

THEME

You are a silkscreen artist in the 1960s creating a 3x3 display of your prints for a gallery. Arrange the most visually harmonious exhibit to impress critics and become the next big art sensation.

OVERVIEW

Layering a Foreground on a Background blends their colors.

Each combo makes a condition that scores Pop  for your prints' color or illustration type (Portrait  or Still Life .



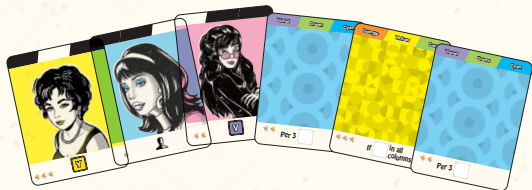
Example: Layering this blue Foreground on this yellow Background makes a green print. It will score 2  per set of 2 Portraits .

SETUP

Shuffle the decks and split them roughly in half. Fill the Deck Boxes with Foregrounds. Place a Deck Box and a pile of face-down Backgrounds on each end of the table so that everyone can reach the draw piles.



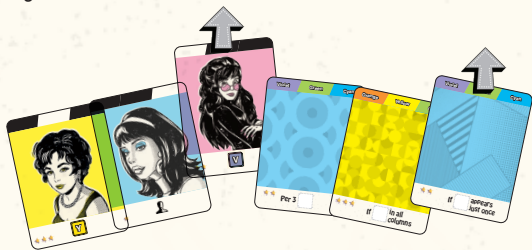
Each player draws 3 Foregrounds and 3 Backgrounds.



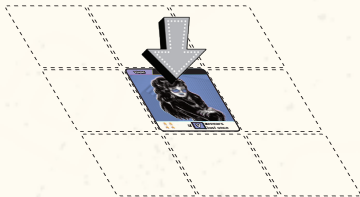
For your first game, don't use Goal Cards .

RULES

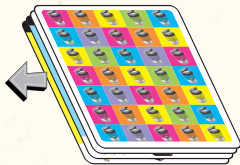
There is no turn order. All players combine 1 Foreground and 1 Background from their hand.



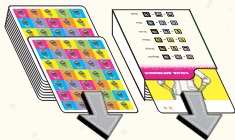
Add it anywhere in your display. You can't exceed 3 columns or 3 rows. Once placed, you can't move it.



Pass your 4 remaining cards left. Put Backgrounds on top to hide the cards. If your neighbor hasn't picked up your last passed pile yet, queue up another pile for them.



Pick up the pile passed to you. Draw 1 Foreground and 1 Background.



Repeat until you have a 3x3 display. The player with the most Pop 🌟 wins. If tied, the player with more colors wins. If still tied, play again.

EXAMPLE SCORING

A. Score 2 ★ per set of 2 👤.

You have 5 👤 (A, D, E, F, H). You score 4 ★.

B. Score 6 ★ if you have more **M** than your left neighbor.

You have 1 **M** (B). Your neighbor has 1 **M**. You do not have more. You don't score.

C. Score 4 ★ per **Y** in this column.

You have 2 **Y** in this column (C, F). You score 8 ★.

D. Score 4 ★ if  is immediately to the right.

E is not . You don't score.

E. Score 4 ★ per **Y** immediately left, up, right, or down.

You have **Y** right and down. You score 8 ★.

F. Score 4 ★ if there's no adjacent **C**.

You have 0 **C** adjacent to this card. You score 4 ★.

G. Score 1 ★ per  in the highlighted area.

You have 1  in the area (B). You score 1 ★.

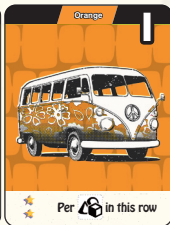
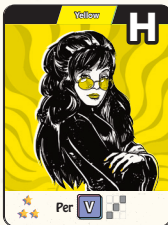
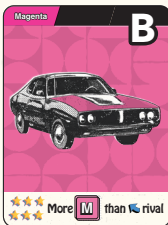
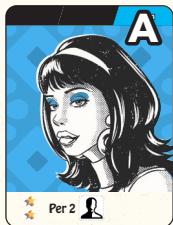
H. Score 3 ★ per **V** in the highlighted area.

You have 1 **V** in the area (G). You score 3 ★.

I. Score 2 ★ per  in the row.

You have 2  in the row (G,I). You score 4 ★.

Total = 32 ★



GOAL CARDS

After your first game, you may add complexity by placing 1 or 2 Goal Cards in the center of the table.

At game-end, each player who achieves the goal scores the indicated number of Pop 🌟.



SOLO MODE

Follow all normal rules with these exceptions:

Discard your unselected cards and draw 3 new Foregrounds and Backgrounds from the decks.

For cards that compare to a rival's display, use the rulebook cover as the rival's display.

If playing with Goal Cards, you *must* complete them, otherwise you lose.

SOLO SCORING

0-34 : Forgettable

35-44 : 15 Minutes of Fame

45-54 : Popular

55-64 : Iconic

65 : Designers' Top Score

CREDITS

Game Design & Development: Jeff Chin & Andrew Nerger

Art: Sarah Gabriela Farias

Art Assistants: Carlos Cabrera, Marlayna Vogel

Graphic Design: Jeff Chin

Playtesters: Abby Chin, Ben Rosset, Beth Chin, Brian Mathews, Carol Chin, Carter Brasch, Chase Williams, Christine Gale, Dan Germain, Danny Giang, David Adams, DJ Jellis, Donovan Reed, Drew Reiser, Duncan Yost, Eric Magnan, Eric Park, Eric Williams, Evelyn Howes, Harold Chin, Jeff Taylor, Jeremy Carmody, Jesse Rutt, Joe Alberico, Jordan Alexander-Gaskamp, Justin Habinak, Justin Wood, Karli Bergen, Kevin Fonville, Kim Sikes, Kyle Murto, Lance Goodwin, Lane Williams, Laura Kenny, Matt Michalka, Matthew Hielsberg, Martin Wallace, Megan Hills, Michael Estillette, Minki Kim, Mitchell Tsokatos, Nathan Harrison, Nathan Howes, Nick Hankins, Richard McCormick, Paula Deming, Rob Chin, Robert Durant, Ryan Lucich, Sean Simmons, Stella Jahja, Tom Aleman, Victor G, Wesley Tomlin, Yadira Serna

CONTENTS

96 Foreground Cards, 96 Background Cards, 6 Goal Cards,
2 Deck Boxes, 1 Score Pad, 4 Pencils