Pastiche

By Sean D. MacDonald

2-4 PLAYERS | 10+ AGES | 45-60 MINS.

A world of beautiful colors comes alive as players choose commission cards picturing 34 of the finest European art works of the past six centuries.   Players score their commissions by mixing primary colors through clever tile placement, and recreating the palette of colors used by the masters who created these works. Explore the paintings, palettes and pasts of the artists in this unique and challenging game for the whole family.

COMPONENTS

34 Commission Cards
Each commission card shows a palette of 2 to 7 "dabs" of color; commission points ranging from 7 through 16; and information about each art work: name, gallery, dates, artist, nationality, etc. The 34 commission cards present 2 works by each of 17 different artists.

132 Palette Cards
Each palette card shows its color, name and a number of points for that color. Palette cards are used to complete commission cards and score commission points.

The distribution of palette cards is as follows:
- Primaries—red, yellow, and blue—8 of each, worth 4 points
- Secondaries—orange, green, violet, and brown—12 of each, worth 1 point
- Tertiaries—amber, scarlet, olive, teal, magenta, and purple—6 of each, worth 2 points
- Shades—black and white—6 of each worth 3 points; gray—6, worth 6 points
- Bisque—6, worth 4 points

54 Palette Hexes and 1 Three-Hex Starting Piece
Each hex displays one of three primary colors in "dabs" at each point of the hex; and a single or double primary color in the center of the hex.
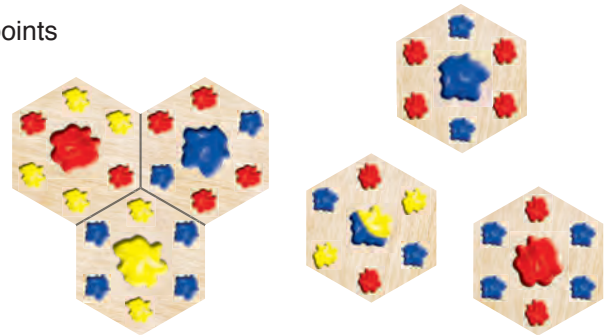
4 Player Reference Cards
These two-sided cards show all of the palette mixes in a color chart on one side of the card and the turn sequence on the other side of the card.

1 Game Board and these Rules

GOAL OF THE GAME

The goal of Pastiche is to score the most points.   Players gain points for each commission card completed. The game ends when a certain number of commission card points is achieved (see Ending the Game). The player with the most commission points, usable palette points, and bonus points is declared the winner.

SET UP

Place the three-hex starting piece in the center of the playing area—leaving 12" of open space to each side of this starting piece as the playing area for additional hex placement.

Place the game board to one side, within reach of all of the players if possible. Stack the palette cards, face up, on their respective spaces on the game board. The palette cards on the board are referred to as the "palette bank" in these rules. Deal 1 of each of the secondary color palette cards (green, violet, orange, and brown) to each player. These are the starting hands.

Place all of the palette hexes face down on the opposite side, approximately 12" from the starting 3-hex piece, also within reach of all of the players if possible. Each player takes two palette hexes to begin the game.

Shuffle the commission cards, and deal four of them (the gallery) face up, side by side, about 12" above the 3-hex starting piece. Then deal two commission cards, face down, to each player. The remaining commission cards form a deck to the right of the gallery.

