

# Pass the Paint

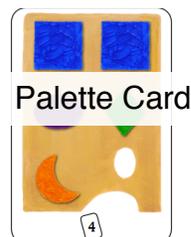
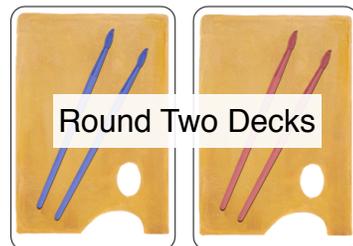
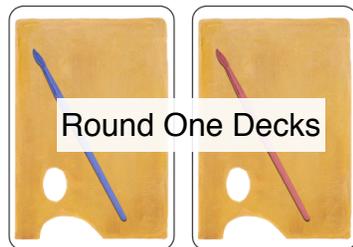
## Rules For 2-6 Players

### Theme

You are an apprentice in the workshop of a great painter during the Renaissance. You aspire to become the apprentice of Leonardo Da Vinci, but first you must prove your worth. Compete against other apprentices to acquire the most valuable collection of pigments for painting.

### Set Up

There are five decks: four Brush Deck and one Commission Deck. Depending on the number of players, you will use all or just part of each Brush Deck. Use the table on the right to determine which cards to use and then shuffle to form two decks. One deck will be used for round one, and the other for round two. Set all unused cards aside.



# Players	Deck Setup
2	Randomly select and shuffle half (12) of each <b>blue</b> deck to use.
3	Remove 6 random cards from each <b>blue</b> deck. Use only <b>blue</b> decks.
4	Use only <b>blue</b> decks.
5	Shuffle 6 random <b>red</b> cards to each <b>blue</b> deck.
6	Use entire <b>blue</b> and <b>red</b> decks.

For example, in a five player game randomly select 6 **red** large brush round one cards and shuffle them into the **blue** large brush round one deck. Next, randomly select 6 **red** round two cards (with two smaller **red** brushes) and shuffle them into the **blue** round two deck.

Once the decks are set up, shuffle the round one deck and deal each player six cards.

*Note: There are additional rules for the two player variant at the end of this document.*

Next, place a number of palette cards from the commission deck face up in the center of the table equal to the number of players in the game. Shuffle the remaining palette cards into the Commission Deck and deal each player three commission cards face down in front of them. Players may look at their own commission cards at any time. Place the remaining commission cards face down in the middle of the

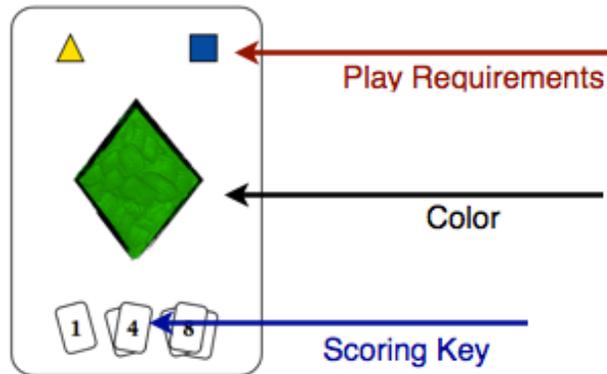
table to form the Commission Draw Deck. The discard pile will be next to the Commission Draw Deck.

Assign one player to make sure that all players choose one card and pass their hands at the same time. This player is called the “Barker”.

### Card Types

There are three types of cards: **Colors**, **Commissions** and **Palettes**.

#### Colors



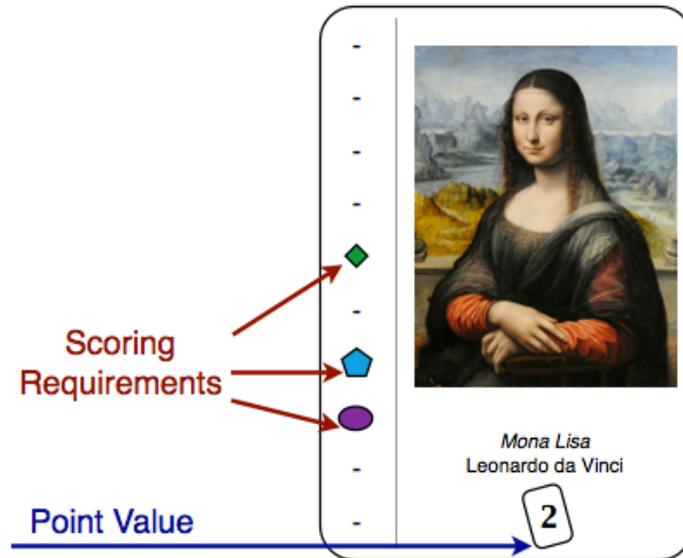
#### Play Requirements:

The primary colors (blue, red, and yellow) have no requirements. This is also true for the white card.

