ÉRIC DUBUS & OLIVIER MELISON

MUSEUM

PICTURA

SOLO MODE RULES

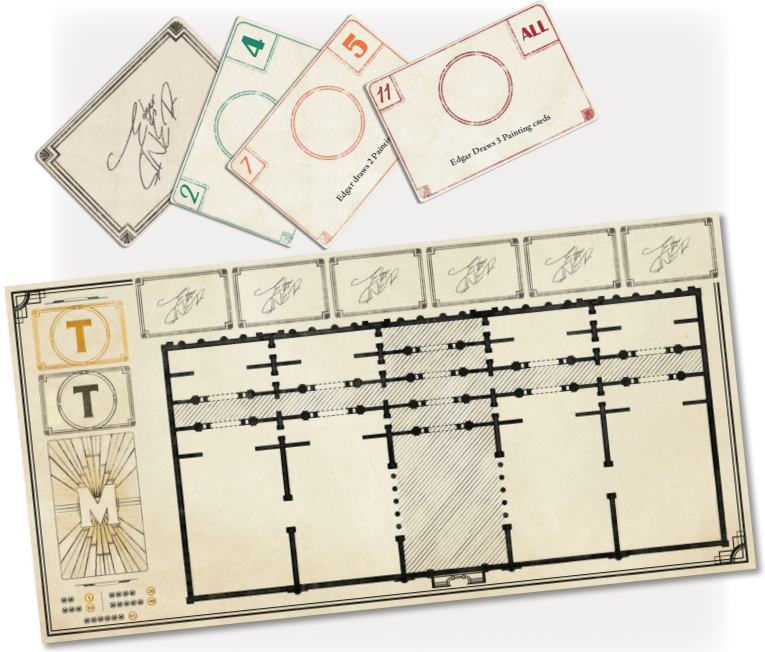
Pictura can also be enjoyed solo!

In Solo mode, you'll square up against the private collector: Edgar Siner, who is controlled by an AI system. His wealth and influence in the realm of Art makes him a difficult opponent, so you'll need to use every trick in the book to beat him!

However, you don't have to play alone to use Solo mode. Edgar can also participate when there are several other players (ex: a 4-player game with 3 players and Edgar). Whether you use Solo Mode alone or with other players, the rules remain the same.

COMPONENTS

- *1 Private Collector board*
- *11 Exhibition cards*



SETUP

During Step 14 of Setup, place Edgar's board on the table along with those of the other players. As his board does not have a specific player colour, he takes the Score and Favour tokens of a colour not being used by the other players. *We suggest placing his board adjacent to the player that will be performing his actions for ease of use.*

Draw 2 Trend cards and place one in the Primary Slot (the yellow slot) and one in the Secondary slot (the black slot), face up. If these 2 cards show the same Period and/or Genre, discard the secondary Trend card and draw a new one to replace it.

Then, draw 5 Painting cards from the Art Market. Any Painting cards with criteria (Artist, Period or Genre) shown on either of the Trend cards are placed on the Reserve slot (below the Trend slots) on Edgar's board. Any cards without the criteria shown are shuffled together and then placed adjacent to Edgar's board to form his Discard pile.

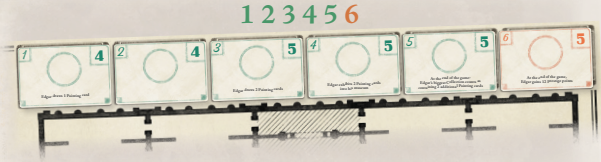


Finally, you must decide what difficulty level Edgar will have during the game: Beginner, Intermediate or Advanced.

Take the Exhibition cards and, using the numbers shown in the top left corner, lay them out along the top of Edgar's board, from left to right, in the following order based on your chosen difficulty.

