

the strange forgeries of

Mr.



RULEBOOK

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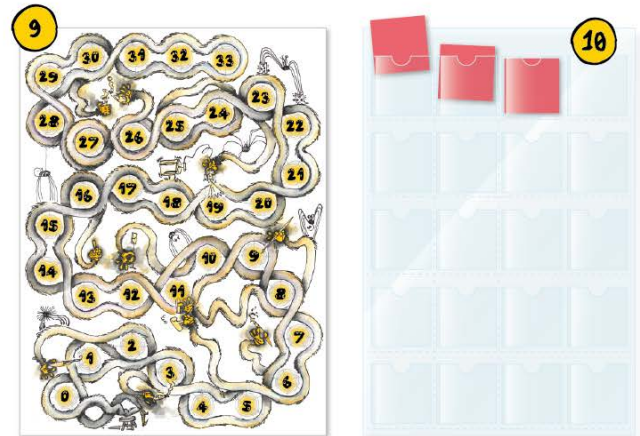
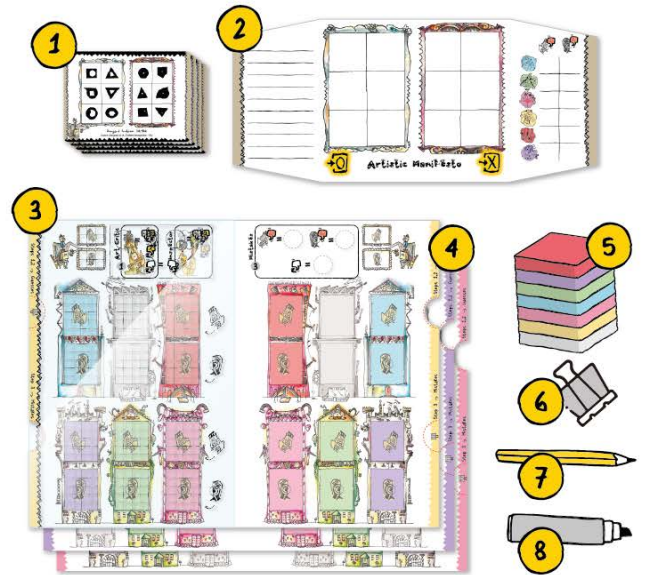
Playtesters: Alessandro, Bruno, Davide, Fabio, Fabiola, Francesca, Francesco, Ivano, Lisandro, Michiel, Oda, Priscilla, Yannic, Yannik, and to Diego and all the nice folks we meet at Terminal Entertainment (Frankfurt Am Main). A special thanks to Patrick who had the patience to try each of my prototypes from the very beginning: without his enthusiasm this game would not exist today.

Introduction

The Strange Forgeries Of Mr. S. C. Rheber is a game of logic where some players (the **Collectors**) will purchase art from their dealer (the **Gallerist**) to fill their **Museums**. However some of the paintings are **Fakes** crafted by the talented forger **Simon Charles Rheber**. **Collectors** will need to sharpen their sense of observation to recognize which painting is one of the strange forgeries of Mr. Rheber.

Components

- 1 96 Artistic Manifesto Cards
- 2 1 Gallerist Screen
- 3 6 Transparet Guessing Sheets
- 4 6 Collector Boards
- 5 7 Blocks of 100 colored papers 5cmx5cm
- 6 6 Clamps
- 7 1 Pencil
- 8 7 Black Markers
- 9 1 Forger Board
- 10 7 Museum Folders 4x5
- 11 1 Turn Tracker Board
- 12 1 Turn Tracker Token
- 13 6 Collector Tokens
- 14 1 Scam Token
- 15 1 Auction Token
- 16 1 Forger Token
- 17 1 Gallerist Token



How to use this Rulebook

If this is your first game we suggest you play with the **BASIC VARIANT** (pp. 3-9) a few times before moving onto the **INTERMEDIATE VARIANT** (pp. 10-15) or **ADVANCED VARIANT** (pp. 16-24).

The **BASIC VARIANT** is a great introduction for new players to the genre of Inductive Reasoning Games, and offers many hours of fun and creativity.

Read the **Rules** of **BASIC VARIANT** (pp. 3-5) before starting playing.

If it is your first time moderating *The Strange Forgeries Of Mr. S.C.Rheber* read **Explaining The Rules** (pp. 6-9) during the game: it will help you remember what you have to do and recommend a secret rule taken from the **BASIC EXAMPLES** section (pp. 28-30).

The **INTERMEDIATE** and **ADVANCED VARIANT** offer more challenging ways to play the game, so move onto their **Rules** whenever you want to! They also have a dedicated **Explaining The Rules** section and **EXAMPLES** sections (pp. 31-39).



BASIC VARIANT

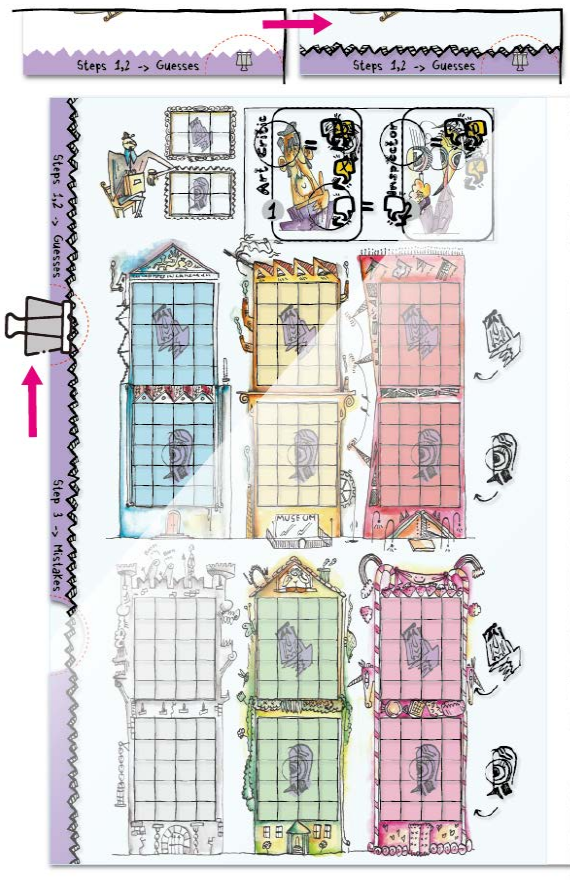
Goal of the Game

The **Gallerist** invents a secret rule and it's the **Collectors'** objective is to guess it. During the game, the **Collectors** will produce many **Drawings**, and the **Gallerist** will secretly tell them whether it follows the secret rule or not, aka whether the **Drawings** are **Originals** or **Fakes**. At the end of the game, the **Collectors** will put their knowledge to the test, and try to guess whether their opponents' displayed **Drawings** follow the rule or not. **Mistakes** determine the winner, so they'll want to try to make as few **Mistakes** as possible. The **Gallerist** moderates the game trying to create a secret rule that is neither too easy nor too hard to figure out.

Rules

SETUP

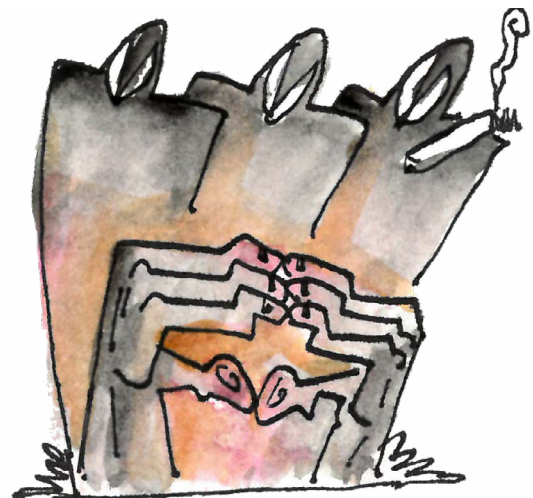
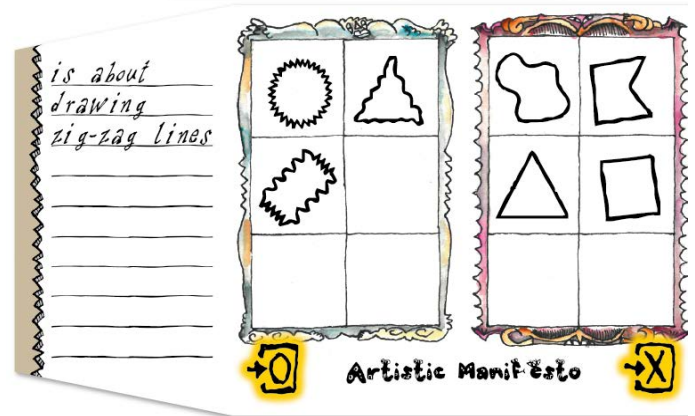
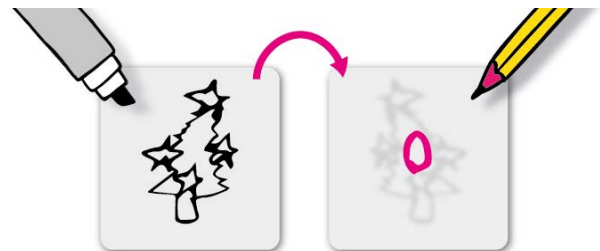
- One player is the **Gallerist**, 2-6 other players are **Collectors**
- The **Gallerist** will take the **Gallerist Screen**, a **Pencil**, a **Marker**, and the **Block of White Paper**
- Assemble each **Transparent Guessing Sheet** to the left page of the **Collector Board** using the provided **Clips**.



- Each **Collector** will need a **Collector Board**, the matching **Colored Block of Paper**, a **Marker** and a **Museum Folder**.

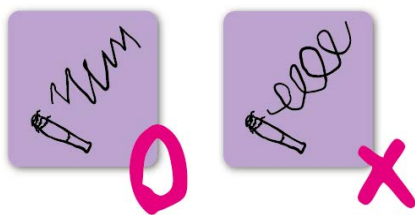
MANIFESTO

- The **Gallerist** invents a secret rule by writing a **Written Hint** and example **Drawings** behind the **Gallerist Screen**. This is called the **Artistic Manifesto**. In the **Artistic Manifesto** the 6 **Drawings** on the left conform to the secret rule, but the 6 **Drawings** on the right do not respect the rule. The **Written Hint** is useful to explain what the **Drawings** are not able to explain.
- Set the **Auction Level** and **Scam Level** for this game. If you've created your own secret rule check out the **Setting Your Own Difficulty** section (page 25) in order to set those **Levels**. If you use an **Artistic Manifesto** provided in the **Examples** section (pages 26-39) use the recommended settings for your player count.
- The **Gallerist** creates an example **Drawing** that would follow the secret rule. Mark the back with an "O" for **Original**. They show the **Collectors** this example. This is the **First Masterpiece**.



EXHIBITION

- 1 The **Gallerist** will moderate 6 rounds where the **Collectors** will produce **Drawings** until the **Gallerist** yells "STOP". The **Gallerist** can only produce one **Drawing** per round. Players must make at least one mark on the page for it to count as a **Drawing**. A blank page will not count as conforming to the secret rule.
- 2 Each round they will then submit these **Drawings** to the **Gallerist**.
- 3 The **Gallerist** will mark the back of the submitted **Drawings** with their **Solution**. **Drawings** that follow the rule will be marked with an "O" for an **Original**. If the **Drawing** doesn't follow the secret rule, it will be marked with an "X" for a **Fake**. **Drawings** marked with their **Solutions** are now called **Masterpieces**.

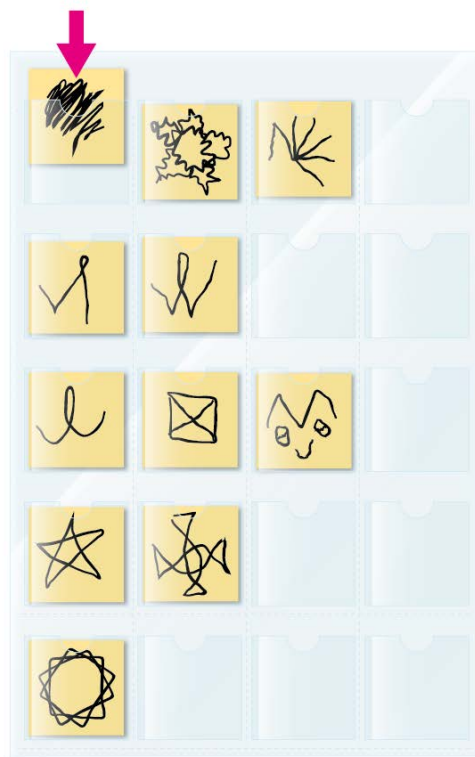


- 4 The **Gallerist** then returns the **Masterpieces** to their respective **Collectors**.
- 5 Before each of the rounds ends, the **Gallerist** can choose to reveal the **Solution** of some of their own **Drawings**.
- 6 The other **Solutions** are kept secret from everyone but the player who drew them until is instructed otherwise.
- 7 Players can look at each others' **Drawings** during the game. Players may also ask each other questions about their **Masterpieces**, and they can choose to ask those questions privately. A player can respond with "yes," "no," or "I can't provide the answer." Players should not describe any **Masterpiece** unless they are specifically asked to do so. The reasoning for this is because it's possible that what the player intended to draw is not the same as what the **Gallerist** interpreted.
- 8 During the **EXHIBITION** rounds the **Gallerist** can give out verbal hints if they choose.

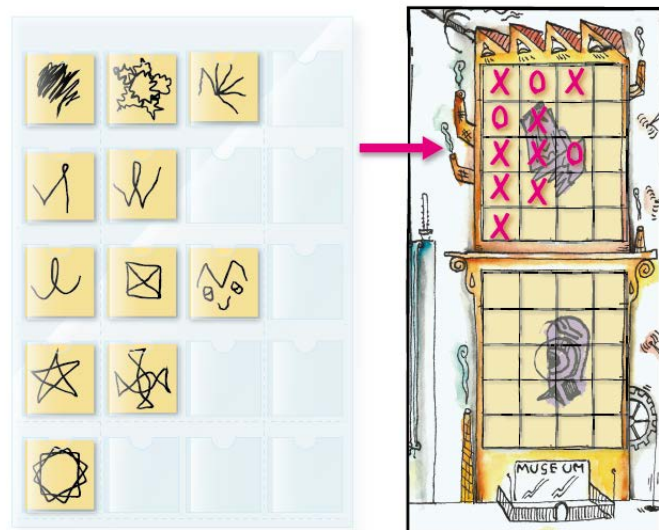


SCAM-OR-AUCTION

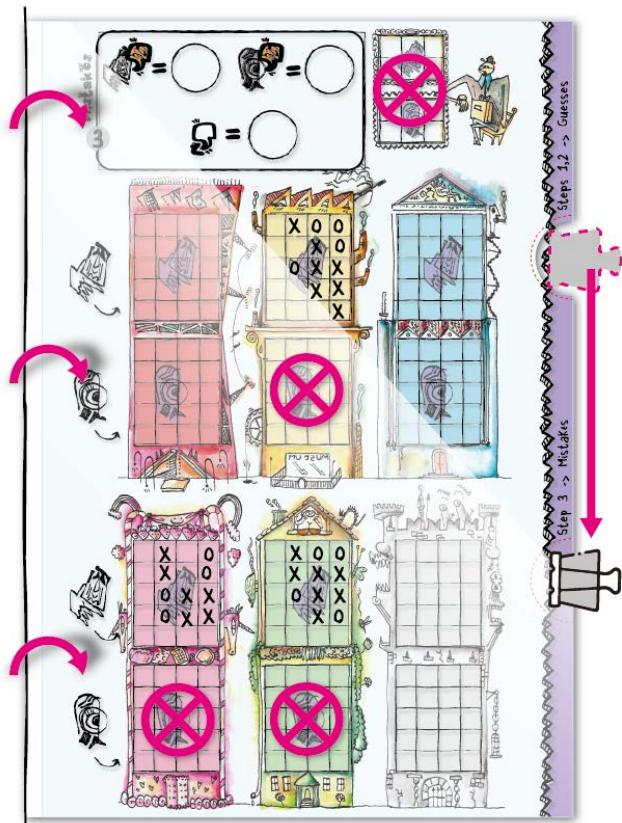
- 1 After the 6th **EXHIBITION** round, the **Collectors** decide which **Masterpieces** to put into their **Museum Folders** to display. All **Collectors** slot into their **Museum Folders** a number of **Masterpieces** equal to or less than the **Auction Level**.



- 2 **Art Critic's Guess** phase: **Collectors** now guess the **Solutions** of the other players' displayed **Masterpieces** using the top grid of the opponents' colors on their **Transparent Guessing Sheets**. They will write **O** for **Original** or an **X** for **Fake**.

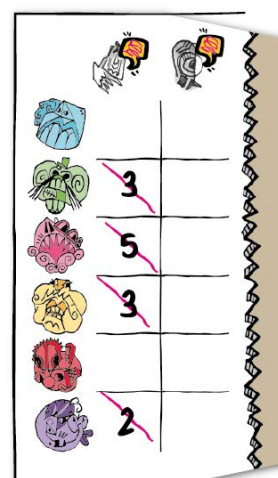
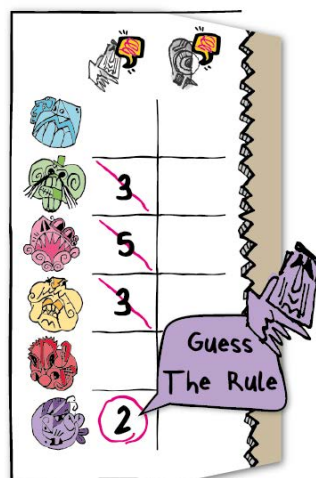
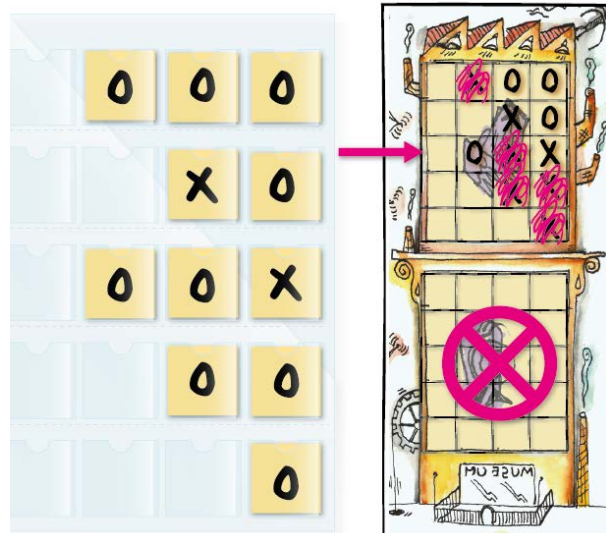
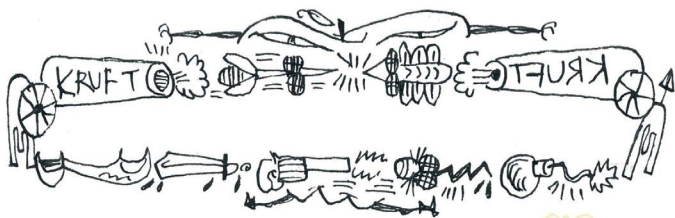


- Once everyone has guessed, flip each **Museum Folder** to reveal the **Solutions**. Then each **Collector** flips their **Transparent Guessing Sheet** to the right page and marks how many **Mistakes** they made.