Secondary and other colors require that a player have specific colors first. For example, in order to play the green card above, the player must first have at least one Yellow and one Blue card face up in front of them.

Play requirements can also be met by discarding Commission cards (see Using Commissions as wild cards).

#### Commissions



Commissions provide an additional way to score points and are only scored at the end of the game.

#### Scoring Requirements:

At the end of the game, you must have all of the colors in the requirements along the left side of a commission to be able to complete that commission. Your color cards may be used more than once to complete all your commissions. For example, one red card satisfies **all** of your red commissions.

#### Palettes

If you receive a palette card face down during the course of the game, that palette is treated just like a commission.

Palette cards face up in the center of the table represent a goal available to all players. The first player to collect all of the colors shown on a palette card claims that palette and places it in front of them. If multiple players claim a palette card at the same time (on the same card flip), each of those players scores the points from the palette card.

### Round One

Every turn each player will perform each of the following steps at the same time:

1. Look at new cards in hand.
2. Draft: Choose a paint color (brush card) and place it face down in front of them.
3. Pass the remaining draft cards **LEFT**. Place the remaining cards immediately *next* to the player on the left to signal that a card has been drafted.
4. Flip. Once all cards are chosen, flip drafted card face up. If it is a color card stack it on top of other copies of that color. Each player may now keep the card they drafted OR discard it (face up to the discard pile) to draw two additional commission cards.

This process is repeated until no cards are left.

Do **NOT** flip up commission cards, they remain hidden from the other players until the end of the game. You may look at your commission cards at any time.

### Round Two

1. Deal Round Two Cards.
2. Repeat Round One directions except pass **RIGHT**. This process is repeated until no cards are left.

It is crucial for the player that manages the flow of cards in the game, the “Barker”, to ensure no player falls behind or gets ahead. It is also important to make sure that players are clearly passing their hands to the left (or right) to avoid confusion.

For example:

Barker: “Has everyone chosen a card?”

[All players have one face down card in front of them.]

Barker: “Flip up your drafted card.”

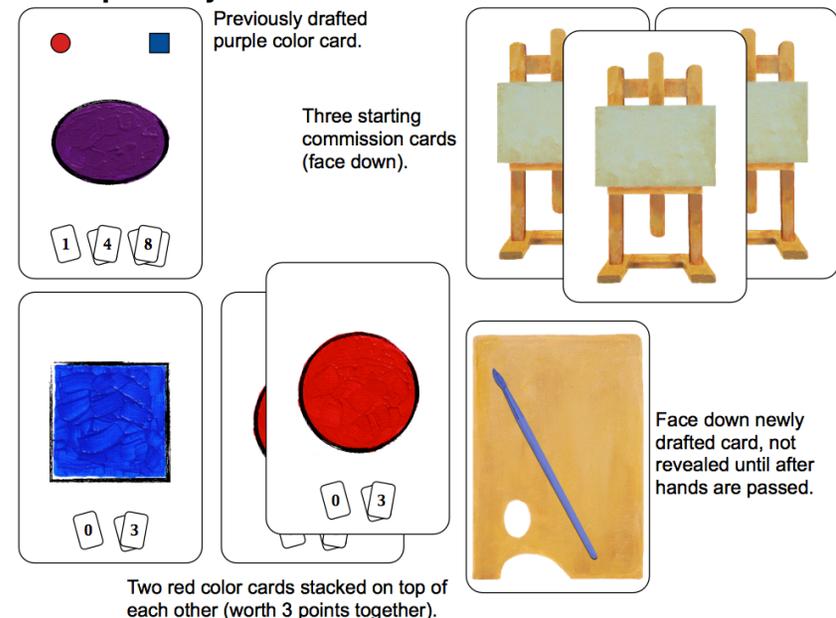
Barker: “Is anybody discarding for commissions?”

Barker: “Pick up your new hand.”