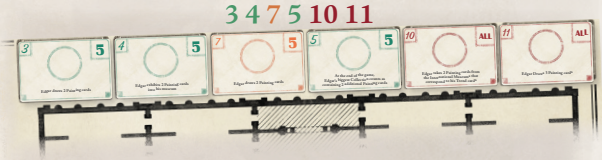
BEGINNER

1 2 3 4 5 6



INTERMEDIATE

3 4 7 5 10 11



ADVANCED

11 8 10 9 5 4



These are the suggested setups for each difficulty level. However you can also set up the AI randomly. Depending on the difficulty level you chose:

Beginner: Shuffle the Beginner cards together and draw 4 of them. Then, shuffle the 3 Intermediate cards together and draw two of them. Return any undrawn cards to the game box without looking at them before shuffling the 6 cards you drew together. Place one on each of Edgar's Exhibition reward slots.

Intermediate: Shuffle the Beginner cards together and draw 2 of them. Then, do the same for both the Intermediate and Advanced cards. Return any undrawn cards to the game box before shuffling the 6 cards you drew together. Place one on each of Edgar's Exhibition reward slots.

Advanced: Shuffle the Intermediate and Advanced cards together. Place one on each of Edgar's Exhibition reward slots.

For an extra layer of challenge, you can place Edgar's Exhibition cards face down, without looking at them, only revealing each one as he claims it.

You may then finish Setup as normal.

Turn order: Edgar always goes **last** in order of play.

RULES

During his turns, Edgar has an Acquisition Phase and an Action phase.

ACQUISITION PHASE

During his turns, Edgar will draw 2 Painting cards just like any other player. If 1 or more of the criteria shown on either card matches those on either of his Trend cards, place that card in the Reserve slot. Otherwise, place it into his Discard pile.

Depending on the cards drawn, Edgar can end up keeping or discarding both cards.

Edgar's Hand functions just like a normal player's Hand, but has no maximum size and is not targeted by effects that cause players to discard or remove cards from their Hand.

Edgar's Discard must be set up like a regular player's : cards should be staggered so that each card's header is visible, with the most recently discarded cards being the closest to the bottom of his board. His Discard follows all the normal rules, including allowing other players to exhibit Painting cards from it. If a player takes a card from Edgar's Discard, he gains a Prestige point and the player loses one, as per the normal rules.

Edgar will then attempt to exchange a card with the International Museums. He does this during both his and other player's Acquisition phases.

When exchanging cards, Edgar takes the card from the bottom of his discard pile (the one closest to the top of his board) and exchanges it with a card from one of the International Museums.

Edgar follows his Trend card priorities to decide which card he takes for himself.

He will first attempt to obtain cards with the criteria shown on his Primary Trend card - starting with the Artist, then the Genre, then the Period.

If there are none available, he will move to his Secondary Trend card and proceed in the same manner.

If no cards with the criteria shown on his secondary card are available, Edgar will not exchange a card.

If there is more than 1 card with a priority criteria, Edgar takes the one whose other criteria matches his Trend cards. If there is still a draw, choose one of them at random.

Example: Edgar's Primary Trend card shows Goya (21), Still Life and Renaissance and his secondary Trend card shows Toulouse-Lautrec (25), Portrait and Impressionism.

If he had to choose between these two cards:



Both these cards are Still Life paintings, which is one of the priorities shown on his Primary Trend card. However, one of them is also Impressionism. Therefore, Edgar would prioritise this one as it's another criteria shown on his Secondary Trend card and Baroque is not.

When exchanging cards, Edgar <u>never</u> gains or loses Prestige points.

Action Phase

At the start of Edgar's Action phase

- If he has the required cards to do so, Edgar will open a **Temporary Exhibition.**

OR

- If he is unable to open a Temporary Exhibition, he will **Improve his museum.**

Temporary Exhibitions



When Edgar opens a Temporary Exhibition, he takes the Exhibition token as per the normal rules and places the token on the leftmost available Exhibition card, gaining the rewards shown.