SCORING

- Declare if any of the **Collectors "Gussed the Rule"**, which is determined by if they made equal or fewer **Mistakes** than the **Scam Level**.



- If only one **Collector "Gussed the Rule"** they win.
- If multiple players **Gussed the Rule**, then the one who made the fewest **Mistakes** wins.
- If more than one **Collector** would win, the winner is the one who made the fewest **Masterpieces**. Remember: **Masterpieces** are the **Drawings** created that have a **Solution** written on the back of them.
- If they are still tied, they share victory.
- You may hold an optional discussion after the game, to see how close players were to the secret rule.

Explaining The Rules

Read aloud the paragraphs highlighted in gray. Execute the other actions

SETUP

- 📁 If you are reading this you should be the **Gallerist**. All other players will be **Collectors**.
- 📁 The **Gallerist** will take the **Gallerist Screen**, a **Pencil**, a **Marker**, and the **Block of White Paper**.
- 📁 Assemble each **Transparent Guessing Sheet** to the left page of the **Collector Board** using the provided **Clips**
- 📁 Group each **Collector Board**, the matching **Colored Block of Paper**, a **Marker**, a **Museum Folder**, and a **Transparent Guessing Sheet**. **Collectors** will pick their favorite color later.
- 📁 Store all other components back in the box. You will not need anything else for the **BASIC VARIANT**

Manifesto

- 📁 Chooses a secret rule from the **BASIC EXAMPLES** section (pages 28-30). Copy down the **Written Hint** as well as **Drawings** behind the **Gallerist Screen**. This is called the **Artistic Manifesto**. In the **Artistic Manifesto** the 6 **Drawings** on the left conform to the secret rule, but the 6 **Drawings** on the right do not respect the rule. The **Written Hint** is useful to explain what the **Drawings** are not able to explain.
- 📁 Create a **Drawing** that conforms to the secret rule and mark it with an "0" on the back to show that it is an **Original** and not a **Fake**. A **Drawing** marked as either an **Original** or a **Fake** is now called a **Masterpiece**. You may copy one of the **Drawings** provided in the **BASIC EXAMPLES**. This is the **First Masterpiece**.
- 📁 The **EXAMPLE** paragraphs in the **BASIC EXAMPLES** establish the **Scam Level** 🏴‍☠️ and **Auction Level** 🏠 based on the number of players. Take note of those.

The Strange Forgeries Of Mr. S. C. Rheber (pron. like the german surname Schreber) is a game of logic where you will impersonate wealthy art **Collectors** that try to fill their museums by purchasing art from me, your shady **Gallerist**. However I made a deal with the talented art forger Simon Charles Rheber and, therefore, there will be **Fakes** among the paintings we will see today. As **Collectors** you will need to sharpen your sense of observation to recognize which painting is one of the strange forgeries of Mr. S. C. Rheber.

In this game I will be the **Gallerist** and you will be art **Collectors**: do you want to be a colossal shark lady who owns the monopoly of non-caloric sweetener? Then pick The Sugar Magnate. Or maybe your dream is to be a hybrid between a Swiss nobleman and a Cuckoo clock? The Clockwork Baron is for

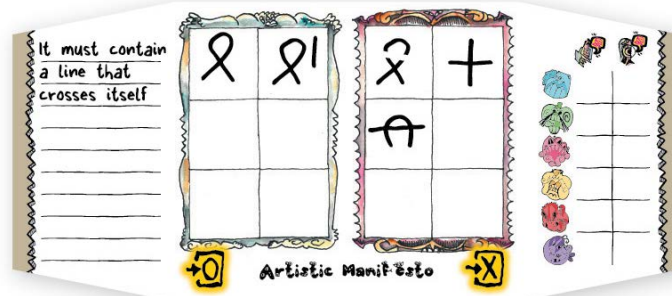
you! Choose a color and pick your favorite character: there is no difference in gameplay! You will need these folders at the end of the game to "visit" the museums of your opponents and try to figure out which of the paintings in their collections are **Fakes**.

- 📁 Give players some time to choose their color and character. They pick up the corresponding **Collector Board**, the matching **Colored Block of Paper**, a **Marker**, a **Museum Folder**, and a **Transparent Guessing Sheet**.
- 📁 Reveal your **First Masterpiece** to all **Collectors**.

This **Drawing** is the **First Masterpiece**. This painting is the first one of many more and is an **Original** painting. This means that this **Drawing** complies to a secret rule that you have to discover. The **Collector** who is the most accurate at guessing the secret rule will be the winner!

This rule will be used by me every time I need to authenticate one of the **Drawings** we will make: a **Drawing** will be marked as **Fake** during this game if it doesn't respect this rule or marked **Original** if it does respect the secret rule. This secret rule is called the **Artistic Manifesto**.

- 📁 Show the following illustration of an exemplary **Artistic Manifesto** and all other examples at the end of this rulebook (p 40)

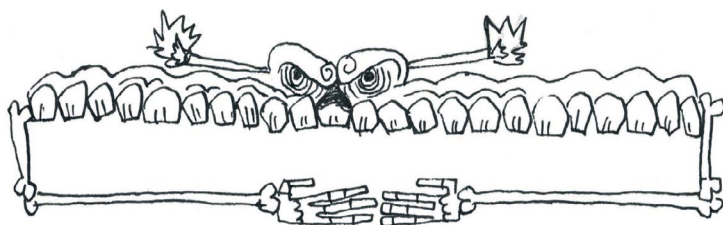


A secret rule inside the **Artistic Manifesto** looks exactly like what you see in this page: up to 6 **Drawings** that respect a rule (on the left), and up to 6 **Drawings** that do not respect the rule (on the right). Sometimes the **Artistic Manifesto** contains a **Written Hint** or is expressed as a sentence. Usually it is something like "all figures are of a certain type" or "all figures of a certain type have certain properties" or "there is at least a figure of a certain type" or "a certain type of figures compare with another type of figure in this particular way" ecc... Don't limit yourself to those hypothesis though: they are only the most common ones. Be creative! But keep it simple: the secret rule is often easier than you think. You will be able to peek at the **Artistic Manifesto** after we will declare a winner.

To be able to guess the **Artistic Manifesto** you will interrogate me, the **Gallerist**, with your **Drawings** during the course of 6 rounds to gather information about the secret rule. In each of those rounds you will make as many **Drawings** as you want until I say STOP, and afterwards I will secretly authenticate each of your **Drawings** with their **Solutions**. I will always write the **Solution** in the back of a **Drawing**: I will write an **X** for **Fake** and an **O** for **Original**. I will write using a **pencil** so your opponents can't see your **Solutions** through the paper. Before each round ends, I may choose to reveal the **Solution** of some of my **Drawings** to everyone and give out some hints, but, unlike you, I can only produce one **Drawing** per round.

The first hint of the game is always the **First Masterpiece**, which is guaranteed to be **Original**.

- Show the players how a **Museum Folder** works: slot some pieces of paper into a **Museum Folder**. Show them that when the **Museum Folder** is flipped, the **Solutions** will appear mirrored.



At the end of the 6th round the **Collectors** and the **Gallerist** will have produced many **Drawings** and will need to choose some of them to be displayed in their **Museum Folder**. All **Collectors** slot into their **Museum Folders** a number of **Masterpieces** equal to or less than the **Auction Level** 🎨 of the **EXAMPLE** that I chose to use.

You will need to guess whether each of the **Drawings** stored in all other players' **Museum Folders** are **Fake** or **Original**. When everyone is ready and has made a guess for all of the **Drawings** in the other players' **Museum Folders**, reveal the **Solutions** of the **Drawings** and count how many **Mistakes** each player made.

The winner is the player who is declared to have **Gussed The Rule**. A player is determined to have **Gussed the Rule** if they had made equal to or less **Mistakes** than the **Scam Level** 🎨 indicated in the **EXAMPLE** that I chose to use, which is the difficulty level set for the rule. If more than one player guessed, then the player with the fewest **Mistakes** wins. If there is still a tie, then the player that made the fewest **Masterpieces** win (this includes the ones outside their **Museum Folder**). If there is still a tie, the players share victory.

EXHIBITION

- Start the **EXHIBITION** phase. Every round The **Gallerist** can only make one **Drawing**, while the **Collectors** can make as many **Drawings** as they want until the **Gallerist** says STOP. The **Gallerist** will need to mark the **Solution** of their **Drawing** as well. At the end of each round the **Gallerist** can reveal the **Solution** of any **Drawing** they made in this round or in previous rounds. **Collectors** are allowed to finish the **Drawing** they were working on when the **Gallerist** says STOP.
- Moderate 3 rounds of the **EXHIBITION** phase.
- At the end of the 3 rounds, read the following to your players:

Don't worry if you're feeling a little stumped about the secret rule. Remember that winning the game hinges on correctly guessing whether your opponents' **Drawings** are **Fakes** or **Originals**. While the **Solutions** of the **Drawings** are secret, the **Drawings** themselves are public. Have a look at what your opponents have done so far and take some inspiration from them if you want.

Some of you may think you have a very clear idea about the secret rule. Remember that your objective is not only to **Guess the rule**, but also to make fewer **Mistakes** than your opponents. Don't waste your **Drawing** rounds repeating the same pattern: try to find innovative ways to trick your opponents into **Mistakenly** identifying an **Original** as a **Fake** or vice versa. If the rule is about circles, try drawing a circle very quickly, perhaps so it's not actually a closed circle or not perfectly round? How will the **Gallerist** authenticate it? Try to find creative ways to scam your friends, try to find contradictions in my rule... If I will have a hard time in classifying your **Drawing**, that could be the ticket to tricking your competitors.

SOME TIPS IF YOUR PLAYERS ARE NOT CONVERGING ON THE SECRET RULE:

- Try giving out drawn hints that are more obvious:** Use some of the drawings listed in the **HINTS: for the Collectors** section of the **EXAMPLE** (pp. 28-39) of your current **Artistic Manifesto**. In this section they are grouped as pairs: this is a very helpful technique to trigger associations! In this section they are ranked by difficulty; adjust it accordingly.
- Try giving out verbal hints:** Read some of the sentences written under the **HINTS: for the Collectors** section of the **EXAMPLE** of your current **Artistic Manifesto**. They are ranked by difficulty; adjust it accordingly.
- Don't say STOP too quickly:** Give them time to make something interesting. Not all people have the same skills in drawing. Some people like to be very precise and they don't like time pressure.
- Pause the game if needed.** After the start of every **EXHIBITION** round do not rush the drawing activity; ask them to draw when everyone is ready to draw. Give them time to think of a new strategy.

- Moderate the last 3 **EXHIBITION** rounds.

SCAM-OR-AUCTION

- Setup for the **Art Critic's Guess**. Be sure that all **Transparent Guessing Sheets** are correctly clipped on the left page of the players' **Collector Board**. The zig-zag mark and the grid printed on the **Transparent Guessing Sheet** should be aligned with the illustration printed on the left page of the **Collector Board**.

Now it's time for the **Art Critic's Guess** phase. You will need to guess which of your friends' **Drawings** are **Fakes** and which are **Originals**. Remember: being declared the winner is all about making equal to or less **Mistakes** than the difficulty level of the **Artistic Manifesto**. When you choose which **Drawings** to display in your **museum folder**, pick the ones that you think I had the hardest time judging. If it was difficult for me, and I know the rule, it will be even more difficult for your opponents to guess. When you slot the **Drawings**, it doesn't matter where you place them, but try to group them all together so that it will be easier for your friends to mark the correct corresponding space on their guessing sheet.

- All **Collectors** slot into their **Museum Folders** a number of **Masterpieces** equal to or less than the **Auction Level** of the **Basic Example** the **Gallerist** chose to use.

Now you need to guess each of the other players' **Drawings**. Only use the top grid of your opponents' colors: those are the ones with the icon of an **Art Critic** printed over them. Look for the corresponding color in your **Collector Board** and write on the **Transparent Sheet** in the corresponding cell. Write an X if you think it is a **Fake** or an O if you think it is an **Original**. You will notice that there are 2 grids per color: the bottom one with the symbol of the **Inspector** printed over it is used in a more advanced variant of the game and you can ignore it for now. In the top right corner you will see a pair of smaller grids: these correspond to my Museum. These are only used in a more advanced variant of the game, when the **Gallerist** will also need to fill their museum.

- Instruct the players to choose an orientation of their **Museum Folder**. Once they choose it, they should not move it or they will confuse the other players.
- All **Collectors** provide their guesses.

Now we will reveal the **Solutions**. As you can see they will be mirrored: a **Drawing** that was on the left will have its **Solution** on the right and vice versa. This is the reason why the **Guessing Sheet** is transparent. Flip your **Guessing Sheet** like a page from the left side of the **Collector Board** to the right side. Do not slide the **Guessing Sheet**: flip it, otherwise your guesses won't be mirrored and will mess up with your score. After you flip it, clip it in place to keep it from moving.

- Help players set up their **Collector Board** in the correct way by flipping the **Transparent Guessing Sheet** to the right page.
- Count the total number of **Masterpieces** in all of the **Museum Folders**. Write this number somewhere on the **Gallerist Sheet**. It will be useful later during the **AFTERMATH**.
- Flip each **Museum Folder**.
- Each **Collector** marks their **Mistakes**.
- Write the number of **Mistakes** each **Collector** made in the corresponding place on the **Gallerist Sheet**. You will need this information during the **AFTERMATH**.

SOME TIPS ABOUT THE ART CRITIC'S GUESS

- Do not let players guess an opponent's drawing if it is upside down!** This is a very common mistake when people are seated across from one another at the table. If possible, it's recommended to have each player leave their **Museum Folder** in front of their seat, and have everyone go around from seat to seat to mark their guesses from the correct perspective. If this is not possible, invite each of them to pass their **Museum Folders** to the player on their left (without rotating them!) until each player makes all of their guesses.
- Make sure everyone is making their guesses in the correct spaces.** Placement errors are especially common if players didn't store their drawing in **Museum Folders** the same way as others did or if they tried to guess a **Museum Folder** from the wrong perspective.

SCORING

- Declare who **Gessed The Rule** comparing the number of **Mistakes** the **Collectors** made with the **Scam Level** of the **Example** the **Gallerist** chose. If they made equal to or fewer **Mistakes** than the **Scam Level**, they will have **Gessed the Rule**.
- If only one **Collector** was determined to have **Gessed the Rule**, they win!
- If multiple **Collectors** are determined to have **Gessed the Rule**, then the one who made the fewest **Mistakes** wins.
- If multiple **Collectors Gessed The Rule** and made the same number of **Mistakes**, the winner is the one with the fewest **Masterpieces** created during the game (a **Masterpiece** is each **Drawing** made by that player that has a **Solution**, regardless if it was placed in a **Museum Folder**). If they are tied, they share the victory.

AFTERMATH

(Optional but Recommended)

After the **SCORING** phase you can hold a discussion afterwards to talk about what the players thought the **Artistic Manifesto** was. Do not reveal what your **Artistic Manifesto** is yet. It's possible that someone could have been determined to have **Gussed the Rule**, but are actually wrong about what the rule was and vice versa.

A fun way to lead the discussion is by having all the players lay out all of the **Masterpieces** together with **Originals** on one side and **Fakes** on the other. You might have them consider these questions:

- ❏ What is the secret rule? Or if they're not exactly sure, what was their thought process?
- ❏ Which **Drawing** did you think gave you the most insight and why?
- ❏ What was the most confusing **Drawing** and why?

Another exercise you can lead them through is to have the players that wish to create their own secret rule that the displayed **Masterpieces** would conform to. The other players could then challenge that secret rule by pointing out **Masterpieces** that might contradict it.

Now reveal the **Artistic Manifesto** to all players, and discuss together the displayed **Drawings**.

After you have played the **BASIC VARIANT** at least once, but possible more than once, you can move onto the **INTERMEDIATE VARIANT**.