Barker: “Everyone choose a new card.”

The process is then repeated.

### Example Play Area



### **Discard Pile**

Cards must be discarded face up so that all players can see which cards are being removed from play. Any player may view which cards are in the discard pile at any time.

If the Commission Deck runs out, shuffle all discarded commissions to form a new deck. If all possible commissions are drawn, a player may still choose to discard a card even though they are unable to draw commissions.

### **Using Comissions as Wild Cards**

You may discard comission cards to satisfy play requirments you do not have. You must discard one comission for each requirment you are short and each discard satisfies the requirment once only.

Example 1: Bob wants to play an orange color card. Bob has a yellow color card in front of him, but lacks a red color card. Bob discards one of his comission cards to satisfy the red requirement.

On the next turn if Bob wanted to play a second orange card, he would need to discard another comission.

Example 2: Leo wants to play the black color card. The black card requires orange, green and purple. Leo has orange, but does not have green or purple. Leo discards two of his comission cards (one for green and one for purple) in order to play the black card.

### **Scoring**

After the last Round Two card is drafted, it is time to tally up scores.

*Note: Multiples of a color provide a total point value which is shown at the bottom of the cards. For example, if you have three green cards, the total value is eight points).*

All players now reveal their commission cards and check to see if they have the colors required to complete each commission. Each player can only complete commissions with colors that they have face up in front of them.

The player with the highest score wins.

### **Tiebreakers**

1. The tied player with the greatest quantity of completed commissions wins.
2. If still tied, the tied player with the most points from commissions wins.
3. If still tied, the tied player with the fewest different colors wins.

### **Optional Rules**

For an easier game, do not place an palette cards face up in the center of the table. Shuffle all palette cards into the comission deck.

For a harder game, subtract one point from your score for each incomplete commission you have at game end.

## Two Player Rules - Advanced Draft Variant

### Set Up

In the two player game, choose a player at random to go first. Randomly select half (12 cards) from each blue deck (round one and round two) to form the draft deck for each round.

Shuffle the 12 selected cards for round one and flip four of them face up.

### Round One

1. The first player selects one of the four cards and drafts it OR discards it to draw two commissions.
2. The second player now selects twice. They can draft a card OR discard it to draw two commissions.
3. The first player now drafts or discards the remaining card.
4. Flip over four more cards from the round one deck.
5. Players now switch order and repeat the drafting process.

This process is repeated until all 12 cards have been drafted or discarded.

### Round Two

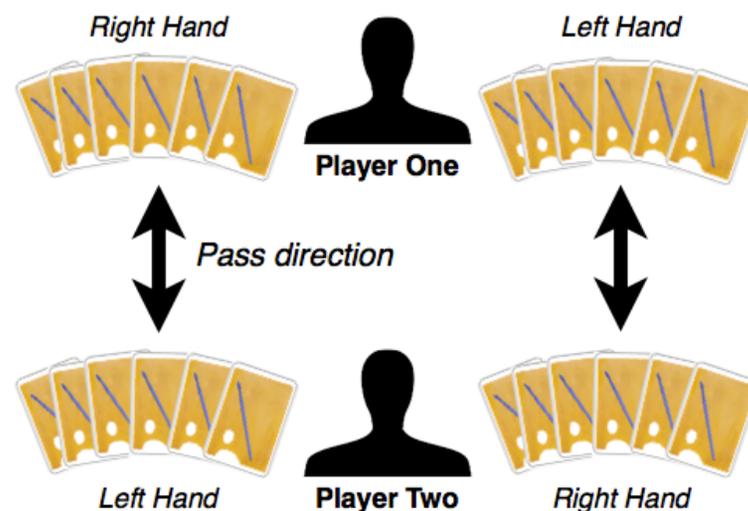
1. Repeat the previous setup with the Round Two cards.
2. Repeat the Round One directions.

## Two Player Rules - Double Hands Variant

Each player will play two separate hands, as if they were two separate “players”. You can not share colors between your “left” hand and your “right” hand.

Shuffle the round one blue deck and deal each player two separate hands of six cards each.

Instead of passing cards to the left or right, hands are passed across the table (see diagram below). Your left hand will simply “trade” with your opponent’s right hand and then back again.



### Scoring

At the end of the game total up the score for your left hand and your right hand separately. Then add both scores together. The player with the highest score from their combined two hands wins.