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Make good art! Tell good lies!
3-6 players. Customizable game duration (recommended 30 minutes)

Welcome, artists!

Each round, every player gets **their own secret topic card** and just 14 seconds to slap together some art about it using their blocks (yes, your art will be terrible!). Once time's up, the topics are shuffled and revealed, and then the real game begins: figuring out which artist made what.

Your goals: make art good enough to win back your own topic, tell lies good enough to steal everyone else's, and see through their lies when it's your turn to judge.

Note: The game is best learned by playing. So follow along through your first round, and come back as needed.

What You'll Need

- 3-6 players (ages 8+)
- A deck of topic cards
- A phone/tablet for showing the timer (artAmpersandCrafty.com/timer)
- For each player: a box containing 5 circular vote tokens and 5 art blocks

Setup

1. Open the timer, make sure your device has sound enabled, then select a game duration (30 minutes recommended) and tap **start**. You should immediately hear a chime.
2. Each player empties their art blocks onto the table in front of them, leaving the circular vote tokens inside their box.
3. Choose a **dealer**.
4. The dealer shuffles the topic cards.

Playing a Round

1. The dealer slides one face-down topic card to each player – including themselves.
2. Each player points the card's arrow towards themselves so the topic will be read upright when they later peek at it.

Making Art

3. Switch to the **art timer**. When START ART is pressed there will be a short delay then the chime will sound and everyone should:
   a. Peek at their topic card and return it face down.
   b. Quickly make art about their topic that uses **all their art blocks**.
   c. And when the timer expires, they will immediately stop arting.
   - **Throughout, DO NOT make any noises/gestures that hint at your topic!**
4. Now tap START ART, wait for the chime, and begin!

5. Slide the face-down topics back to the dealer. If playing with 3 players, the dealer adds an extra face-down topic card.
6. The dealer shuffles the cards, keeping them face-down, and then reveals 2 face-up in the center of the table, reading their descriptions out loud slowly.
7. The dealer becomes the first **curator**.
8. When START CURATION is pressed there will be a short delay then the chime will sound and the curator will:
   a. Point to the topic they'll judge and announce it (**never their own!**).
   b. Try to figure out whose art was really about that topic. Meanwhile, **artists**: convince the curator that your art was about that topic, whether it was or not! Argue your case, attack other artists' stories, but always defer to the curator.
   c. When the time expires, the curator puts one of their vote tokens* onto the topic card and places both next to the suspected owner (**never themselves**).
9. Now tap START CURATION, wait for the chime, and begin!
10. Once the curator is done, if every topic has been assigned, skip to **Scoring**.
11. The curator role passes to the left. If any face-down topics remain, the dealer reveals one and reads it out loud slowly.
12. If only one unassigned topic remains and it belongs to the new curator -- they announce it and put it into their box (+1 point). Then skip to **Scoring**.
13. Else -- there are still topic cards to figure out! Immediately repeat from step 9.

Scoring

Time for the reveal! Starting from the dealer, go around the table. Each artist in turn will briefly state the true meaning of their art, point to their actual topic, and then award those points:

- **If their topic was correctly assigned to them:** the artist puts their topic card into their box (+1 point for good art) and the vote token goes into the successful curator's box (+1 point for good sleuthing)
- **If the topic was stolen by another artist:** the thieving artist slips both the topic card and the vote token into their box (+2 points)

For 3 players: after everyone has gone, the extra topic will remain next to some artist. That artist wins the topic card into their box (+1 point for a good story) and the curator, who had no chance of being correct, returns their vote token to their box.

Next Rounds

While the timer shows time remaining, the dealer rotates to the left and play continues with a new round. But if the timer states "last round!", go to:

End Game

Each player counts all the topic cards and vote tokens in their box. **The player with the highest total wins**! (Tied for first? You all win!)

* Out of vote tokens? Swap a card from your box with any player holding one of your tokens. (The scores remain unchanged)