INTERMEDIATE VARIANT

Other Differences

Goal Of The Game

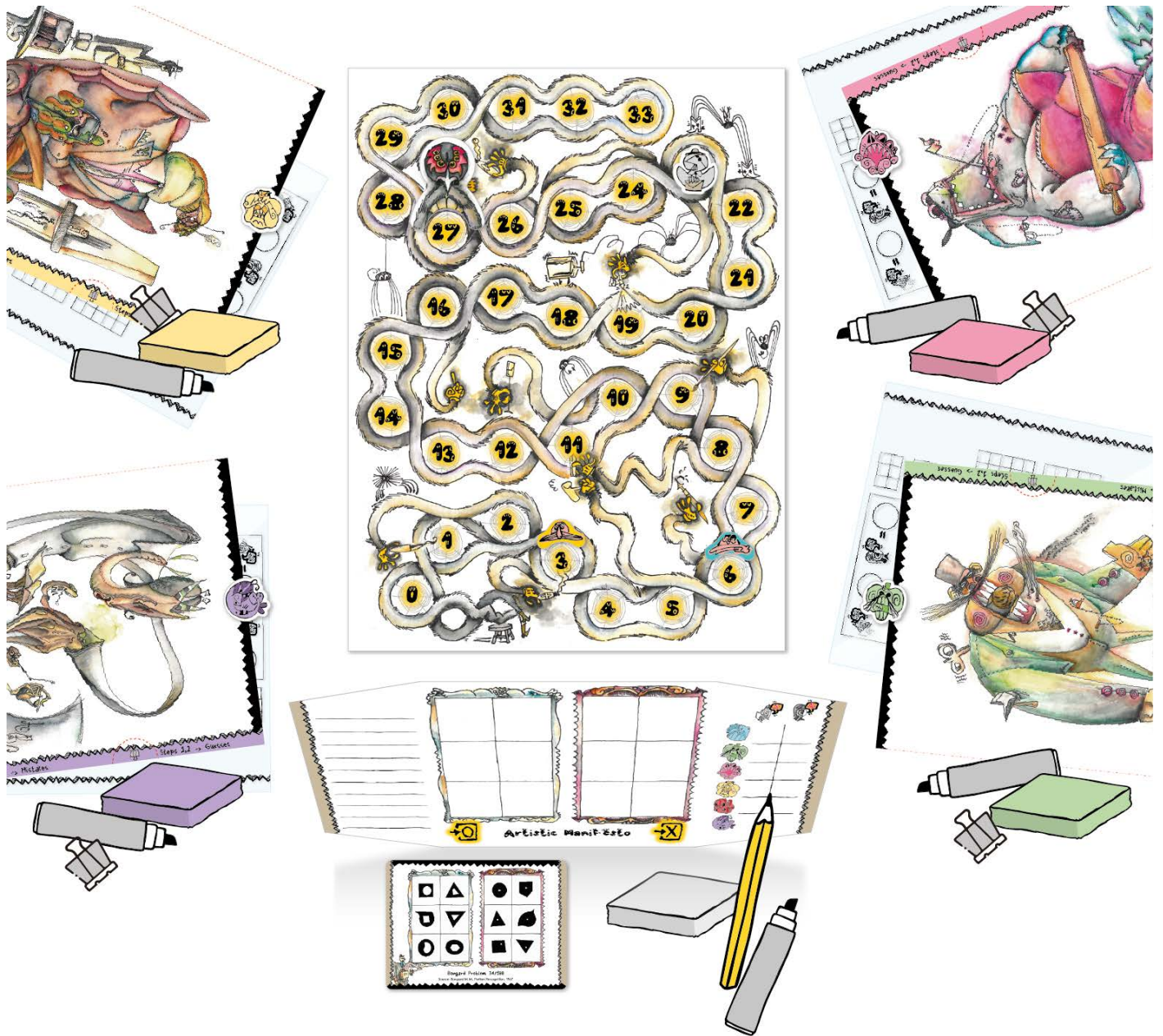
Like the **BASIC VARIANT** of the game, the **Gallerist's** objective is to create a secret rule that is neither too easy nor too hard to figure out, while the **Collectors' objective** is to figure out the secret rule. What's new in the **INTERMEDIATE VARIANT** is that the **Gallerist** will be competing against the **Collectors**, who will also be competing against each other. Each **Mistake** the **Collectors** make this time will cost them one point, which is measured in **Millions**. Every time a **Collector** does not **Guess The Rule**, the **Gallerist** will earn points, aka **Millions**. But, if at the end of the game it's determined that none of the **Collectors** have **Guessed the Rule**, then the **Gallerist** will not be able to score enough points to overcome the **Collectors** and win the game. The player with the most **Millions** at the end of the game wins!

During the **Art Critic's Guess**, **Collectors** do not need to guess the **Solution** for every **Drawing**. The skipped guess will not be counted as a **Mistake**.

The **Gallerist** can also remove **Drawings** that are difficult to classify from the game with a third type of **Solution**: the "?" for **Ambiguous**. They are still **Masterpieces** and, therefore, they still count for breaking ties at the end of the game like in the **BASIC VARIANT**.

Rules

All rules that were not in **BASIC VARIANT** are highlighted.



SETUP

(See page 10)

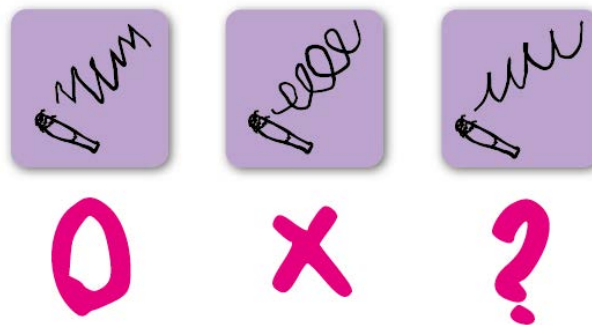
- 1 One player is the **Gallerist**, 2-6 other players are **Collectors**
- 2 The **Gallerist** will take the **Gallerist Screen**, a **Pencil**, a **Marker**, the **Gallerist Token** and the **Block of White Paper**
- 3 Assemble each **Transparent Guessing Sheet** to the left page of the **Collector Board** using the provided **Clips**.
- 4 Each **Collector** will need a **Collector Board**, the matching **Colored Block of Paper**, a **Marker**, their **Collector Token** and a **Museum Folder**.
- 5 Place the **Forger Board** at the center of the table. Place the **Forger Token** on 27.

MANIFESTO

- 1 The **Gallerist** invents a secret rule by writing a **Written Hint** and example **Drawings** behind the **Gallerist Screen**. This is called the **Artistic Manifesto**. In the **Artistic Manifesto** the 6 **Drawings** on the left conform to the secret rule, but the 6 **Drawings** on the right do not respect the rule. The **Written Hint** is useful to explain what the **Drawings** are not able to explain.
- 2 Set **Auction Level** and **Scam Levels** for this game. You will use the **Scam Tokens** and the **Auction Token** to track those **Levels** on the **Forger Board**. If you've created your own secret rule check out the **Setting Your Own Difficulty** section (page 25) in order to set those **Levels**. If you use an **Artistic Manifesto** provided in the **EXAMPLES** section use the recommended settings for your player count.
- 3 The **Gallerist** creates an example **Drawing** that would follow the secret rule. Mark the back with an "0" for **Original**. They show the **Collectors** this example. This is the **First Masterpiece**.

EXHIBITION

- 1 The **Gallerist** will moderate 6 rounds where the **Collectors** will produce **Drawings** until the **Gallerist** yells "STOP". The **Gallerist** can only produce one **Drawing** per round. Players must make at least one mark on the page for it to count as a **Drawing**. A blank page will not count as conforming to the secret rule. The **Gallerist** will need to mark the **Solution** of their **Drawing** as well. They cannot mark their own drawings with a "?" (more on it later).
- 2 Each round they will then submit these **Drawings** to the **Gallerist**.
- 3 The **Gallerist** will mark the back of the submitted **Drawings** with their **Solution**. **Drawings** that follow the rule will be marked with an "0" for an **Original**. If the **Drawing** doesn't follow the secret rule, it will be marked with an "X" for a **Fake**. If a **Drawing** is **Ambiguous** and the **Gallerist** isn't sure if it follows the rule, the **Gallerist** can mark this **Drawing** with a "?". **Drawings** marked with their **Solutions** are now called **Masterpieces**.

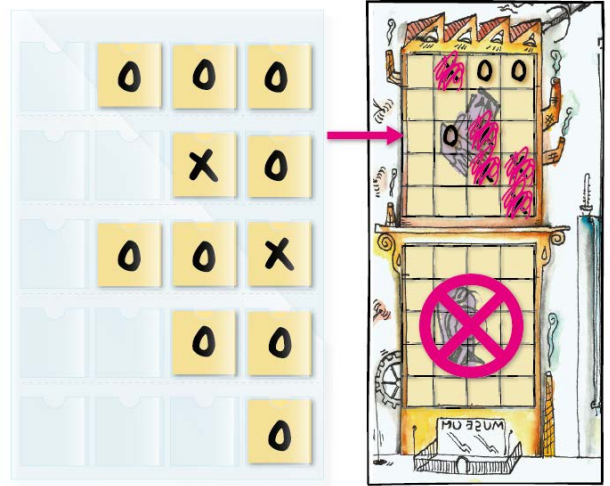
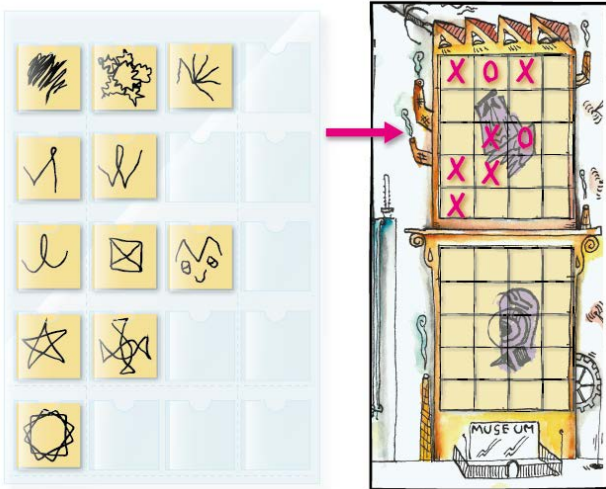


- 4 The **Gallerist** then returns the **Masterpieces** to their respective **Collectors**.
- 5 Before each of the rounds ends, the **Gallerist** can choose to reveal the **Solution** of some of their own **Drawings**.
- 6 The **Solutions** are kept secret from everyone but the player who drew them until is instructed otherwise. The **Drawings** are public, but **Drawings** marked as **Ambiguous** are kept secret by their authors.
- 7 Players can look at each others' non-**Ambiguous Drawings**. Players may also ask each other questions about their **Masterpieces**, and they can choose to ask those questions privately. A player can respond with "yes," "no," or "I can't provide the answer". Players should not describe any **Masterpiece** unless they are specifically asked to do so. The reasoning for this is because it's possible that what the player intended to draw is not the same as what the **Gallerist** interpreted. **Players** cannot ask about **Drawings** marked with a "?".
- 8 During the **EXHIBITION** rounds the **Gallerist** can give out verbal hints if they choose.



SCAM-OR-AUCTION

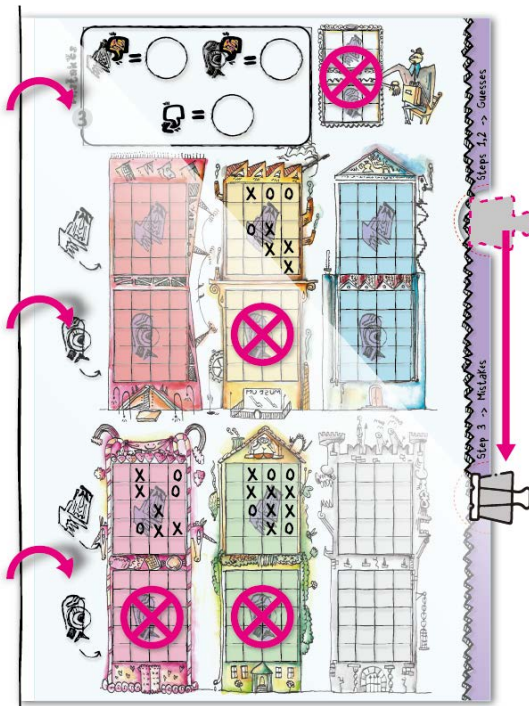
- After the 6th EXHIBITION Round, the **Collectors** decide which **Masterpieces** to put into their **Museum Folders** to display (not the **Ambiguous ones**). All **Collectors** slot into their **Museum Folders** a number of **Masterpieces** equal to or less than the **Auction Level**.
- Art Critic's Guess** phase: **Collectors** now guess the **Solutions** of the other players' displayed **Masterpieces** using the top grid of the players' colors on their **Transparent Guessing Sheets**. They will write **0** for **Original** or an **X** for **Fake**. In the **INTERMEDIATE VARIANT** of the game, players can now opt not to guess about a **Masterpiece**, and leave that corresponding square **Blank**.







SCORING



- Place the **Collector Tokens** on the **Forger Board** in the following manner. The **Collector** that left the fewest **Blank** spaces during **Art Critic's Guess** phase is placed on the same space as the **Forger Token**. The **Collector** with the second fewest **Blank** spaces is placed on the space below, and so on. If **Collectors** are tied in how many spaces they left **Blank**, they will share the same space on the **Forger Board**.



- Once everyone has guessed, flip each **Museum Folder** to reveal the **Solutions**. Then each **collector** flips their **Transparent Guessing Sheet** to the right page and marks how many **Mistakes** they made. They also mark down the total number of **Blank** spaces they left.

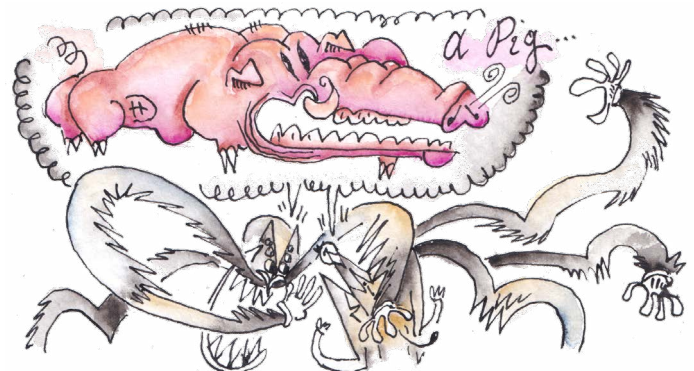


1st  Mistakes = 5  = 0

2nd  Mistakes = 2  = 6

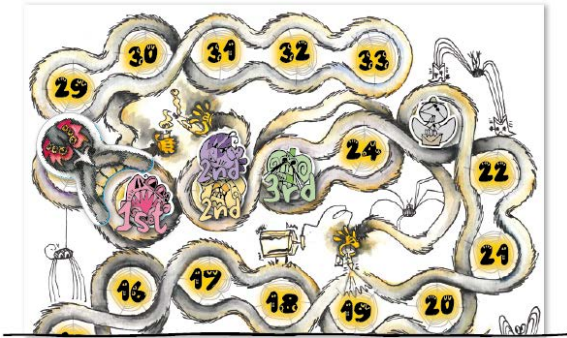
2nd  Mistakes = 3  = 6

3rd  Mistakes = 0  = 33



Place the **Gallerist Token** a number of spaces below the **Forger Token** equal to the number of **Collectors**.

	1st	2nd 2nd	3rd	
27	27	26	25	23



Declare if any of the **Collectors Gussed the Rule**, which is determined by if they made equal or fewer **Mistakes** than the **Scam Level**.

For every **Mistake** each **Collector** made, move their **Collector Token** down one space. These spaces are called **Millions**, so **Collectors** lose one **Million** per **Mistake** they made.






Determine if the game has ended in a **SCAM** or an **AUCTION**. If none of the **Collectors Gussed the Rule**, the game ends in a **SCAM**. If at least one **Collector Gussed the Rule**, the game ends in an **AUCTION**.

AUCTION



SCAM



				
0	5	3	3	2
Guess The Rule		Guess The Rule		

If the game ends in a **SCAM**, the **Gallerist** loses one **Million** per **Mistakes** made by the **Collector** who made the least **Mistakes**. The **Gallerist** will not be able to score enough points to overcome that **Collector** and win the game.



				
27	26	25	25	23
5	2	3	3	2
22	24	22	22	21

If the game ends in an **AUCTION**, the **Gallerist** gains one **Million** per **Collector** who did not **Guess The Rule**.



				
27	26	25	25	23
5	2	3	0	2
22	24	22	25	25

For both the **SCAM** or **AUCTION** scoring, the **Gallerist** can have a negative score, while the **Collector Tokens** cannot fall below zero. If the **Gallerist** would fall below zero, flip the token to indicate it's negative value and place it on the corresponding space.

The player with the most **Millions** wins.

If the **Gallerist** and a **Collector** would tie, the **Collector** wins.

If more than one **Collector** would win, the winner is the one who made the fewest **Masterpieces**. Remember: **Masterpieces** are the **Drawings** created that have a **Solution** written on the back of them, including those marked with "?".

If they are still tied, they share victory.

Explaining The Rules

Read aloud the paragraphs highlighted in gray. Execute the other actions

SETUP

- 🎒 If you are reading this you should be the **Gallerist**. All other players will be **Collectors**.
- 🎒 The **Gallerist** will take the **Gallerist Board**, a **Pencil**, a **Marker**, and the **block of white paper**
- 🎒 Assemble each **Transparent Guessing Sheet** to the left page of the **Collector Board** using provided **Clips**.
- 🎒 Each **Collector** will need a **Collector Board**, the matching **Colored Block of Paper**, a **marker**, a **Transparent Guessing Sheet**, a **Museum Folder** and a **Collector Token**.
- 🎒 Place the **Forger Board** at the center of the table. Place the **Forger Token** at space 27.

Manifesto

- 🎒 Chooses an **EXAMPLE** from the **INTERMEDIATE EXAMPLES** section (pp. 31-33). Copy down the **Written Hint** as well as **Drawings** behind the **Gallerist Screen**. This is called the **Artistic Manifesto**. In the **Artistic Manifesto** the 6 **Drawings** on the left conform to the secret rule, but the 6 **Drawings** on the right do not respect the rule. The **Written Hint** is useful to explain what the **Drawings** are not able to explain.
- 🎒 Create a **Drawing** that conforms to the secret rule and mark it with an "0" on the back to show that it is an **Original** and not a **Fake**. A **Drawing** marked as either an **Original**, **Fake** or **Ambiguous** is now called a **Masterpiece**. You may copy one provided in the chosen **EXAMPLE**.
- 🎒 Place the **Forger Board** at the center of the table. Place the **Forger Token** on 27, Place the **Scam Token** and the **Auction Token** as indicated by the **Scam Level** 🏠 and **Auction Level** 🏠 of the chosen **EXAMPLE**.

Today we will play **The Strange Forgeries Of Mr. S. C. Rheber** (pron. like the german surname Schreber) with intermediate rules. All the rules from the basic version are the same except for these rules:

Unlike in the basic game, there is now a point system to determine a winner, and I will be competing against you as well. The points are called **Millions**, and the person with the most **Millions** at the end of the game is the winner. The **Collectors** will all still learn if they were determined to have **Gussed the Rule**, and while that won't impact your score per se, it could affect the outcome of the game, which I will explain later.

In the intermediate rules I as the **Gallerist** will be able to mark your **Drawings** in three ways, either with an "X" to indicate a **Fake**, an "0" to indicate an **Original**, and now I can also mark them with a "?" to indicate an **Ambiguous Drawing**. This means I was not able to classify the **Drawing** as either a **Fake** or an **Original**. Only the author of the **Ambiguous Drawing** will be able to see the **Drawing** again.

