

Canvas

Set-Up:

1. Lay out the Canvas mat, and place the 5 different color Ribbons into piles off to the side (near the top of the mat.)
2. Place any 4 Scoring cards in the 4 colored areas at the top. See back page of rulebook for suggested options.
 - For your 1st game, use Variety, Repetition, Emphasis, and Composition.
3. Shuffle the Art Cards (transparencies) and place them inside the deck box provided. Place this box on the far right space at the bottom of the mat.
4. Draw out 5 Art cards from the deck box – 1 into each space at the bottom of the mat.
5. Each player takes 3 Background cards (colors do not matter) and place them each into their own card sleeve.
6. Each player takes 4 “Inspiration” tokens (looks like a paint palate.)

Game Flow:

- Canvas is played in turns, starting with the 1st player (choose however you wish) and going clockwise, until all players have created 3 paintings (using their 3 Background cards.)
 - A painting is comprised of 1 Background card, 3 Art cards, and a sleeve (see below on how to make one.)
- If a player has completed their 3 paintings, but other players haven't, their turns are skipped as they no longer play.
- On a player's turn they will either “Take a new Art card” from the selection row or they will “Complete 1 Painting.”

Art Card Anatomy:

- The illustration and names on the Art card are thematic elements, but they have no game play relevance.
- At the bottom of the Art cards are different icons scattered across 5 different color areas based on position.
- There are 5 icons of note and 4 of them are given value by the Scoring cards at the top of the mat (more details below.)
 - The Grey ribbon icon is the “bonus” icon and awards Grey ribbons for how many times the shown element is on the constructed painting when it is made.

Take an Art Card:

- If you have 5 Art cards in hand already, you can't take this action and must “Complete a Painting” instead.
- Starting with the left-most Art card, decide if you would like to take it into your hand. If you do, great! Take it along with all the Inspiration tokens on it. However, if you wish to skip it, you must place 1 of your own Inspiration tokens on the card to move onto the next card to the right. Do this until you have selected 1 Art card from the 5 available.
- Slide the Art cards (and their tokens) to the right to fill in the gap left by the card you chose, and then draw a new card from the deck box to fill in the right-most empty space.

Complete a Painting:

- Take any 3 Art cards in your hand and slide them into 1 of your Background cards.
 - Keep in mind that order of the Art cards in the sleeve matter. Only visible icons will be evaluated for ribbons.
 - Keep any Art cards you own that are not used for this Painting. They are not discarded.
- Compared your painting's icons to each of the 4 Scoring cards and earn 1 Ribbon of the matching color if the requirements are met.
 - You can earn more than 1 Ribbon if the conditions are met more than once.
 - See the back of each Scoring card for clarifications on how to score it.
- Grey Bonus Ribbons are awarded only if the Painting has the Bonus icon allowing you to take them.

End Game:

- After all players have completed 3 paintings, it is time to score points for their Ribbon collection.
 - Refer to the 4 Scoring cards to determine how many points are earned based on how many Ribbons of that color you have.
 - Grey Ribbons are 2 points each.
- Winner is the player with the most points. Ties broken by the player with the most leftover Inspiration tokens.