Please refer to the set up illustration below for details:
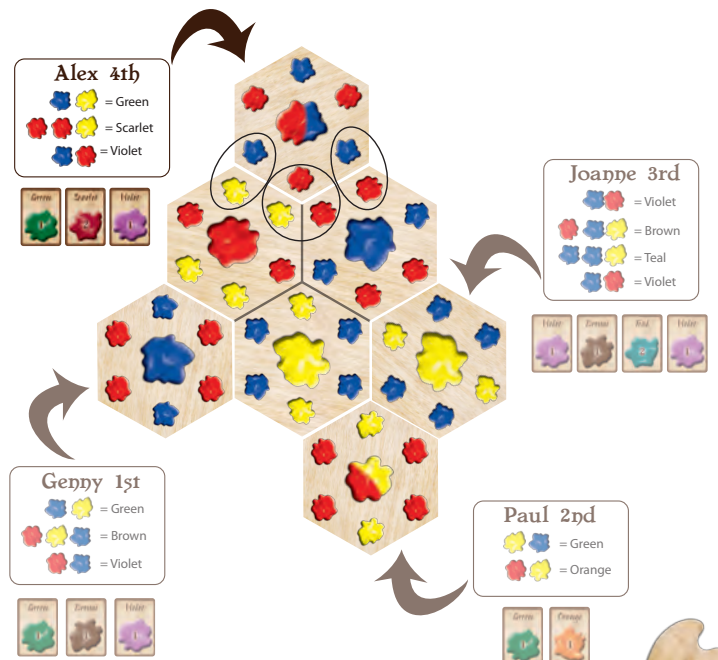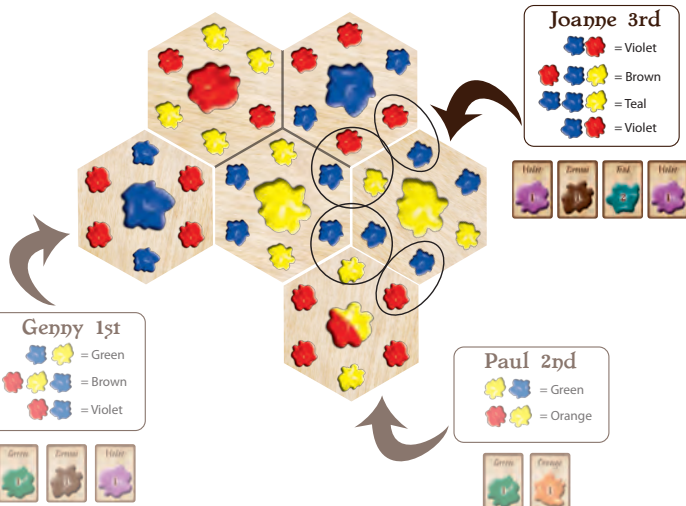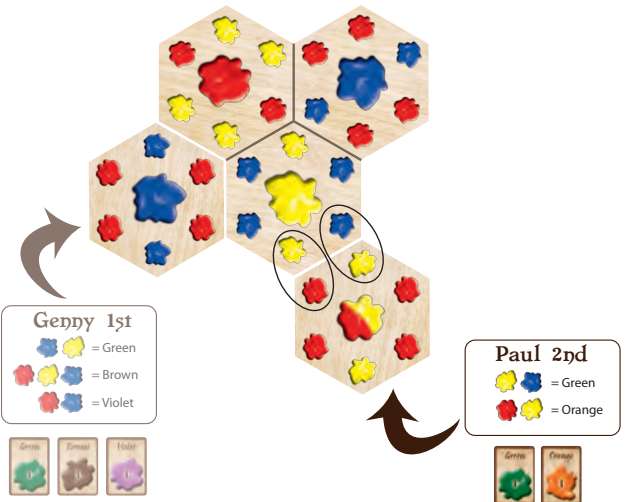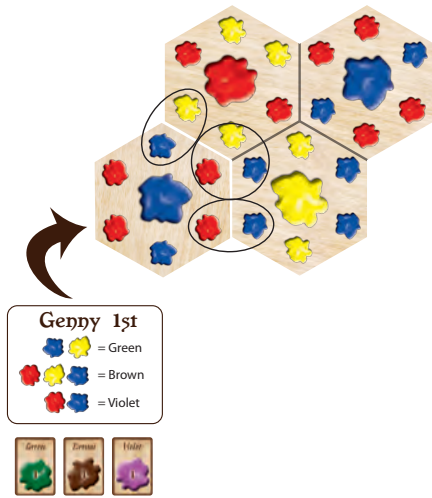
Game Setup

PLAYING THE GAME

The start player is determined randomly. Remember who started. All players need to get an equal number of turns (see ENDING THE GAME on page 6). Here is the turn sequence to follow on each turn:

1. Place a hex and create, then collect, the appropriate palette cards,

2. Optionally, trade palette cards with other players and/or trade for cards with the palette bank (the board).

3. Optionally, trade one commission card from your hand with the gallery.

4. Optionally, complete commission cards by handing in the appropriate palette cards to the palette bank and placing the completed commission card(s) in front of you—visible to all.

