remember an Opponent can pick a tile from the discards. Check Opponent Canvases!*

Game Changer tiles count as a discard after use. See discard information in this Guide or on your Canvas at each icon, and on each Cutthroat tile itself.

*Tiles discarded to the **Black Tube** may be drawn and used again. Some Game Changer Tiles may not be used again and are discarded to the **Tube Cap**.*

See other side for Going Out, How to Win and Game Changer Guide

Tiles, Canvases & Rules may be cleaned with plain water.

Game intended for Ages 14+. Tiles not suitable for young children—May pose choking hazard.

ArtMASTERS The Game is designed, made, and assembled in the USA. ©Forte Designs LLC 2023
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PLAY IS EASY ... WINNING CAN BE HARD!

There are enough picture tiles in the Tube for each of 4 Players to complete the right and left paintings on their Canvas. There are fewer tiles in the Tube for the middle painting—only enough for 3—making it harder to complete. *Hint: Any painting can be completed using a combination of painting tiles and Copycat Splash tiles. See Game Changers for how to use Splash tiles to fill in.*

GOING OUT ENDS THE ROUND

The Player who completes a painting with either all picture tiles or a combination of picture and Copycat Splash tiles calls “FRAME IT!” and **WINS the Round** ending the Round.

ENDING THE GAME - WINNING!

End a Game after one Round: One Player completing a painting to WIN the Game. Or agree on a number of Rounds or a time-frame to end the Game. The Player who completes the most paintings is then the ultimate **ArtMASTER and WINS the Game!**

GAME CHANGERS — use only 1 on a turn

There are 20 Game Changer Tiles including 6 Cutthroat Game Changers for ruthless activity!

Play any one Game Changer on your turn after you pick 3 tiles. Use as the discard to end that turn. Discard information is in this Guide, on your Canvas at each icon, and on each Cutthroat tile itself.

CUTTHROAT GAME CHANGERS/FOLLOW THE TILES Player Advantage - Alter Your Destiny

LOOT Snatch any 1 tile from each Player *this turn*

CRACK-DOWN Seize any Player's painting and toss into the Tube *on any of your turns*

GRIFT Draw 1 extra tile from the Tube on your *next turn*

CUTTHROAT GAME CHANGERS/FOLLOW THE TILES Player Dis-Advantage - Succumb to Your Fate

HEIST Last Player steals one of your paintings *this turn*

RAID Each Player grabs any 1 of your tiles *this turn*

STING Go undercover and lose your *next turn*

After using a Cutthroat Tile, discard to end the turn.

GAME CHANGERS — use only 1 on a turn

Art Thief, Painting Frenzy and Crackdown Game Changers can be reserved face up below your Canvas to use on any of your turns!
Warning: Any of these can be stolen by another Player with an Art Thief Game Changer.

USE ON ANY OF YOUR TURNS Player Advantage - Alter Your Destiny

ART THIEF (3)



Steal 1 picture tile or Game Changer tile from any other player on any of your turns. Once used, discard the Art Thief tile into the **Tube Cap** as your discard. *Don't reuse.* Can be stolen by another Art Thief from Player's reserve.

PAINTING FRENZY (2)



Take an extra tile from the Tube or center discards on any of your turns. Once used, discard the Frenzy tile into the **Tube** as your discard. *This tile can be drawn again.* Can be stolen by another Art Thief from Player's reserve.

COPYCAT SPLASH (6) - Use in place of any picture tile!

More than one Splash tile can be used on a painting. Splashes can be moved on your turn; can be replaced by the correct picture tile when drawn. Splashes can be stolen by an Art Thief!



Unmarked Splash can be used anywhere on any of the paintings in place of any picture tile and moved anywhere during your turn.



L Splash can be placed and moved anywhere on the Left painting only.



M Splash can be placed and moved anywhere on the Middle painting only.



R Splash can be placed and moved anywhere on the Right painting only.

USE WHEN DRAWN Player Dis-Advantage - Succumb to Your Fate

ART STUDIO FIRE (1)



Throw 1 tile from each of your paintings to the center of the table face up. Discard the Arson tile into the **Tube Cap** as your discard. *Do not use again.*

CAUGHT STEALING (1)



Select from any of your tiles and give 1 to each Player. Discard the Cuffs tile into the **Tube Cap** as your discard. *Do not use again.*

FORGERY (1)



Select 1 of your paintings. Put all of its tiles back into the **Tube** along with the Forgery tile as your discard. *Warning! This tile can be drawn again!*



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