The **Gallerist** cannot mark the **Drawings** they make with a "?".

When we reach the **SCORING** phase where you will be guessing if the other players' **Masterpieces** are **Fakes** or **Originals**, you will now also be able to leave a space **Blank**. A **Blank** space will not be counted as a **Mistake**. You may be tempted to leave every space **Blank**, but this will hurt you.

After everyone has guessed, the player with the fewest number of **Blank** spaces places their token on the space where the **Forger Token** is. The player with the second fewest **Blank** spaces places their token one space below the **Forger Token**, and so on until all the **Collectors** have placed their tokens. If the players are tied with the same number of **Blank** spaces for guesses, the tokens are placed in the same space.

For each **Mistake** a **Collector** makes, their token will be moved down one **Million**. **Collector tokens** cannot fall below the zero **Millions** space.

The game now has two possible endings: **AUCTION** or **SCAM**. These endings determine how the **Gallerist** scores.

If none of the **Collectors Gussed the Rule**, the game ends in a **SCAM**. If it ends in a **SCAM**, the **Gallerist** will lose 1 **Million** per **Mistake** made by the **Collector** who made the least number of **Mistakes**. The **Gallerist** can fall below the zero **Millions** space. If the game ends in a **SCAM**, then the **Gallerist** will not be able to score enough points to overcome the **Collectors** and win the game.

If the game ends in an **AUCTION**, the **Gallerist's** token will be moved up by 1 **Million** per **Collector** that did not **Guess the Rule**. Determining if a **Collector** has **Gussed the Rule** works exactly like it does in the **BASIC VARIANT**. If your **Mistakes** are equal or less than the **Scam Level** 🏠 then you guessed it.

Whoever has the most **Millions** at the end of the game wins!

EXHIBITION

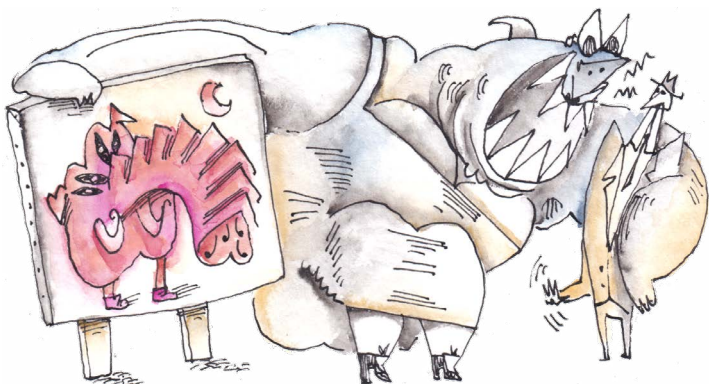
- 🎒 Start the **EXHIBITION** phase. Every round the **Gallerist** can only make one **Drawing**, while the **Collectors** can make as many **Drawings** as they want until you say STOP. The **Gallerist** will need to mark the **Solution** of their **Drawing** as well. They cannot mark their own **Drawings** with a "?". **Collectors** are allowed to finish the **Drawing** they were working on when the **Gallerist** says STOP.
- 🎒 The **Gallerist** can now mark **Drawings** with "?". Keep those **Ambiguous Drawings** face down: their **Solution** is public, but only their authors can see the **Drawings**.
- 🎒 Moderate 6 rounds of the **EXHIBITION** phase.

SCAM-OR-AUCTION

- 🎮 Setup for the **Art Critic's Guess** phase. Be sure that all **Transparent Guessing Sheets** are correctly clipped on the left page of the players' **Collector Board**. The zig-zag mark and the grid printed on the **Transparent Guessing Sheet** should be aligned with the illustration printed on the left page of the **Collector Board**.
- 🎮 All **Collectors** slot into their **Museum Folders** a number of **Masterpieces** equal to or less than the **Auction Level** 🎮 of the **EXAMPLE** the **Gallerist** chose to use.
- 🎮 Instruct the players to choose an orientation of their **Museum Folder**. Once they choose it, they should not move it or it will confuse the other players.

It's time to lock in your guesses! Remember that providing guesses is not mandatory! You can skip as many guesses as you want. If you haven't figured out the rule, you can still win, but keep your guesses secret or you will give your opponents a huge advantage if they discover that you are going to skip a large amount of guesses. Also remember to only use the topmost grid of each player color to record your guesses. This is the **Art Critic's Guess**. Now it is time to study your opponents' **Drawings** (not only the ones in their museums). Do you think they figured out the rule? How many guesses are they willing to skip? After everyone has locked in their guesses, we will flip over the **Museum Folders** and reveal the **Solutions**.

- 🎮 All **Collectors** lock in their guesses. Remember: they can skip guesses
- 🎮 Flip each **Transparent Guessing Sheet** to the right page.
- 🎮 Flip each **Museum Folder**.
- 🎮 Each **Collector** marks their **Mistakes**.
- 🎮 Each **Collector** counts their **Mistakes**. They can write the total in the corresponding place on their **Transparent Guessing Sheet**. You can write these numbers in the corresponding place of the **Gallerist Board**.
- 🎮 Each **Collector** counts how many guesses were **Blank**. They can write the total in the corresponding place in their **Transparent Guessing Sheet**.



Gameplay phases of Intermediate Variant

Remind yourself the good practices used to moderate the **Art Critic's Guess** in the **BASIC VARIANT**. These tips are discussed on **page 8**. They are still valid to moderate **Art Critic's Guess** of the **INTERMEDIATE VARIANT**:

- 🎮 Do not let players guess opponents' drawings if upside is down and
- 🎮 Make sure the players are placing their guesses in the correct spaces. Remember, only use the top grid of each player color when guessing.

Additionally takes care of the following aspects:

- 🎮 Placing guesses in intermediate games is a bit more difficult: leaving **Blank** spaces in the grid can be confusing for someone!
- 🎮 Players shall keep their guesses secret! Sometimes they will explode in frustration because they couldn't figure out the rule. The number of **Blank** guesses is their most precious intel and being vocal about it might put them at a disadvantage!

SCORING

- 🎮 Rank **Collectors** from the one with the least **Blank** guesses to the one with the most. Tied **Collectors** get the same rank.
- 🎮 Place **Collector Tokens** in the **Forger Board** starting from the **Forger Token** following the ranking order, meaning the one with the least amount of **Blanks** will place their Token on the same space as the **Forger Token**, the one with the second least **Blanks** will be on the space one below the **Forger Token** and so on.
- 🎮 Place the **Gallerist Token** a number of spaces below the **Forger Token** (27) equal to the number of **Collectors**. (in 2 **Collectors** is 25, in 3 is 24, etc...)
- 🎮 Declare who **Gussed The Rule** comparing the number of **Mistakes** the **Collectors** made with the **Scam Level** 🎮 of the **EXAMPLE** the **Gallerist** chose. If they made equal to or fewer **Mistakes** than the **Scam Level** 🎮, they will have **Gussed the Rule**.
- 🎮 **Collectors** lose one **Million** per **Mistake**. Their scores cannot fall below 0.
- 🎮 Determine if the game has ended in a **SCAM** or an **AUCTION**. If none of the **Collectors Gussed the Rule**, the game ends in a **SCAM**. If at least one **Collector Gussed the Rule**, the game ends in an **AUCTION**.
- 🎮 If the game ends in a **SCAM**, the **Gallerist** loses 1 **Million** per **Mistakes** made by the **Collector** who made the least **Mistakes**. The **Gallerist** can fall below 0. To indicate a negative score, flip the **Gallerist's** token over and place it on the corresponding number. The **Gallerist** will not be able to score enough points to overcome that **Collector** and win the game.
- 🎮 If the game ends in an **AUCTION**, the **Gallerist** gains 1 **Million** per **Collector** who did not **Guess The Rule**.
- 🎮 The player with the most **Millions** wins.
- 🎮 If the **Gallerist** and a **Collector** would tie, then the **Collector** wins.
- 🎮 If more than one **Collector** would win, the winner is the one with the fewest **Masterpieces**. Remember: **Masterpieces** are the **Drawings** created that have a **Solution** written on the back of them, including those marked with "?".

ADVANCED VARIANT

Goal of the Game

Like in **INTERMEDIATE VARIANT** the **Collectors'** objective is to figure out the secret rule, but this time the **Gallerist's** objective is different: they need to create a secret rule that is difficult to figure out, but also one that doesn't create contradictions. Unlike the **INTERMEDIATE VARIANT** of the game, where if none of the **Collectors** were determined to have **Guessed the Rule** then the **Gallerist** would lose, in the **ADVANCED VARIANT** the **Gallerist** can win even if none of the **Collectors** have **Guessed the Rule**. In order to prevent the **Gallerist** from simply making a secret rule that is impossible to figure out, there is a new balancing mechanic.

Other Differences

In **SCAM-OR-AUCTION** the **Collectors** will have two chances of **Guessing The Rule**, because there will now be two rounds of guessing. The first guessing phase works exactly as in the **INTERMEDIATE VARIANT**, (is still called **Art Critic's Guess**). After the **Art Critic's Guess** phase is finished, the **Gallerist** will reveal their **Artistic Manifesto** (the secret rule) and the **Collectors** will make a second round of guesses, which is called the **Inspector's Guess**. The **Solutions** to the **Masterpieces** will then be revealed after the second round of guesses were submitted. If one of the **Collectors** has **Guessed the Rule** during their second attempt, then the **Gallerist** will have a fair chance of winning. This will be explained in more detail shortly.

Another change is that during the **EXHIBITION** phase, when the **Collectors** are creating their **Drawings**, the **Gallerist** will have the option to edit their **Artistic Manifesto**. The rules around this will be explained a little later.

Lastly, the **Gallerist** will have its own **Museum Folder** to display all of their **Masterpieces** that were not shown as hints as additional puzzles for the **Collectors** to solve.

Rules

All rules that were not in **INTERMEDIATE VARIANT** are highlighted.

SETUP

(See image in page 17)

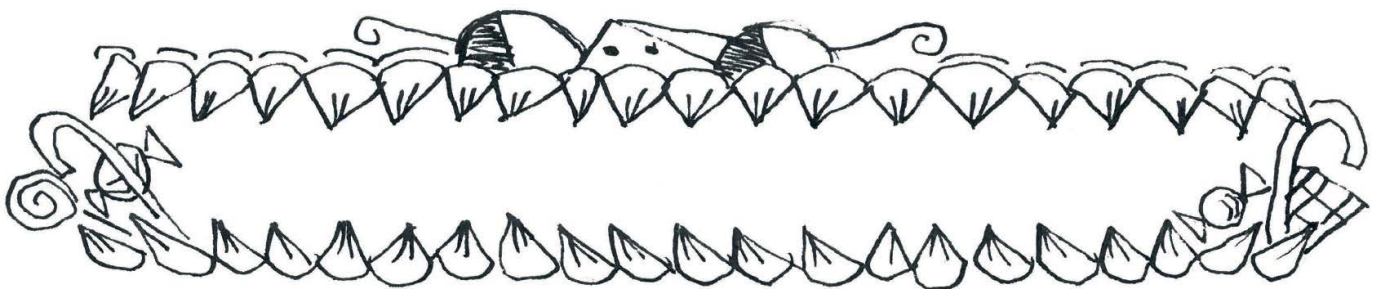
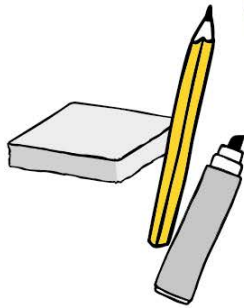
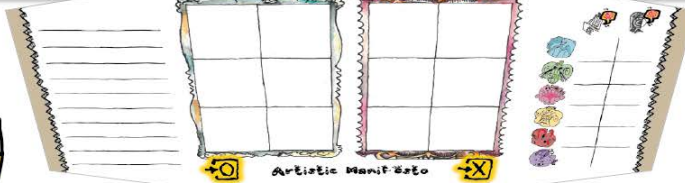
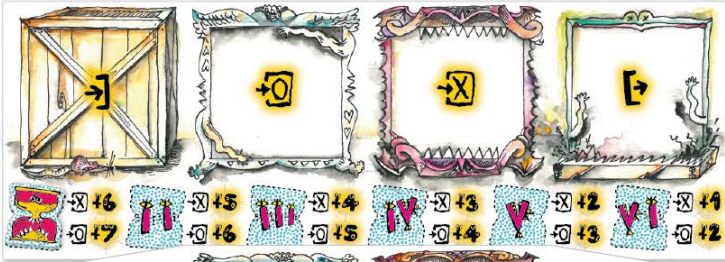
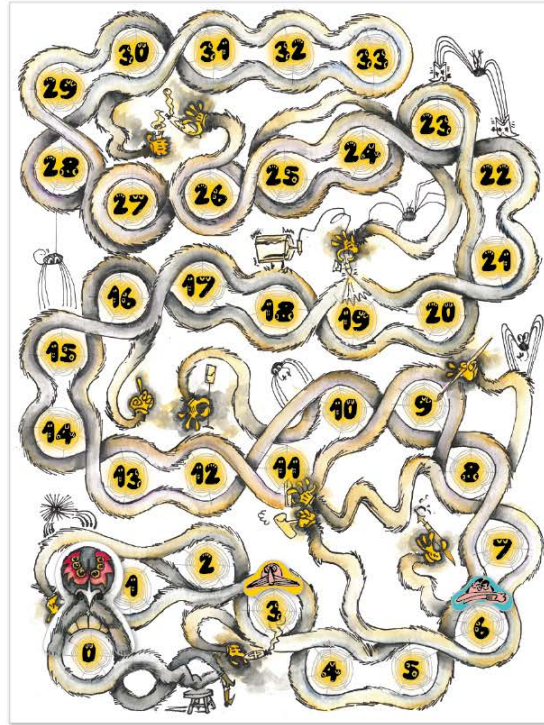
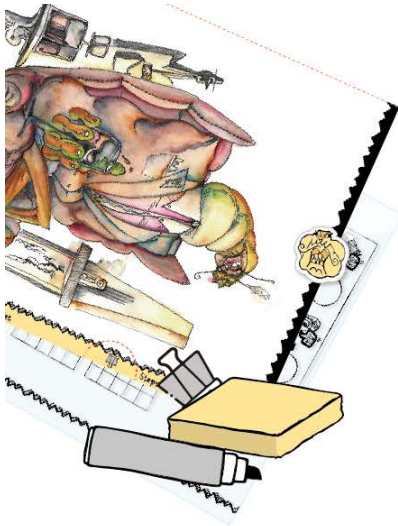
- 1 One player is the **Gallerist**, 2-6 other players are **Collectors**
- 2 The **Gallerist** will take the **Gallerist Screen**, a **Pencil**, a **Museum Folder**, a **Marker**, the **Block of White Paper** and the **Gallerist Token**.
- 3 Assemble each **Transparent Guessing Sheet** to the left page of the **Collector Board** using the provided **Clips**.
- 4 Each **Collector** will need a **Collector Board**, the matching **Colored Block of Paper**, a **Marker** and a **Museum Folder**.

- 5 Place the **Turn Tracker Board** at the center of the table with the **Turn Tracker Token** in the leftmost space.
- 6 Place the **Forger Board** at the center of the table. Place the **Forger Token** on 0.

MANIFESTO

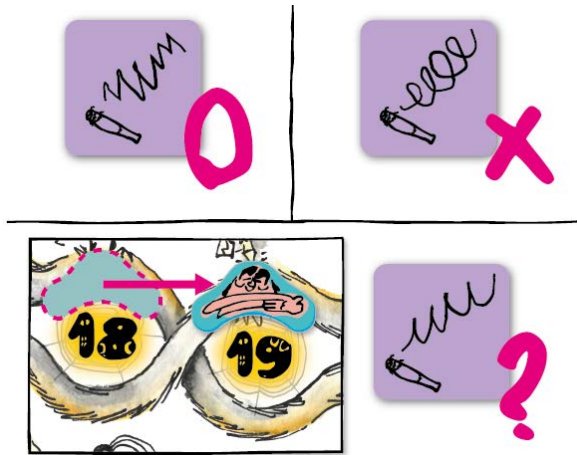
- 7 The **Gallerist** invents a secret rule by writing a **Written Hint** and example **Drawings** behind the **Gallerist Screen**. This is called the **Artistic Manifesto**. In the **Artistic Manifesto** the 6 **Drawings** on the left conform to the secret rule, but the 6 **Drawings** on the right do not respect the rule. The **Written Hint** is useful to explain what the **Drawings** are not able to explain.
- 8 Set the starting **Auction Level** and **Scam Levels** for this game. They may change during the game; you will use the **Scam Tokens** and the **Auction Token** to track those Levels on the **Forger Board**. If you've created your own secret rule check out the **Setting Your Own Difficulty** section in order to set those Levels. If you use an **Artistic Manifesto** provided in the **EXAMPLES** section use the recommended settings for your player count.
- 9 The **Gallerist** creates an example **Drawing** that would follow the secret rule. Mark the back with an "0" for **Original**. They show the **Collectors** this example. This is the **First Masterpiece**.





EXHIBITION

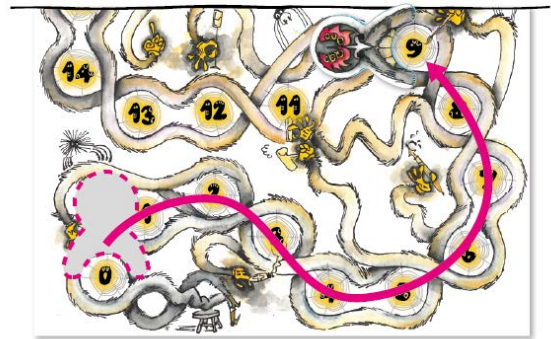
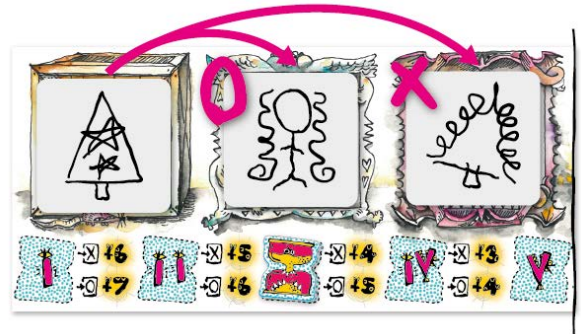
- The **Gallerist** will moderate 6 rounds where the **Collectors** will produce **Drawings** until the **Gallerist** yells STOP. The **Gallerist** can produce one **Drawing** per round. Players must make at least one mark on the page for it to count as a **Drawing**. A blank page will not count as conforming to the secret rule. The **Gallerist** will need to mark the **Solution** of their **Drawing** as well. They cannot mark their own **Drawings** with a "?".
- Each round they will then submit these **Drawings** to the **Gallerist**.
- The **Gallerist** will mark the back of the submitted **Drawings** with their **Solution**. **Drawings** that follow the rule will be marked with an "O" for an **Original**. If the **Drawing** doesn't follow the secret rule, it will be marked with an "X" for a **Fake**. If a **Drawing** is **Ambiguous** (the **Gallerist** isn't sure if it follows the rule), the **Gallerist** can mark this **Drawing** with a "?" as long as the **Auction Token** is not already at 20. They will then secretly show that **Drawing** back to the **Collector** who created it and then place that **Drawing** face down in the far-right space on the **Turn Tracker Board** indicated by the **F**. **Drawings** marked with their **Solutions** are now called **Masterpieces**.
- If the **Gallerist** marks a **drawing** with an "?" they must move the **Auction Token** up by one space.



