

Pop Art Rules Summary (v3)

Concept:

Layering a foreground on top of a background blends their colors. Since the artwork is printed on transparent cards, some things will show through from the bottom card. This is how the point system on the bottom of the cards works.

Setup:

1. *Goal Cards Option (not for your first game):*
 - Place 1 or 2 goal cards in the center of the table
2. Shuffle the backgrounds deck and split it into 2 piles
 - Need not be exactly the same number in each half
3. Shuffle the foreground deck and split it into 2 piles
 - Need not be exactly the same number in each half
4. Each player draws 3 foreground & 3 background cards

Game Play (simultaneous play):

1. Simultaneously each player combines 1 foreground on top of 1 background from their hand
 - They place this combination card into a 3x3 grid in front of them. Once placed it cannot be moved (ie, you cannot shift them around later in the game).
 - The game **ends** when all players 3x3 grids are filled with 9 combination cards
2. Each player passes their 4 remaining cards to the player on their left (background cards on top of foreground to hide the cards).
3. Pick up the 4 cards passed to you.
 - Draw one more foreground card from the deck
 - Draw one more background card from the deck
4. Repeat from step 1 until the game ends.

Scoring:

- Each player tallies their score based on the criteria shown at the bottom of each of their 9 card combos.
- *Optional Goal Cards: if using Goal Cards, each player who achieves the goal scores the indicated points!*
- In case of a tie, the tied player with more colors wins.
 - Still a tie? Share the victory!

Solo Mode:

Instead of passing four cards, discard them and draw 3 foreground cards and 3 background cards from the decks. Use a side of the game box as your rival when scoring. Then your ranking is based on your score:

- ☐ 0-34: Forgettable
- ☐ 35-44: 15 Minutes of Fame
- ☐ 45-54: Popular
- ☐ 55-64: Iconic
- ☐ 65: Designers' Top Score

Pop Art Rules Summary (v3)

Concept:

Layering a foreground on top of a background blends their colors. Since the artwork is printed on transparent cards, some things will show through from the bottom card. This is how the point system on the bottom of the cards works.

Setup:

1. *Goal Cards Option (not for your first game):*
 - Place 1 or 2 goal cards in the center of the table
2. Shuffle the backgrounds deck and split it into 2 piles
 - Need not be exactly the same number in each half
3. Shuffle the foreground deck and split it into 2 piles
 - Need not be exactly the same number in each half
4. Each player draws 3 foreground & 3 background cards

Game Play (simultaneous play):

1. Simultaneously each player combines 1 foreground on top of 1 background from their hand
 - They place this combination card into a 3x3 grid in front of them. Once placed it cannot be moved (ie, you cannot shift them around later in the game).
 - The game **ends** when all players 3x3 grids are filled with 9 combination cards
2. Each player passes their 4 remaining cards to the player on their left (background cards on top of foreground to hide the cards).
3. Pick up the 4 cards passed to you.
 - Draw one more foreground card from the deck
 - Draw one more background card from the deck
4. Repeat from step 1 until the game ends.

Scoring:

- Each player tallies their score based on the criteria shown at the bottom of each of their 9 card combos.
- *Optional Goal Cards: if using Goal Cards, each player who achieves the goal scores the indicated points!*
- In case of a tie, the tied player with more colors wins.
 - Still a tie? Share the victory!

Solo Mode:

Instead of passing four cards, discard them and draw 3 foreground cards and 3 background cards from the decks. Use a side of the game box as your rival when scoring. Then your ranking is based on your score:

- ☐ 0-34: Forgettable
- ☐ 35-44: 15 Minutes of Fame
- ☐ 45-54: Popular
- ☐ 55-64: Iconic
- ☐ 65: Designers' Top Score