Like any other player, he may not hold a Temporary Exhibition for the same Genre/Period twice or if there are no Exhibition tokens for that Genre/Period.

Edgar then scores Prestige points depending on the size of the Collection, just like a normal player. If the Exhibition token he placed indicated 3 Prestige points, he gains those too.

If Edgar has more than one Collections available for a Temporary Exhibition, he prioritises them as shown on his Trend cards: Genre > Period on his Primary card and then Genre > Period on his Secondary card.

*Edgar **will** open a Temporary Exhibition for Periods and Genres not shown on his Trend cards if he is able to do so.*

If an Exhibition card reward allows Edgar to take cards from other players' Discards, players gain 1 Prestige point per card taken as per the

normal rules. However, Edgar does not lose any Prestige points for exhibiting cards from another player's Discard.

Improving his museum

When Edgar Improves his museum, he will exhibit up to 4 Painting cards from his Hand. He takes these cards and places them into his museum. He does not have to discard other cards to do so like a normal player.

However, if Edgar has already opened one or more Temporary Exhibitions, then he exhibits the number of Painting cards shown on the rightmost Exhibition card he has claimed. This number is shown in the top right corner of the Exhibition card.

If he has more cards available in his Hand than he can exhibit on his turn, he chooses them based on his Trend card priorities, as he does during the Acquisition phase.

Just like other players: Edgar gains Prestige points if he exhibits cards with criteria shown on the Public Trend card. His museum may contain up to 25 cards.

Unlike other players: The way that Painting cards are organised in Edgar's museum has no effect on his final scoring so you do not need to organise them into Collections for him.

If Edgar ever gains additional Painting cards during his Action phase when Improving his museum (through Favour or Patron cards for example, see below), he organises them into his Hand or Discard as he would during the Acquisition Phase. Any cards placed into his Hand are immediately exhibited into his museum.

If Edgar tries to improve his museum but has no cards in his Reserve, he instead draws 2 Painting cards from the Art Market and discards all the available Patron cards, drawing new ones to replace them.

Free Actions

Favour cards



Edgar never draws nor uses Favour cards. Instead, each time he would normally draw a Favour card (such as when passing multiples of 10 on the Prestige track) Edgar draws 2 Painting cards from the Art market and organises them as he would during his Acquisition phase.

Taking cards for Edgar: Even though he does not play Favour cards he can benefit from those used by other players. If Edgar is ever able to take a card from any source he will first try to take one that best corresponds to his Trend card priorities. If he can't, he'll take one at random.

Patron Cards



If at any point during his turn Edgar has cards in his museum that meet the requirements of one or more of the Patron cards, he takes the one that is leftmost on the track and scores the Prestige points shown on the card.

Ending the Game

Edgar scores Prestige points just like any other player, moving his counter along the Prestige track. If he ends his turn at 50 Prestige points or more, the end of the game is set off as per the normal rules.

Additionally, if during his Action phase, Edgar can neither Improve his museum (as he already has 25 cards) or declare a Temporary Exhibition (he has no valid Collection or has already done all 6) then the game ends immediately.

When calculating final scoring, Edgar:

- **Scores the Period and Genre Collections in his museum.** You do not need to organise

Edgar's Collections at the end of the game. His Paintings do not need to be adjacent when scoring them. For each Period and Genre simply count the number of cards present in his museum, scoring him the number of Prestige points shown on the Collection chart.

- **Scores his Trend card bonus** but only for his **Primary** Trend card.
- **Scores the bonus for the number of Temporary Exhibitions he completed, as well as any added bonuses shown on his Exhibition cards.**
- **Gains the Full Museum bonus of 15 Prestige points if his museum contains 25 cards.**
- **Does not lose points from the cards remaining in his Discard.**

Otherwise, the player with the most Victory points wins. If it's Edgar, then he'll immediately challenge you to a rematch whilst insisting that you'll never be able to beat him anyway!

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