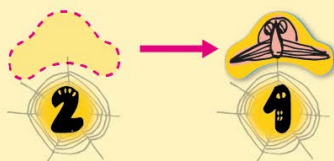
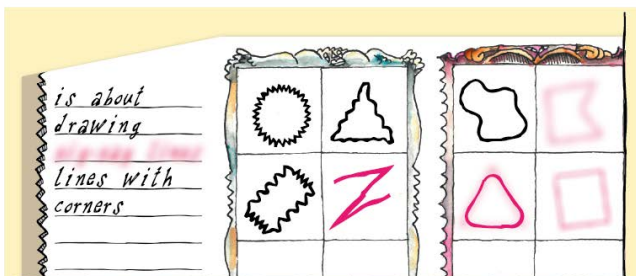
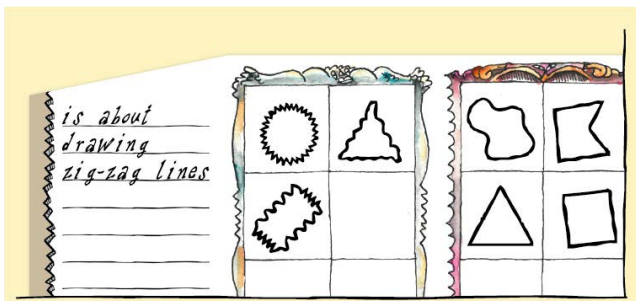
- The **Gallerist** then returns the **Masterpieces** to their respective **Collectors**. The **Solutions** are kept secret from everyone but the player who drew them. All of the **Masterpieces** which the **Gallerist** marked with a "?" have been put in the **F**, and they will remain there and not be returned to the players.
- The **Gallerist** then places the one **Masterpiece** they created this turn, **Drawing** face up, into the far left box on the **Turn Tracker Board**, which is indicated by the **F**-symbol. As you continue through the rounds, the **Gallerist** could end up with a stack of several **Masterpieces**, and they can choose to reveal none or multiple **Solutions**. The **Gallerist** will now choose if they want to show any of the **Solutions** of the **Masterpieces** stored in the **F** space to the **Collectors**.



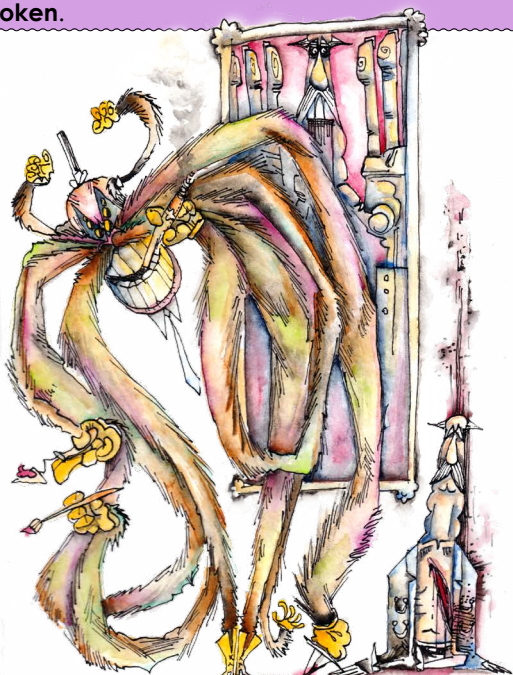
- If the **Gallerist** chooses to reveal the **Solution** of some of their own **Drawings**, place the **Masterpiece** in either the "O" or the "X" box on the **Turn Tracker Board** depending on the **Solution**. You will need to move the **Forger Token** up on the **Forger Board**. In order to see how many spaces you will need to move the **Forger Token**, look on the **Turn Tracker Token**. Next to the round that you're in, you will see a value next to the X or the O symbols. Move the **Forger Token** up that many spaces. So for example, if you revealed one **Fake Masterpiece** and one **Original Masterpiece** in round 3, you would move the **Forger Token** up 4 spaces for the **Fake** and 5 spaces for the **Original**, for a total of 9 spaces.



- Before each of the rounds ends, the **Gallerist** can also modify their **Artistic Manifesto**. If they made a change, they need to move the **Scam Token** down one space. They can add to or erase either a part of or one complete **Drawing** that makes up their **Artistic Manifesto**. Or they can add to or erase part of their **Written Hint** on the **Artistic Manifesto**. During a single modification the **Gallerist** can do any combination of these actions as many times as they want and in any order they want, moving the **Scam Token** down one for each modification they take. But if the **Scam Token** is at 0 they cannot modify their **Artistic Manifesto** any further.

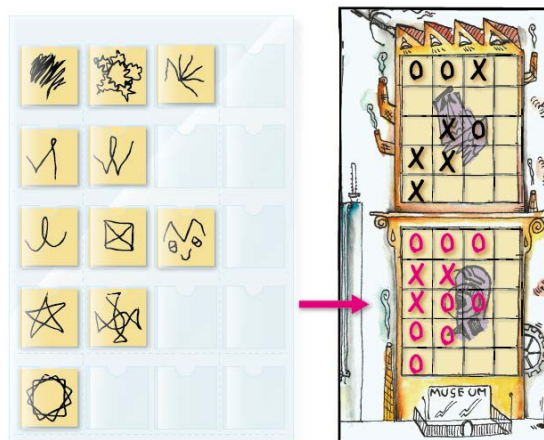


- 63 Players can look at each others' non-Ambiguous Drawings. Players may also ask each other questions about their Masterpieces, and they can choose to ask those questions privately. A player can respond with "yes," "no," or "I can't provide the answer." Players should not describe any Masterpiece unless they are specifically asked to do so. The reasoning for this is because it's possible that what the player intended to draw is not the same as what the Gallerist interpreted. Players cannot ask about Drawings marked with a "?".
- 64 During the EXHIBITION rounds the Gallerist can give out verbal hints if they choose.
- 65 Keep track of the current EXHIBITION round with the Turn Tracker Token.



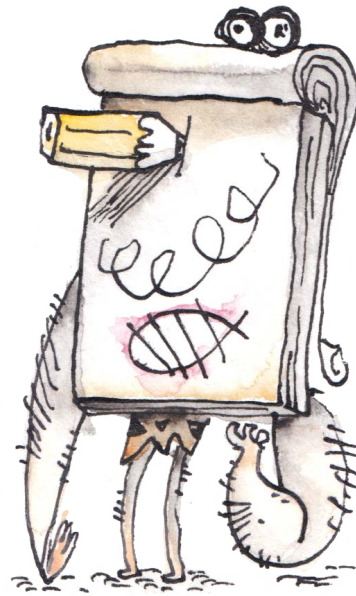
SCAM-OR-AUCTION

- 66 After the 6th EXHIBITION round, the Collectors decide which Masterpieces to put into their Museum Folders to display (not the Ambiguous ones). All Collectors slot into their Museum Folders a number of Masterpieces equal to or less than the Auction Level.
- 67 The Gallerist also choses to display in their Museum Folder a max number of Masterpieces equal to the Auction Level. Collectors will now need to also guess the Solutions of the Gallerist's Drawings.
- 68 During SCAM-OR-AUCTION there are now two different guessing phases, the Art Critic's Guess phase followed by the Inspector's Guess phase.
- 69 Art Critic's Guess phase: Collectors now guess the Solutions of the other players' displayed Masterpieces using the top grid of the players' colors on their Transparent Guessing Sheet. They will write "0" for Original or an "X" for Fake. Players can opt not to guess about a Masterpiece, and leave that corresponding square Blank. Collectors need to also guess about the Gallerist's Masterpieces, and use the corresponding grid (top left).
- 70 Inspector's Guess phase: Once everyone has guessed as the Art Critic, the Collector reads aloud the Written Hint of the Artistic Manifesto and reveals the Drawings of the Artistic Manifesto. Collectors will guess the Solutions of the other players' displayed Masterpieces using the bottom grid, which is the Inspector's grid. In this phase Collectors must provide a guess for every Masterpiece, including those displayed in the Gallerist's Museum Folder.



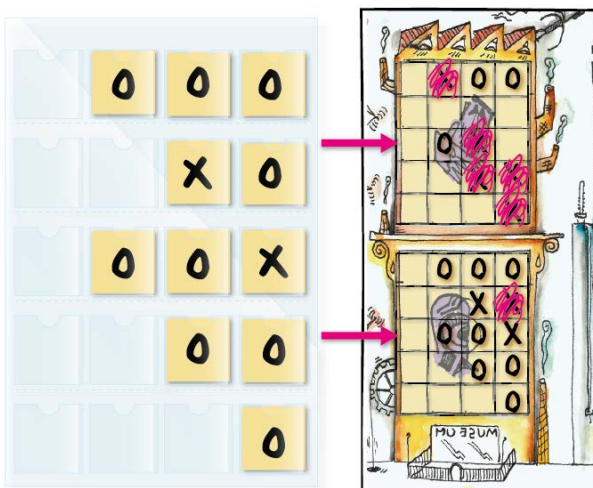
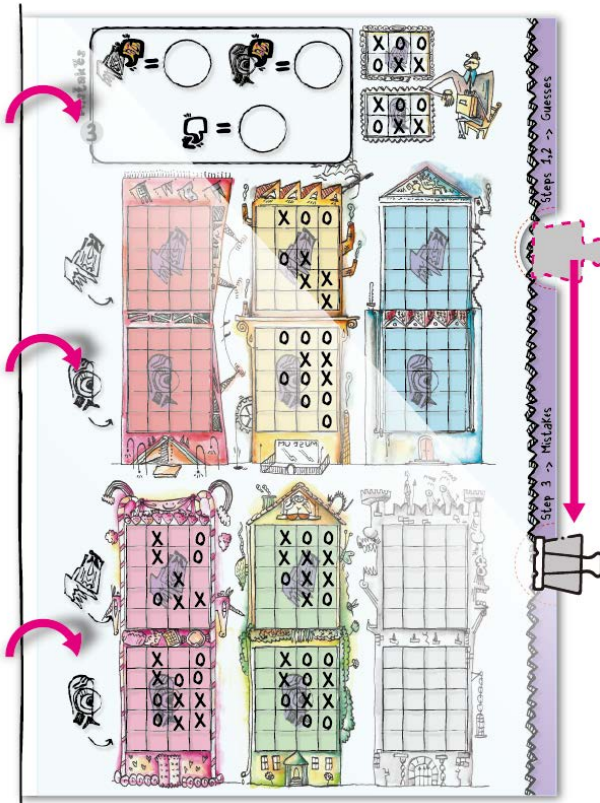
During the **Inspector's Guess** players cannot communicate to each other in any way. This is to avoid that the **Collectors** agree to purposely trigger a **SCAM** (more on that shortly) and make the **Gallerist** lose. This is also to avoid that the **Gallerist** discloses more information about the secret rule other than the **Written Hint** and the example **Drawings**.


Once everyone has finished guessing as **Inspector**, flip each **Museum Folder** to reveal the **Solutions**. Then each **Collector** flips their **Transparent Guessing Sheet** to the right page. They need to mark the total number of **Mistakes** they made during the **Art Critic's Guess** phase as well as the total number of **Mistakes** made during the **Inspector's Guess** phase. They mark the total number of spaces left **Blank** during the **Art Critic's Guess** phase as well.




SCORING

- Place the **Collector Tokens** on the **Forger Board** in the following manner. The **Collector** that left the fewest **Blank** spaces during **Art Critic's Guess** phase is placed on the same space as the **Forger Token**. The **Collector** with the second fewest **Blank** spaces in their **Art Critic's Guess** is placed on the space below, and so on. If **Collectors** are tied in how many spaces they left **Blank**, they will share the same space on the **Forger Board**. If a **Collector** would fall below zero, place it at 0 instead. (See image below. Continue in page 21)
- Place the **Gallerist Token** a number of spaces below the **Forger Token** equal to the number of **Collectors**. If the **Gallerist** would fall below zero, flip the token to indicate it's negative value and place it on the corresponding space. (See image below. Continue in page 21)



1st  Mistakes $\begin{matrix} \text{Inspector} = 5 & \text{Gallerist} = 4 \\ \text{Collector} = 0 \end{matrix}$

2nd  Mistakes $\begin{matrix} \text{Inspector} = 2 & \text{Gallerist} = 2 \\ \text{Collector} = 6 \end{matrix}$

2nd  Mistakes $\begin{matrix} \text{Inspector} = 3 & \text{Gallerist} = 9 \\ \text{Collector} = 6 \end{matrix}$

3rd  Mistakes $\begin{matrix} \text{Inspector} = 0 & \text{Gallerist} = 3 \\ \text{Collector} = 33 \end{matrix}$



☞ Declare if any of the **Art Critics** **Guess the Rule**, which is determined by if the **Collector** made fewer or equal **Mistakes** than the **Scam Level** 🦋 during **Art Critic's Guess**.

☞ Declare if any of the **Inspectors** **Guess the Rule**, which is determined by if the **Collector** made fewer or equal **Mistakes** than the **Scam Level** 🦋 during **Inspector's Guess**.

☞ Next declare if the game ended in a **SCAM** or an **AUCTION**. If at least one of the **Inspectors** was declared to have **Guessed the Rule**, the game ends in an **AUCTION**. Otherwise the game ends in a **SCAM**.

AUCTION

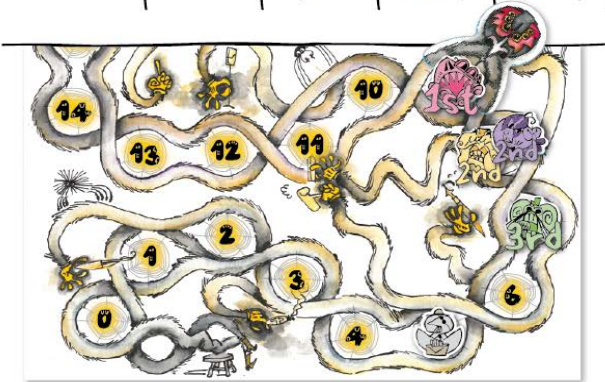


SCAM



	1st	2nd 2nd	3rd	
	9	8	7	5

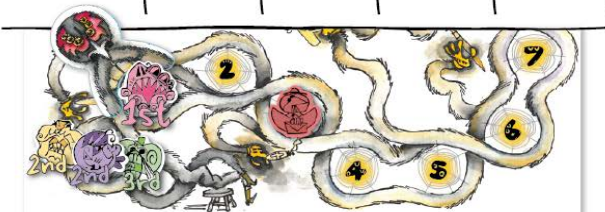
	0	3		0	3
	5	4	Guess The Rule	5	4
	2	2		2	2
	3	9		3	9



☞ If it ends in a **SCAM** each **Collectors** loses 1 **Million** per **Mistake** made by their **Inspector**. The **Gallerist** loses 1 **Million** per **Mistake** made by the **Inspector** who made the least **Mistakes**. The **Gallerist** will not be able to score enough points to overcome that **Collector** and win the game.

	1st	2nd 2nd	3rd	
	1	0	0	3

SCAM



9	8	8	7	5					
	4		9		2		3		2
5	0	6	4	3					

📌 If it is an **AUCTION** each **Collectors** loses 1 **Million** per **Mistakes** made by their **Art Critic** and 2 additional **Millions** if their **Inspector** didn't **Guess The Rule**. The **Gallerist** gains 1 **Million** per **Art Critic** who didn't **Guess The Rule**.



9	8	8	7	5
4	6	5	7	7

- 📌 For both the **SCAM** or **AUCTION** scoring, the **Gallerist** can have a negative score, while the **Collectors'** tokens cannot fall below zero. If the **Gallerist** would fall below zero, flip the token to indicate its negative value and place it on the corresponding space.
- 📌 The player with the most **Millions** wins.
- 📌 If the **Gallerist** and a **Collector** would tie, the **Collector** wins.
- 📌 If more than one **Collector** would win, the winner is the one who made the fewest **Masterpieces**. Remember: **Masterpieces** are the **Drawings** created that have a **Solution** written on the back of them, including those marked with "?".
- 📌 If they are still tied, they share victory.

Explaining The Rules

Read aloud the paragraphs highlighted in gray. Execute the other actions.

SETUP

If you are reading this you should be the **Gallerist**. All other players will be **Collectors**.

- 📌 The **Gallerist** will take the **Gallerist Screen**, a **Pencil**, a **Museum Folder**, a **Marker**, the **Gallerist Token** and the **Block of White Paper**
- 📌 Assemble each **Transparent Guessing Sheet** to the left page of the **Collector Board** using the provided **Clips**.
- 📌 Each **Collector** will need a **Collector Board**, the matching **Colored Block of Paper**, a **Marker** their **Collector Token** and a **Museum Folder**.

- 📌 Place the **Turn Tracker Board** at the center of the table with the **Turn Tracker Token** in the leftmost space. You will use this to keep track of the **EXHIBITION** rounds and keep your hints organized.
- 📌 Place the **Forger Board** at the center of the table. Place the **Forger Token** on 0.

