

## Canvas - Rules Summary (Standard/Deluxe Base Game) (v1)

Remove the expansion cards (if any) to play the original game.  
See notes at the end of this rules summary.

### Setup:

1. Place the game mat in center of table.
2. Place the color ribbon tokens above the matching color scenario card areas (**red**, **green**, **blue**, **purple**) and the **silver** ribbon tokens next to the right edge of the game mat.
3. Place a random scoring card in each of those four areas OR use the cards in one of the preset Scenarios (see the back of the Canvas rulebook).
  - For your first game, they suggest these four cards:
    - Composition
    - Emphasis
    - Repetition
    - Variety
4. Put the shuffled Art Cards inside the Deck Box which is then placed on the deck space at the bottom right of the game mat.
5. Pull out five Art Cards and place them face up in the five white areas to the left of the Deck Box.
6. Each player takes 3 sleeved background cards.
7. Each player gets 4 palette (inspiration) tokens.
8. Option: with the deluxe edition you may choose one random Award Card and place it next to the game mat.
  - **Orange** paint side for competitive scoring.
  - **Blue** paint side for friendly scoring and solo games.
9. Option: give each player 1 display easel.
10. The player who painted most recently goes first. Then the play is clockwise around the table.

### Game Play:

**On their turn, players do one of these two things:**

1. **Take an Art Card** (if you have less than 5 Art Cards)
  - You may take the card furthest from the deck box for free.
  - You may take a card further down the row, however:
    - You must place one of your Palette tokens on each card you skip. If you do not have enough Palette tokens, you may not skip cards.
  - You also get any Palette tokens on the card you take.
  - After taking an Art Card, slide all art cards (along with any palette tokens on them) one spot to the left to fill in an empty spot. Finally draw the next Art Card from the Deck Box and place it on the now empty spot next to the box.
2. **Complete a Painting** (must contain 3 Art Cards)
  - Place exactly three Art Cards layered in a sleeve on top of a background card.
    - You may choose which Art Cards go on top of others.
    - Only visible icons score towards gaining ribbons. *You do NOT get any points now... that is at the end of the game.*
  - Compare the icons at the bottom of your painting with each of the four Scoring Cards and take a ribbon of the matching color each time you meet the scoring requirement.
  - If there is a **silver** icon at the bottom of your painting, take a silver ribbon each time you meet the condition specified.

- The bottom of the **silver** icon specifies what icon to look for at the bottom of your painting. Take 1 **silver** ribbon for each match.
- 1st or 2nd painting? Keep unused Art Cards for future paintings.
- Announce to other players the title of your new painting!

### End Game Scoring:

The game ends when ALL players have completed three paintings. Players who complete their paintings sooner than others have their turn skipped until all have 3 paintings.

During the game, players acquire various ribbons for making three paintings. During end game scoring their ribbons are converted into POINTS! The top half of each of the four Scoring Cards specify how to gain ribbons during the game... Now the bottom half each specifies how those ribbons become POINTS. The back of each Scoring Card has clarifications on how to score for that card.

For each Scoring Card you count the ribbons that are the same color as the area that the Scoring Card is on. The points for that Scoring Card are shown at the bottom of the Scoring Card. Example: the **red** area Scoring Card will grant points based on how many **red** ribbons each player has acquired. Score 2 points for each **Silver** ribbon.

Award Card Option: If you meet the condition on the card you score the indicated number of points. If playing the orange side all tied players score the full amount of points.

The player with the most points wins. If there is a tie, the player with the most Palette tokens wins. If still a tie, the best artwork wins (*have a neutral player judge the artwork*).

### NOTES:

1. **Scoring Clarification:** The backs of the Scoring Cards provide explanations of the card with examples.
2. **Painting With Vincent** is a variant that allows you to "add" another player (Vincent) to your solo game or even as a third player in a two player game. The rulebook explains how to add "Vincent" to your game.
3. There is a **Solo Puzzle** explained in the rulebook.
4. **Expansion marks:** If you have any expansions, the cards are marked with TINY (*hard to read*) letters in a gray circle so you can pull them out if not playing that expansion (cards from the original Canvas game do not have these):
  - (R) for cards in the Reflections expansion.
    - I marked mine with a **red** dot.
  - (RD) for cards in the deluxe edition of Reflections.
    - I marked mine with two red dots.
  - (F) for cards in the Finishing Touches expansion.
    - I marked mine with a **blue** dot.
  - (FD) for cards in the deluxe edition of Finishing Touches.
    - I marked mine with two **blue** dots.
  - (T) for cards from the Big Box.
    - I marked mine with a **purple** dot.