MANIFESTO

- 📌 Choose an **EXAMPLE** from the **ADVANCED EXAMPLES** section. Copy down the **Written Hint** as well as **Drawings** behind the **Gallerist Screen**. This is called the **Artistic Manifesto**. In the **Artistic Manifesto** the 6 **Drawings** on the left conform to the secret rule, but the 6 **Drawings** on the right do not respect the rule. The **Written Hint** is useful to explain what the **Drawings** are not able to explain.
- 📌 Create a **Drawing** that conforms to the secret rule and mark it with an "0" on the back to show that it is an **Original** and not a **Fake**. A **Drawing** marked as either an **Original**, a **Fake** or **Ambiguous** is now called a **Masterpiece**. You may copy one provided in the chosen **EXAMPLE**.
- 📌 Place the **Scam Token** and the **Auction Token** on the Forger Board as indicated by the **Scam Level** and **Auction Level** of the chosen **EXAMPLE**.

Today we will play **The Strange Forgeries Of Mr. S. C. Rheber** (pron. like the german surname Schreiber) with advanced rules. All the rules you know from the intermediate games remain the same but with these main differences:

In the Scoring Round there will now be two different guessing phases. The first Guessing Phase is called the **Art Critic's Guess** phase, which follows the same rules as in the one in intermediate games. The second guessing phase is called the **Inspector's Guess** phase.

During the second guessing phase it's as if you **Collectors** are sending in your hired art **Inspectors** to check the **Masterpieces**! Before submitting your **Inspector** guesses, I will reveal my **Artistic Manifesto** (aka the secret rule). During this phase you cannot skip a guess and leave a space **Blank**. You will make your guesses in the bottom grid pertaining to the player colors.

After the **Inspector's Guess** phase, we will reveal the solutions to the **Masterpieces**, and you will total the number of **Mistakes** made during the **Art Critic's Guess** phase separately from the **Mistakes** made during the **Inspector's Guess** phase. It is possible to be determined to have **Guessed the Rule** during the **Inspector's Guess** phase but not during the **Art Critic's Guess** phase and vice versa. Guessing as **Inspector** is like taking on the role of the **Gallerist** for a moment: you check the **Artistic Manifesto** and you classify the **Drawings** as you think I would have done. So **Inspectors' Mistakes** are contradictions in my behavior as your **Gallerist**.

Another difference is how the **Gallerist** scores. If at least one of the **Inspectors** is determined to have **Guessed the Rule**, the game will end in an **AUCTION**.

The **Gallerist** will score 1 **Million** for every **Art Critic** that did not **Guess the Rule**.

If none of the **Inspectors** are determined to have **Guessed the Rule**, the game ends in a **SCAM**. The **Gallerist** will lose one **Million** per **Mistake** made by the **Inspector** with the least **Mistakes**.

The scoring for the **Collectors** is also different. If the game ends in an **AUCTION**, **Collectors** will lose 1 **Million** per **Mistake** made as an **Art Critic**, plus an additional 2 **Million** if their **Inspector** did not **Guess the Rule**. However if the game ends in a **SCAM**, **Collectors** lose 1 **Million** per **Mistake** made during the **Inspector** phase.

Another difference is now the **Gallerist** has their own museum. I will display my **Masterpieces** there, and you will need to make guesses about those as well in both the **Art Critic's Guess** and **Inspector's Guess** phases. You will write your guesses in the two small grids located in the upper right part of the **Transparent Guessing Sheet**. Beware, these **Drawings** could be clever riddles that I am leaving for you to solve!

You may have noticed that I have set the **Forger Token** to 0 instead of 27. **Collectors** cannot score less than 0 but I as the **Gallerist** can have a negative score.

The **Gallerist** now has an option to avoid this and raise the **Forger Token** when they give hints during the **EXHIBITION** phase. The earlier during the **EXHIBITION** I give a hint, the farther up the **Forger Token** will move, up to a maximum of 27.

Another action the **Gallerist** can take now is to make changes to their **Artistic Manifesto**. They might do this if they realized they have made a mistake. If I make a change to my **Artistic Manifesto**, I must move the **Scam Token** down by one space. If I decide to mark a drawing with a "?" I will have to move the **Auction Token** up by one space. I can only take this action if the **Auction Token** is not already at 20.

The more the **Gallerist** moves the **Scam Token** down or the **Auction Token** up, the more likely the game will end in a **SCAM**. So I will need to be careful!

Forger Token up the appropriate amount of spaces as indicated on the **Turn Tracker Board** based on the position of the **Turn Tracker Token**.

- 📄 After each **EXHIBITION** round, move the **Turn Tracker Token** forward one space.
- 📄 Moderate 6 rounds of the **EXHIBITION** phase.

SCAM-OR-AUCTION

- 📄 Setup for the **Art Critic's Guess** and the **Inspector's Guess**. Be sure that all **Transparent Guessing Sheets** are correctly clipped on the left page of the players' **Collector Board**.
- 📄 All **Collectors** slot into their **Museum Folders** a number of **Masterpieces** equal to or less than the **Auction Level** 🎮 (indicated by the **Auction Token**).
- 📄 Instruct the players to choose an orientation of their **Museum Folder**. Once they choose it, they should not move it or it will confuse the other players.

It's time to submit your guesses as the **Art Critic**. If later on at least one **Inspector** is determined to have **Guessed the Rule**, you will lose **Millions** for the **Mistakes** that you make during this guessing round. Try to **Guess the Rule** though or I will gain points instead! Remember you can skip guesses in this phase. Lastly: don't forget that my museum is in the upper right grid.

- 📄 All **Collectors** provide their guesses as an **Art Critic** (topmost grid). Remember: they can skip guesses.

Now you will guess as the **Inspector**. Remember: this time you cannot skip any guesses. But don't worry: if no **Inspectors** can **Guess the Rule**, you trigger a **SCAM** and I will definitely lose the game. You cannot verbally agree with the other players to trigger a **SCAM** on purpose. At the same time you should try to do your best in guessing how I would have classified each of those **Drawings**. The **Artistic Manifesto** is...

EXHIBITION

- 📄 Start the **EXHIBITION** phase. Every round The **Gallerist** can only make one **Drawing**, while the **Collectors** can make as many **Drawings** as they want until you say STOP. The **Gallerist** will need to mark the **Solution** of their **Drawing** as well. They cannot mark their own **Drawings** with a "?". **Collectors** are allowed to finish the **Drawing** they were working on when the **Gallerist** says STOP.
- 📄 The **Gallerist** can change the **Artistic Manifesto** by moving the **Scam Token** down every time they do it.
- 📄 The **Gallerist** can mark "?" **Ambiguous drawings** only if the **Auction Token** is not already at 20. If they do they must move the **Auction Token** up by one space. Keep those **Ambiguous Drawings** face down space of the **Turn Tracker Board** by the symbol 📄: their **Solution** is public, but only their authors can see the **Drawings**.
- 📄 Every time you give a hint to the **Collectors** move the

- 📄 read aloud the **Written Hint** of the **Artistic Manifesto** and reveal the **Drawings** to the players.
- 📄 All **Collectors** provide their guesses as an **Inspector** (bottom grid). Remember: they cannot skip guesses.
- 📄 Flip each **Transparent Guessing Sheet** to the right page.
- 📄 Flip each **Museum Folder**.
- 📄 Each **Collector** marks their **Art Critic's Mistakes** and **Inspector's Mistakes**.
- 📄 Each **Collector** counts their **Art Critic's Mistakes** and **Inspector's Mistakes** separately. They can write the totals in the corresponding place in their **Collector Board**. You can write the totals in the corresponding place of the **Gallerist Screen**.
- 📄 Each **Collector** counts how many guesses were **Blank**.

They can write the total in the corresponding place in their **Collector Board**.

Remind yourself the good practices used to moderate the **Art Critic's Guess** in the **BASIC VARIANT**. These Tips are discussed on pages 4-5. They are still valid to moderate **Art Critic's Guess** phase and **Inspector's Guess** phase in **ADVANCED VARIANT**:

- 📖 Do not let players guess opponents' **Drawings** if upside is down and
- 📖 Make sure the players are placing their guesses in the correct spaces.
- 📖 Players must keep their guesses secret!

But take care of the following aspect during the **Inspector's Guess** phase:

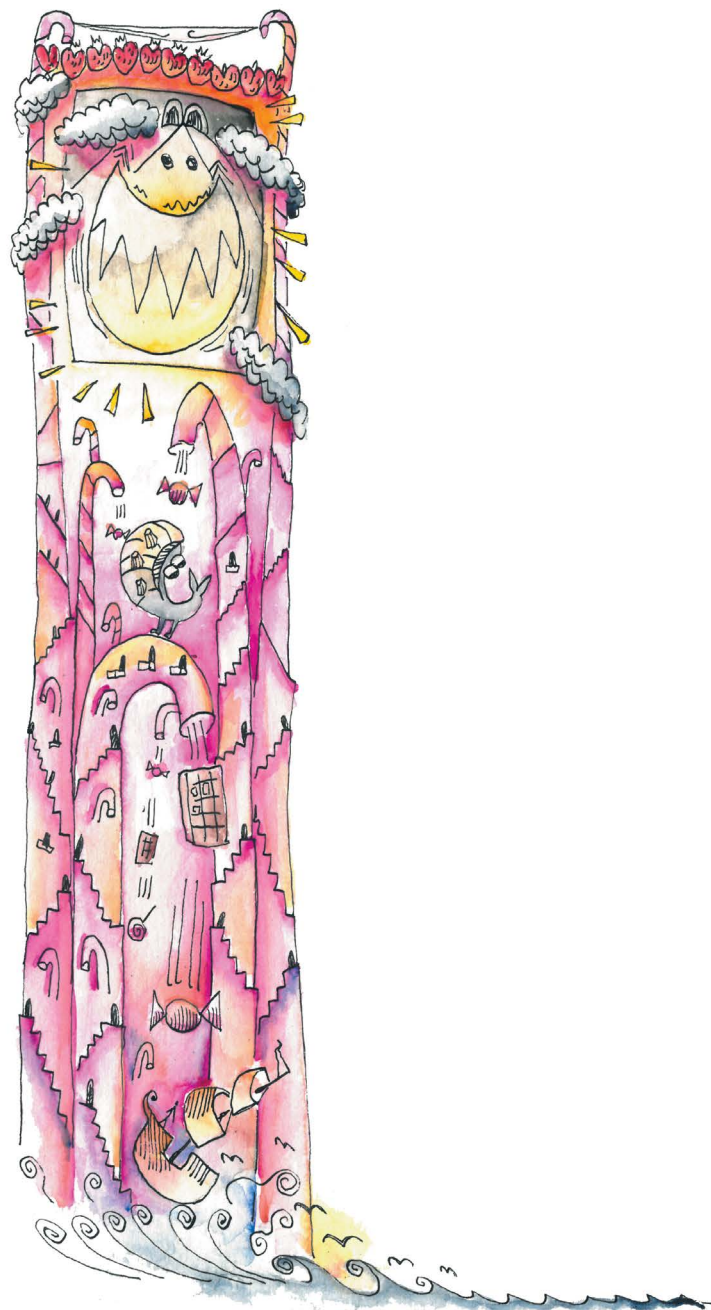
- 📖 **Collector** should not agree with the other players to purposely trigger a **Scam** to manipulate the defeat of the **Gallerist**. This is against the spirit of the game: remind them that they have communication limits in this phase and impose the silence if necessary.
- 📖 The **Gallerist** should not explain the **Artistic Manifesto** to manipulate its victory. You may read aloud what you have written in your **Written Hat** and show the **Drawings** in your **Artistic Manifesto**, but adding any other information is against the spirit of the game: The **Gallerist** has communication limits too!

SCORING

- 📖 Rank **Collectors** from the one with the least **Blank** guesses to the one with the most. Tied **Collectors** get the same rank.
- 📖 Place **Collector Tokens** on the **Forger Board**. The **Collector** with the least **Blank** guesses is placed on the same space as the **Forger Token**, the **Collector** with the second least **Blank** guesses is placed on the space below and so on.
- 📖 Place the **Gallerist** Token a number of spaces below the **Forger Token** equal to the number of **Collectors**.
- 📖 Declare which **Collector's Art Critic Gussed The Rule** comparing that **Art Critic's Mistakes** with the **Scam Level** 🎲 (indicated by the **Scam Token**). If the **Art Critic's Mistakes** are equal or less than the **Scam Level** 🎲 then they **Guess The Rule**.
- 📖 Declare which **Collector's Inspector Gussed The Rule** comparing that **Inspector's Mistakes** with the **Scam Level** 🎲. If the **Inspector's Mistakes** are equal or less than the **Scam Level** 🎲 then they **Guess The Rule**.
- 📖 Declare if it is a **SCAM** or an **AUCTION**. If at least one of the **Inspectors** was declared to have **Gussed the Rule**, the game ends in an **AUCTION**. Otherwise the game ends in a **SCAM**.
- 📖 If it is an **AUCTION** the **Gallerist** gains 1 **Million** per **Art Critic** who didn't **Guess The Rule**. Each **Collectors** loses 1 **Million** per **Mistakes** made by their **Art Critic** and loses 2 additional **Millions** if their
















Inspector didn't **Guess The Rule**.

- 📖 If it is a **SCAM** the **Gallerist** loses 1 **Million** per **Mistake** made by the **Inspector** who made the least **Mistakes**. Each **Collectors** loses 1 **Million** per **Mistake** made by their **Inspector**.
- 📖 The player with the most **Millions** wins.
- 📖 If the **Gallerist** and a **Collector(s)** are tied, the **Collector(s)** win.
- 📖 If more than one **Collector** would win, the winner is the one with the least **Masterpieces**. Remember: **Masterpieces** are the **Drawings** created that have a **Solution** written on the back of them, including those marked with "?".
- 📖 If they are tied, they share the victory.



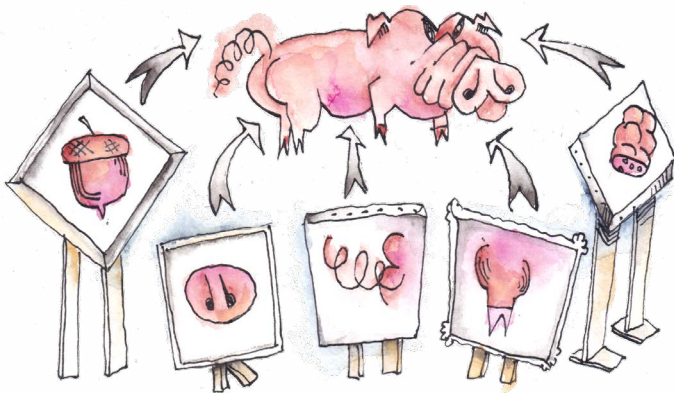
Setting Your Own Difficulty

Here some combination of **Auction Level** 🎨/Scam Level 🎭 provided for each of 5 different difficulty levels. The **Player Count** is represented by the columns and the **Difficulty Levels** are represented in the rows.

					
 Very Easy	20	10	7	6	5
 Easy	8	8	8	10	10
 Medium	20	10	7	6	5
 Difficult	6	6	6	7	7
 Very Difficult	20	10	7	6	5
 Easy	4	4	4	5	5
 Medium	20	10	7	6	5
 Difficult	2	2	2	3	3
 Very Difficult	20	10	7	6	5
 Easy	1	1	1	1	1

VERY EASY and EASY Games

Easy and **Very Easy** games will make up for a lighter game with more luck and less logic. The higher the **Scam Level** 🎭, the more **Mistakes** the **Collectors** can make. Remember that for the **Collectors** to win, they don't need to figure out exactly what's written in the **Artistic Manifesto**: they can **Guess The Rule** with a bit of gambling and intuition. For the **Gallerist**, since the **Collectors** will be allowed to make more **Mistakes**, they can get away with a bit more ambiguity in their secret rule. For instance, rules that contain words like "similar" or "approximately" might still work in an Easy or Very Easy games.



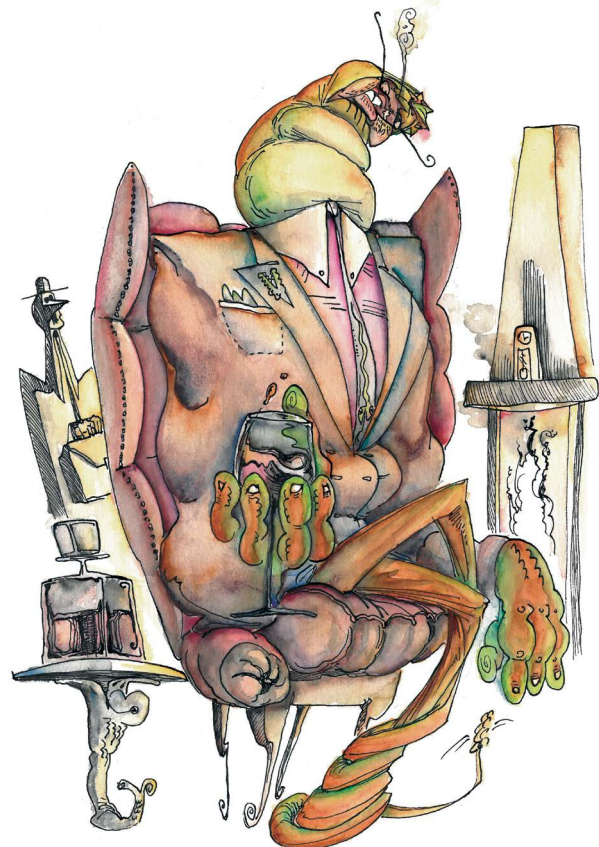
DIFFICULT and VERY DIFFICULT Games

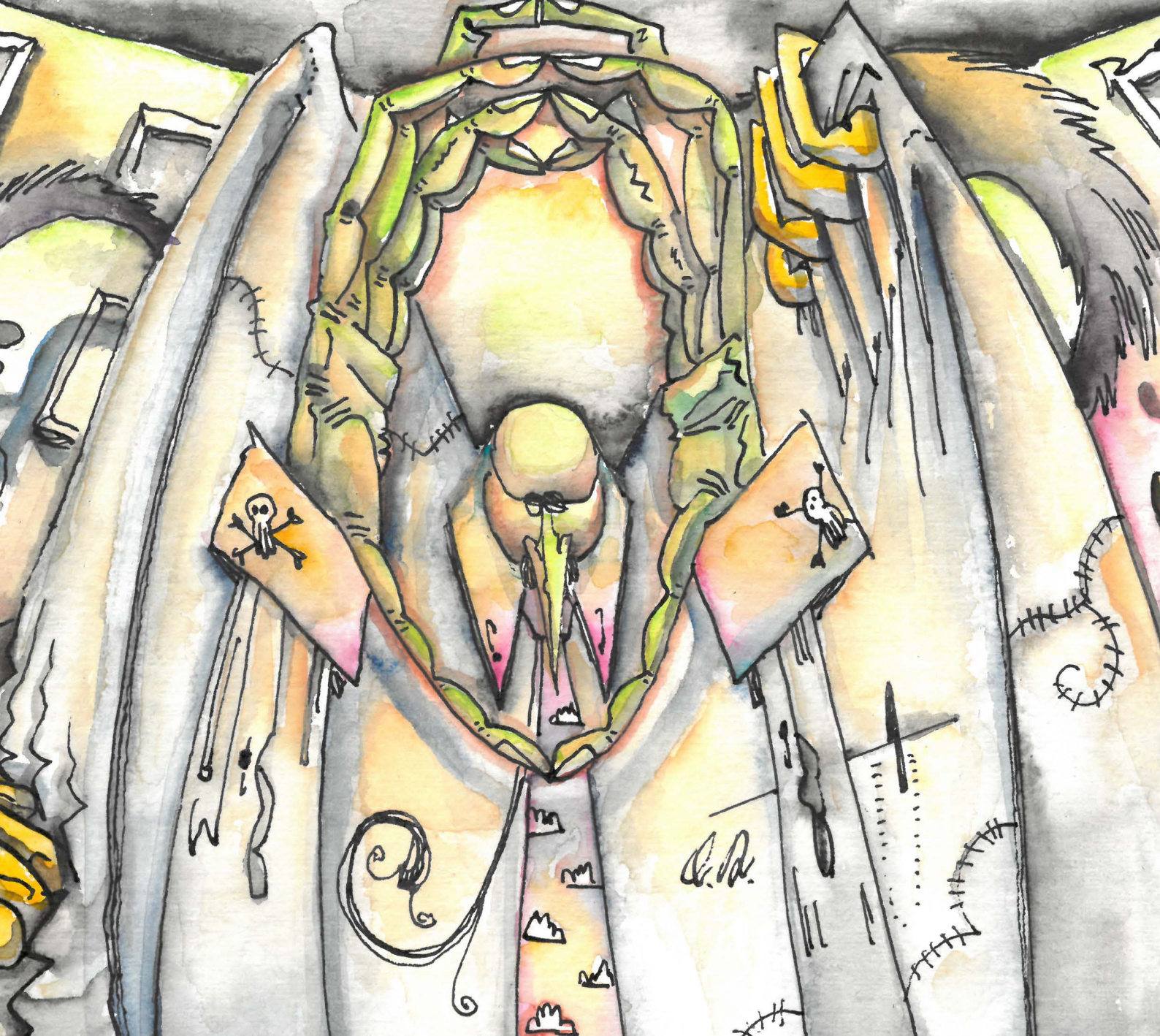
For **Difficult** and **Very Difficult** games, since the **Scam Level** 🎭 is much lower, every **Mistake** the **Collectors** make counts. If they are unsure of the rule and gamble, odds are it will go poorly for them. Because of this, the **Gallerist** should avoid ambiguity in their secret rule as much as possible. Attempt to invent a rule that is easier to classify consistently, so that you can be as objective as possible when marking **Drawings** with **Solutions**. But be warned, this is sometimes harder than you might think!



MEDIUM Games

If you are unsure about what level to choose, don't over-think it: go for **Medium** difficulty and you are good to go!





EXAMPLES

How to Use This Section

At the beginning of the game, the **Gallerist** chooses one **EXAMPLE** accordingly to the **VARIANT** they are playing:

- 1 During **MANIFESTO**: set **Auction Level** 🎨 and **Scam Level** 🎭 based on player count
- 2 During **MANIFESTO**: the **Gallerist** copy those **Drawings** behind the **Artistic Manifesto Screen**

- 3 During **EXHIBITION**: Useful tips for the **Gallerist** to classify **Collectors' Drawings**
- 4 During **MANIFESTO**: the **Gallerist** copy the **Written Hint** behind the **Artistic Manifesto Screen**
- 5 During **EXHIBITION**: the **Gallerist** may copy those **Drawings** and reveal their **Solutions**.
- 6 During **EXHIBITION** the **Gallerist** may use this section to give verbal hints.

SETTINGS: Medium

🎨	20	4
🎨	40	4
🎨	7	4
🎨	6	5
🎨	5	5

ARTISTIC MANIFESTO: Drawings

Bongard Problem 25/100
Source: Bongard M. M. Pattern Recognition, 1967

ARTISTIC MANIFESTO: Written Hint

All filled in black figures are triangles.

HINTS: for the Collectors

DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:

DIFFICULT: The rule is of the type 'all figures of a certain type have a certain characteristic'

MEDIUM: The rule involves black figures.

EASY: The rule involves triangles.

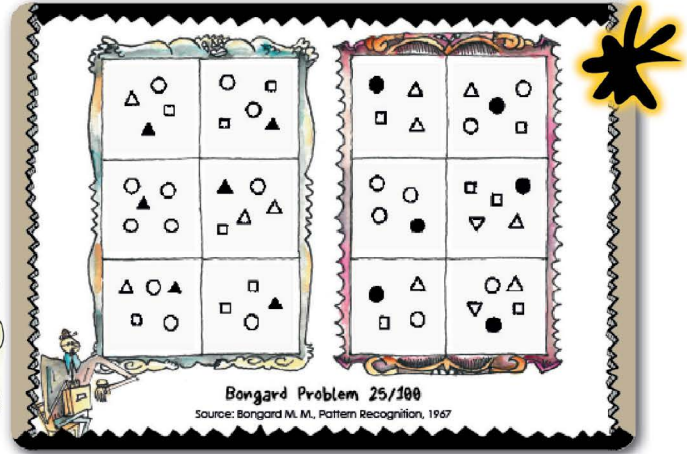
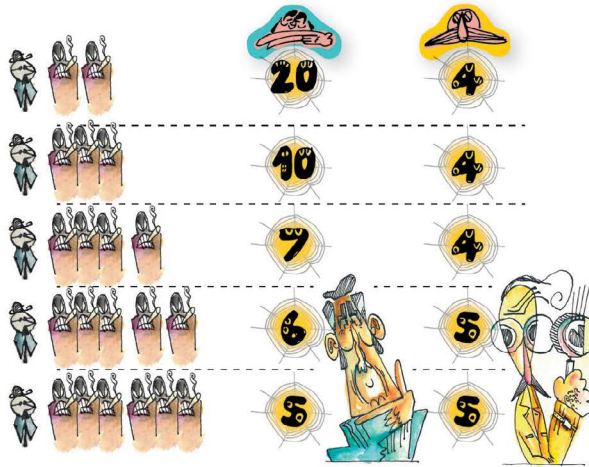
5: here is a little hint: my secret rule involves triangles...

6: [Gallerist character]

EXAMPLE A Figure's Color

SETTINGS: Medium

ARTISTIC MANIFESTO: Drawings









TIPS: for the Gallerist

ARTISTIC MANIFESTO: Written Hint

Impose that all lines intersecting 'filled-in black figures' are not part of it.

'All filled in black figures are triangles.'

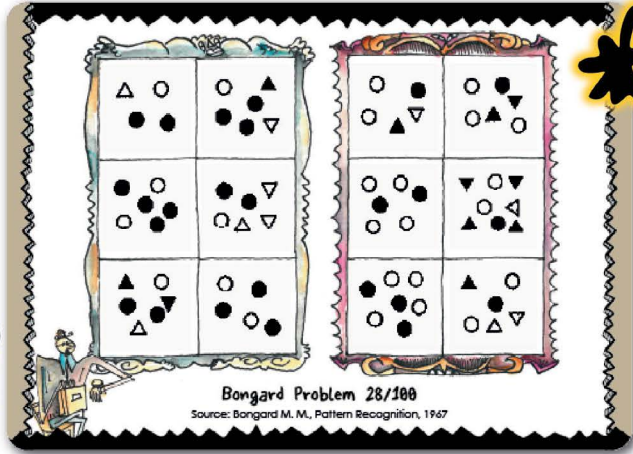
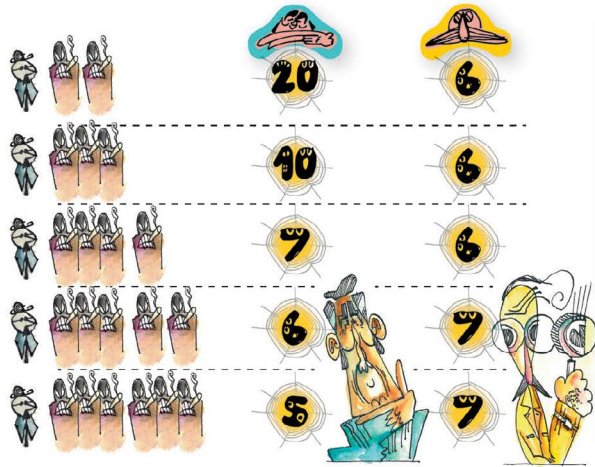
HINTS: for the Collectors

DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:
 		 		 	
 DIFFICULT		 MEDIUM		 EASY	
The rule is of the type 'all figures of a certain type have a certain characteristic'		The rule involves black figures.		The rule involves triangles.	

EXAMPLE Counting Dots

SETTINGS: **Easy**

ARTISTIC MANIFESTO: **Drawings**



TIPS: for the **Gallerist**

ARTISTIC MANIFESTO: **Written Hint**

remember: incomplete 'circles' are not 'circles'.

'There are more black circles than white circles.'

HINTS: for the **Collectors**

DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:
DIFFICULT		MEDIUM		EASY	
<p>The rule is of the type 'figures of a certain type compare with other figures of a certain type in a particular way'.</p>		<p>the two types of figures are fundamentally identical a part from a certain property.</p>		<p>compare the quantity of figures with similar characteristics.</p>	

EXAMPLE Branches

SETTINGS: Very Easy

ARTISTIC MANIFESTO: Drawings

Bongard Problem 70/100
Source: Bongard M. M., Pattern Recognition, 1967

TIPS: for the Gallerist

Impose that 'Trunks' are all smooth lines that don't start or end in other lines and 'Branches' are all smooth lines that don't end in other lines. Remember: 'smooth' = 'without corners'.

ARTISTIC MANIFESTO: Written Hint

A branch from a trunk does not have additional branches coming from it.

HINTS: for the Collectors

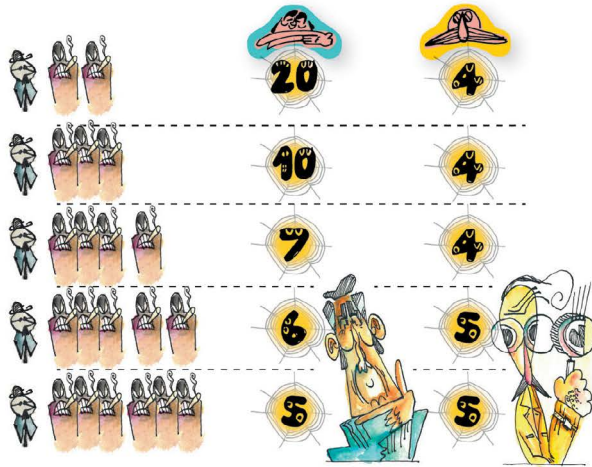
DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:
DIFFICULT	DIFFICULT	MEDIUM	MEDIUM	EASY	EASY
The rule is of the type 'a figure of a certain type has a certain property'.		The rule involves 'Trunks' and 'Branches'		Trunks' are all smooth lines that don't start or end in other lines.	

EXAMPLE Approximate Size

INTERMEDIATE EXAMPLES

SETTINGS: **Medium**

ARTISTIC MANIFESTO: **Drawings**



TIPS: for the **Gallerist**

ARTISTIC MANIFESTO: **Written Hint**

another way to phrase this is 'None of the figure can completely fit inside another figure.'

'figures are essentially the same size.'

HINTS: for the **Collectors**

DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:
DIFFICULT		MEDIUM		EASY	
The rule is of the type 'All figures have a certain feature'		It involves the area covered by the figures.		Try to fit figures inside each other.	

EXAMPLE the Letter "A"

SETTINGS: Easy

ARTISTIC MANIFESTO: Drawings

TIPS: for the Gallerist

ARTISTIC MANIFESTO: Written Hint

remember: only cursive characters are joined to other cursive characters.

'it contains the letter A'

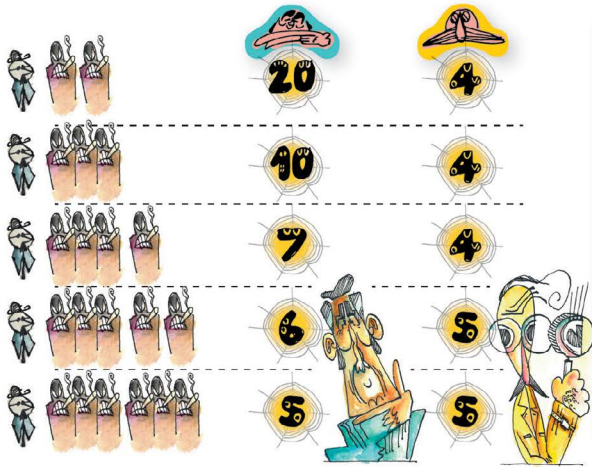
HINTS: for the Collectors

DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:
DIFFICULT		MEDIUM		EASY	
The rule is of the type 'it contains a certain figure'		This sentence contains that figure.		The figure is a letter	

EXAMPLE 3d spaces

SETTINGS: **Medium**

ARTISTIC MANIFESTO: **Drawings**









TIPS: for the **Gallerist**

ARTISTIC MANIFESTO: **Written Hint**

this rule involves 'hidden parts of a figure'. To keep your solutions consistent impose that when two figures are adjacent, there is always an hidden part and no corners of overlapping figures can lie on the other figure's border. If you still can't decide which figure is on top of the other, mark the Drawing as Ambiguous.

'black figures are always below a white figure.'

HINTS: for the **Collectors**

DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:
 		 		 	
 DIFFICULT	 MEDIUM	 EASY			
The rule is of the type 'all figures of a certain type are below figures of another type'.	When two figures are adjacent there is always an hidden part	No corners of overlapping figures can lie on the other figure's border.			

EXAMPLE The Legs of the Spider

SETTINGS: Very Difficult

ARTISTIC MANIFESTO: Drawings







TIPS: for the Gallerist

ARTISTIC MANIFESTO: Written Hint

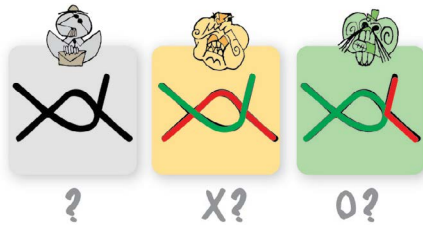
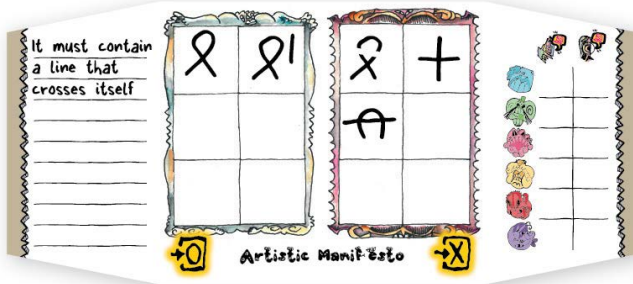
read the paragraph dedicated to this example

'it contains a line intersecting itself.'

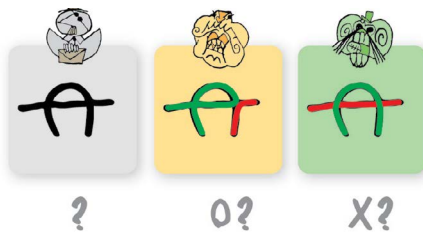
HINTS: for the Collectors

DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:
 		 		 	
 DIFFICULT		 MEDIUM		 EASY	
The rule is of the type 'there is at least a figure of a certain type'		The type of figure are 'all lines that could have been drawn without lifting the pen'.		You cannot draw lines that cross 'thick figures'	

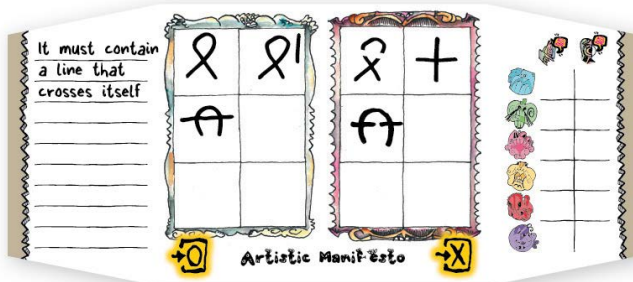
The secret rule for this **Artistic Manifesto** is "all drawings must contain a line intersecting itself.". In the drawn examples of an **Original** artwork, the top left **Drawing** is a perfect example of the rule. But in the current state of the rule, things get complicated when the **Gallerist** considers that they do not know how the **Drawings** were done, aka the stroke of the pen.



As you can see in this example, if you start considering the strokes of the pen that could have made the **Drawing**, the gray one could be marked as **Ambiguous**. If the **Collector** drew the yellow one with those pen strokes, since each stroke doesn't intersect itself, that would be considered a **Fake**. But in the green **Drawing's** case, one of the lines does intersect each other, so it would be deemed **Original**! Since the **Gallerist** has no definitive way of knowing exactly how the **Collectors** created the **Drawing**, they may decide to amend the rule and say "if in a drawing there is at least one path that can be drawn without lifting the pen that would allow the line to touch a segment that was previously drawn, that drawing would be considered an **Original**". You can see another example of this as well.

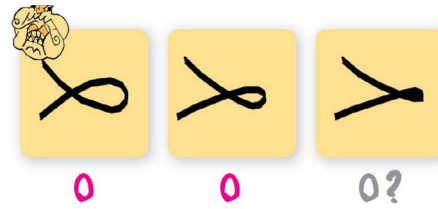


The **Gallerist** corrects the **Drawings** accordingly,

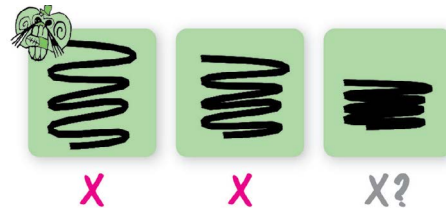


but a further complication arises if a line becomes close together so much so that the opening closes.

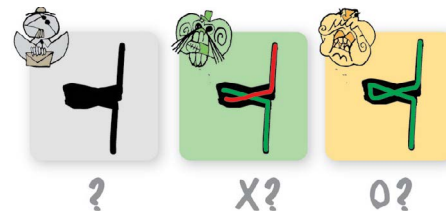
As you can see below, the **Gallerist** has deemed all of these yellow pictures **Originals**, because it seems obvious that they are a line that crosses itself. Though in this the final **Drawing**, because the lines are very close together, it can be a little ambiguous.



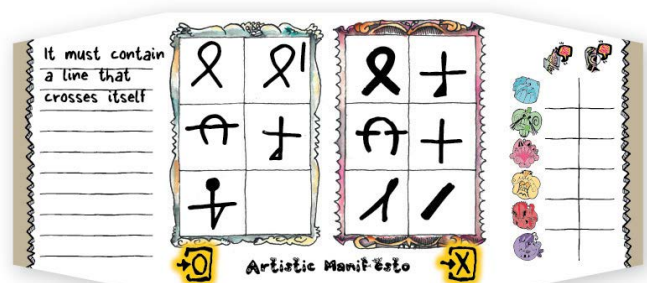
And in this example below, it seems obvious, even as the lines get closer and closer together that this line does not ever cross itself. Though in this the final drawing as well, because the lines are very close together, it can be a little **ambiguous**.



In this last example below, because the lines are so close together, it can be very hard to determine what the paths were, and if a line has crossed itself.



So the **Gallerist** may need to make a decision. They can amend their rule and say "a thick figure is always an original because it is always possible to draw a line that crosses itself inside of it" or they could declare the opposite is true, and that all thick figures cannot be crossed by lines. Below you will see what the final rule became after changing the example **Drawings**.



EXAMPLE The Cyclops

SETTINGS: Very Difficulty

ARTISTIC MANIFESTO: Drawings

TIPS: for the Gallerist

ARTISTIC MANIFESTO: Written Hint

read the paragraph dedicated to this example

'All 'Eyes' must be 'blinded'. (An 'Eye' comprises a figure which encloses a single black figure. A first figure 'blinds' a second figure if the first figure is partly inside and partly outside of the second figure).'

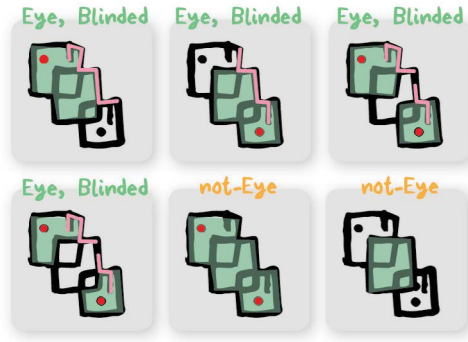
HINTS: for the Collectors

DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:

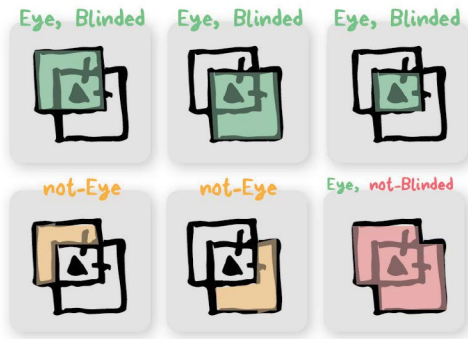
DIFFICULT → **MEDIUM** → **EASY**

The rule is of the type 'All 'Eyes' have a certain property' → An 'Eye' is a figure which encloses a single black figure → The property mentioned in the rule is 'being 'blinded''. When a first figure is partly inside and partly outside of a second figure, then the second figure is 'blinded'.

For this example, the secret rule is that "There should be no unblinded eyes.". When the **Gallerist** is marking the answers of the **Collector's** drawings, they will go through several different logical steps.



First, if there is at least one unblinded eye, then the **Drawing** is a **Fake**. But what makes an eye? The **Gallerist** has determined that an "eye" is defined by a figure that is inside another figure, and that the innermost figure is the one and only black inner figure. So now how do they define blinded? An eye is blinded if another figure is partly outside, partly inside that eye (as if it was the spear piercing the Cyclops's eye).



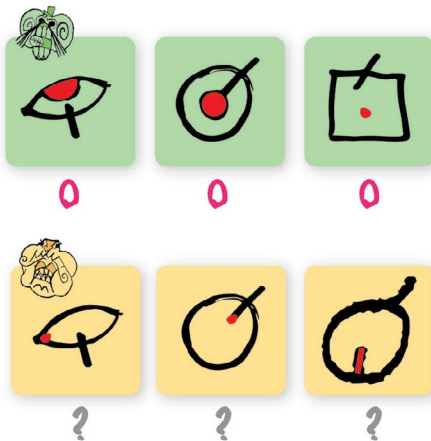
But a contradiction arises because the **Gallerist** hadn't explicitly banned either of these two features: (a) the black inner figure can touch either the outer figure or the "blinding stick" (b) the back inner figure can be a dot.

If both features would be legal (as it seems legit to assume), all of the green player submissions would be deemed **Originals**, because it is obvious that there is a figure in the figure as well as a blinding stick. But with the yellow **Drawings**, for the one to the left, does that tiny dot at the corner of the figure count as a pupil, thereby making it an eye? Or for the center and right yellow **Drawings**, does the

Or the **Drawing** below six different ways.

So they must make a decision as to whether intersecting figures can count as an eye.

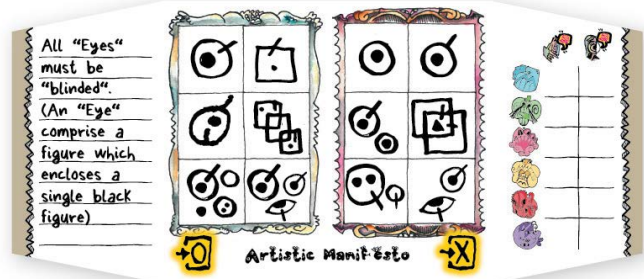
Because they decide that intersecting figures count as an eye, multiple eyes can be found in the above **Drawing**, and they did find that one of them was not blinded, as seen in the bottom right picture. Therefore, because there is an unblinded eye, the **Drawing** doesn't comply with the rule. Below you will see what the final rule became after adjusting the example **Drawings**.



red portion count as part of the blinding stick or as its own pupil? These three yellow **Drawings** are **Ambiguous**.

Paradoxes like this cause the **Gallerist** to lose points and, therefore, they could decide to amend their rule to say that the inner figure must not touch either the outer figure or the "blinding stick".

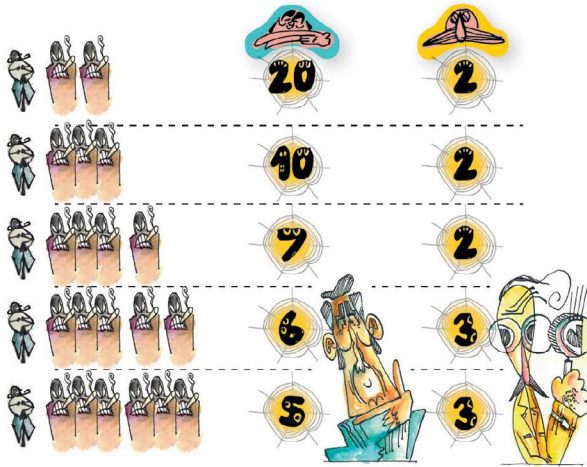
As they continue to take submissions, another paradox arises concerning overlapping figures. As you can see below, the **Gallerist** could interpret the **Drawing** below six different ways.



EXAMPLE Constellation

SETTINGS: Difficult

ARTISTIC MANIFESTO: Drawings



TIPS: for the Gallerist

ARTISTIC MANIFESTO: Written Hint

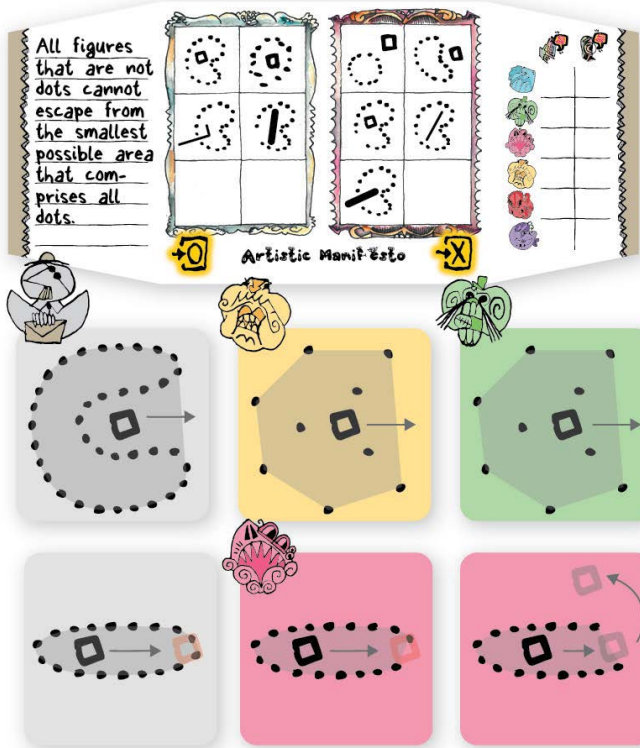
read the paragraph dedicated to this example

All figures that are not dots are enclosed by dots that must be able to be connected by a single line that starts and ends at the same dot, pass through all other dots only one time, and must always connect from one dot to the nearest dot.

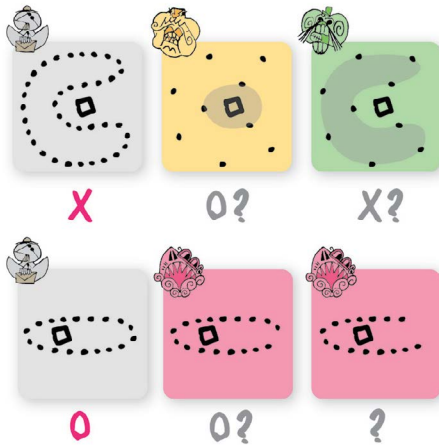
HINTS: for the Collectors

DIFFICULT		MEDIUM		EASY	
Original:	Fake:	Original:	Fake:	Original:	Fake:
<p>The rule is of the type 'All figures of a certain type constitutes a single figure. Such figure compares with all other figures in a certain way'.</p>	<p>All dots in the drawing create a figure in a certain way</p>		<p>Connect the dots with a single line that starts and ends at the same dot, pass through all other dots only one time, and must always connect from one dot to the nearest dot.</p>		

In this instance the secret rule is that "a figure that is not dots is enclosed by dots that must be able to be connected with a single line that starts and ends at the same dot, and the line must connect from one dot to the nearest dot". This is definitely a more advanced rule that would potentially be very hard to get the **Collectors** to come close to. When the **Gallerist** is marking the answers of the **Collector's** drawings, they will go through several different logical steps. Their first version of the rule is "a figure that is not dots is enclosed by dots"



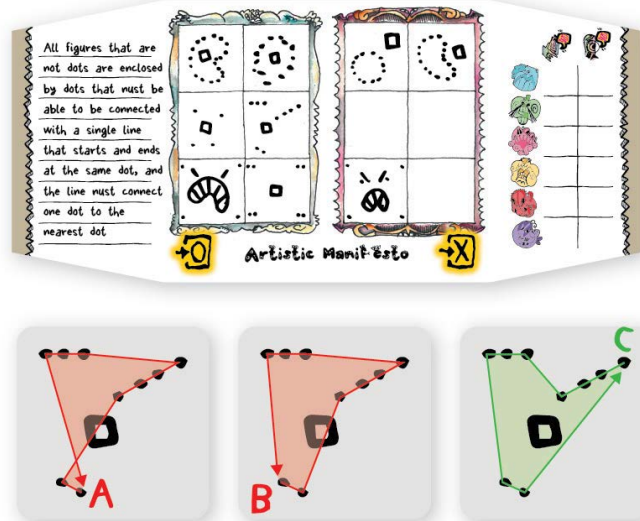
With this rule, there can be many contradictions or ambiguities. For instance, in the examples below, the Yellow player has a different opinion than the Green about how the dots determine the enclosing area of the figure. While the Pink player may question how close the dots need to be together to determine an enclosing area.

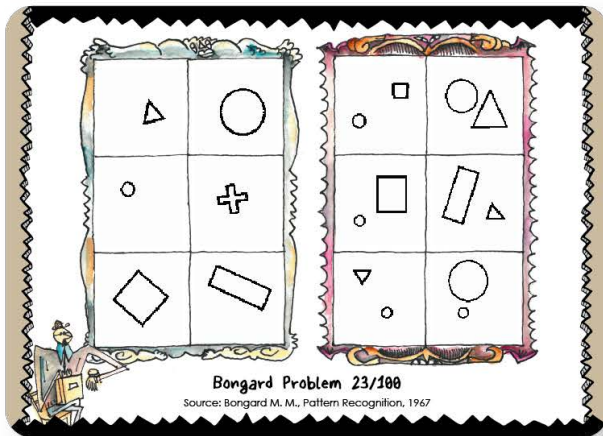


The other is that "all figures that are not dots are enclosed by dots that must be able to be connected with a single line that starts and ends at the same dot, and the line must connect from one dot to the nearest dot".

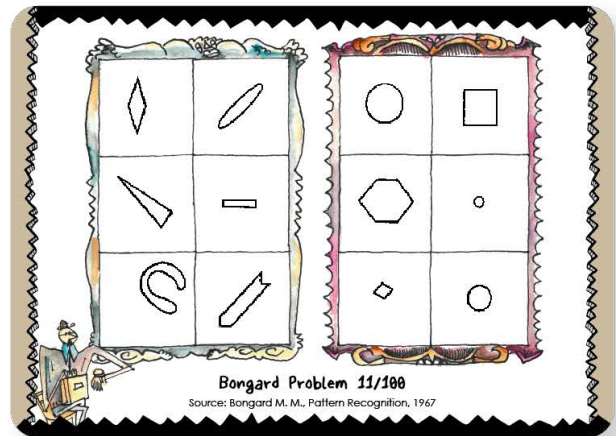
Since the **Gallerist** objective is not only to avoid contradiction (aka all Inspectors not **Guessing The Rule**: in order to not lose points), but also to create riddles that are not too easy (aka many **Art Critics** not **Guessing The Rule**: in order to gain points), with this instance of the rule, the **Gallerist** is able to produce examples that go from extremely easy to extremely challenging, like in the example below, wherein, one needs to spot the correct starting dot in order to realize that the drawing is **Original**.

There are different options. One is to consider dots as obstacles, and look at whether they would prevent the figure to "escape". This will result in an **Artistic Manifesto** as the one below.

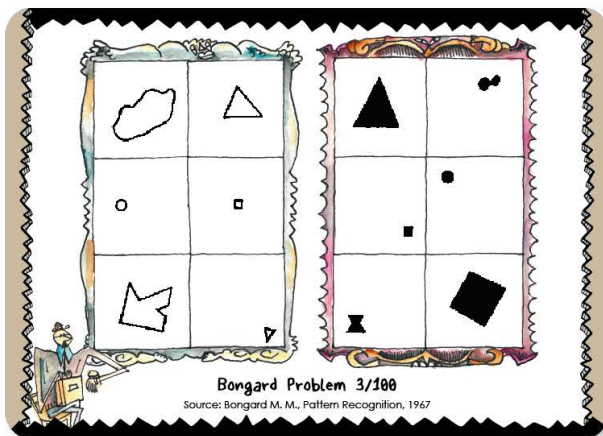




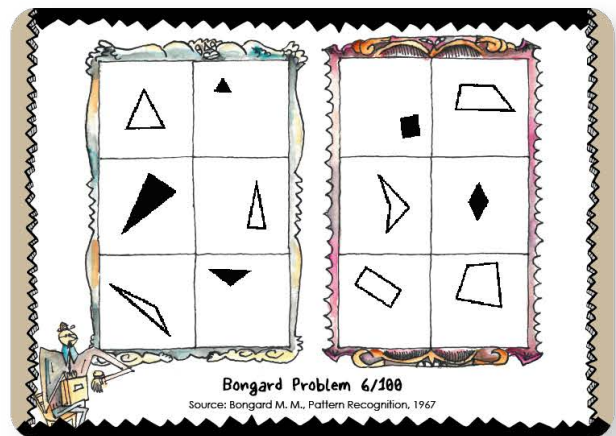
It contains exactly one figure



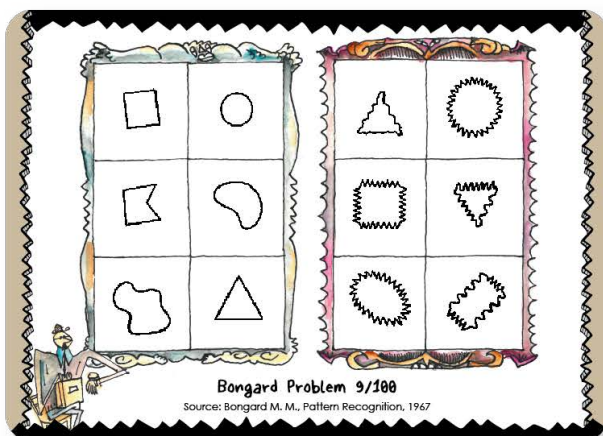
It only contains elongated figures



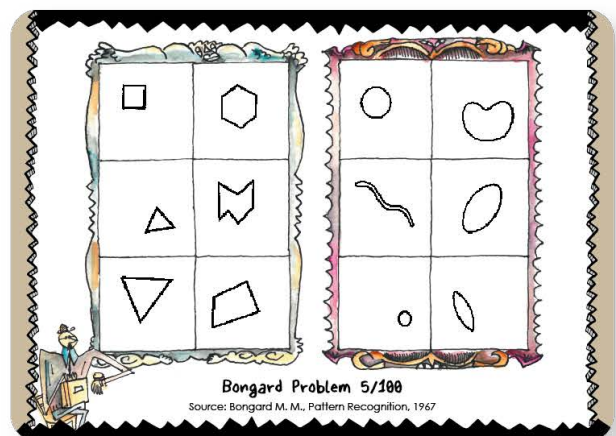
It only contain white figures



It contains at least a triangle



The border of closed figures is 'simple'.



It only contains 'closed polygonal chains'
(= closed lines with no curves)