5. Check to see that the number of palette cards in your hand does not exceed eight (8).

6. Draw a new hex (you should now have two again) and end your turn.

1 Place a hex and create, then collect, the appropriate palette cards:

1st Round of Play

3 hex starting piece

Genny 1st
= Green
= Brown
= Violet

Paul 2nd
= Green
= Orange

Joanne 3rd
= Violet
= Brown
= Teal
= Violet

Alex 4th
= Green
= Scarlet
= Violet

3

2nd Round of Play

Paul 6th

= Choice between Blue or Yellow

Genny 5th

= Green
= Purple
= Amber
= Violet

Paul 6th

= Choice between Blue or Yellow

Genny 5th

= Green
= Purple
= Amber
= Violet

Paul 6th

= Choice between Blue or Yellow

Joanne 7th

= Orange
= Magenta
= Teal
= Ø

Genny 5th

= Green
= Purple
= Amber
= Violet

Paul 6th

= Choice between Blue or Yellow

Joanne 7th

= Orange
= Magenta
= Teal
= Ø

Alex 8th

= Violet
= Red
= Orange

Genny 5th

= Green
= Purple
= Amber
= Violet

Placing a hex

Place one of your two hexes such that it touches side to side (on a minimum of one side) either the 3-hex starting piece or a hex previously placed by another player. Your strategy in placing hexes might vary, but it is likely that you are trying to accomplish one or more of these goals:
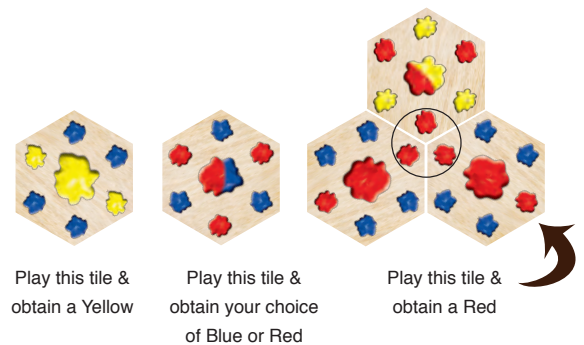
1) maximize the number of palette cards you collect;
2) combine specific colors to collect one or more specific palette cards that you need to complete your commission(s);
3) thwart your opponents' plans by a strategic hex play.

Creating Palette Cards

Refer to the color chart on your player reference card to see which palette cards are generated by the various combinations of primary colors created when placing hexes (see the examples above). Note that no palette card is created if a combination is made up of only 2 "dabs" of the same color.

Obtaining Primary Colors

Each palette hex has a single or double primary color in its center. Place the hex. Then choose to receive one primary palette card (red, yellow or blue as indicated in the center of the hex) instead of receiving the palette cards created by combining the "dabs" on the points of the palette hex. In the case of hexes with two colors at the center, choose between the two primaries. *You do not receive both colors*. It is also possible to get a primary color by combining three dabs of that primary color when placing a hex. Finally, and the only other way to obtain a primary color, is to play a hex of any primary color, get the corresponding primary card and then trade that primary card plus an additional "penalty" palette card of any type to the palette bank. This allows you to take a primary color of your choice from the palette bank.

Play this tile & obtain a Yellow

Play this tile & obtain your choice of Blue or Red

Play this tile & obtain a Red

2 Optionally, trade palette cards with other players and/or trade with the bank

Players may freely trade palette cards (only palette cards, not commission cards) with other players. The player whose turn it is must be involved in any trade made on that turn. Likewise, only the player whose turn it is may trade palette cards with the palette bank.

Any three of the same color palette cards may be traded for one black, white, or any secondary or tertiary color palette card (but not for bisque, gray, or a primary color). A yellow and a brown may be traded for a bisque. A black and a white may be traded for a gray. A primary may be obtained by trading in any primary plus a "penalty" card of any type. Traded palette cards are returned to the appropriate stack in the palette bank.

3 Optionally, trade one commission card from your hand with the gallery

Players may trade one (and only one) commission card from their hand for one of the four cards in the gallery on their turn. Players cannot trade commission cards with other players. The gallery is available to all players, on their turns, to complete commission cards from or to trade with.

4 Optionally, complete commission cards

Players complete commission cards by matching palette cards to the palette colors shown on the commission card(s). More than one commission card may be completed on the same turn. Players may complete commission cards only on their turn. When completing a commission card, show the other players the commission card and the required palette cards; display the completed commission card in front of you—visible to all—and return the required palette cards to the palette bank. Players may complete commission cards from the gallery as well as from their own hands. When a commission card is completed from the gallery, it is replaced from the commission card deck. There should always be four cards showing in the gallery. When a player completes a commission card from his hand, this card should be replaced in that player's hand from the commission card deck. A player should always have two commission cards in his hand at the end of his turn.
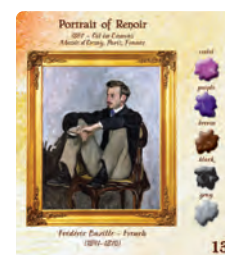
Turn in these 5 palette cards to complete this commission for 13 points

5 **Check to see that the number of palette cards in your hand does not exceed eight**

At the end of a player's turn, he may hold no more than 8 palette cards in his hand.
Excess palette cards must be returned to the palette bank.   It is permissible to have more than 8 cards in your hand at times other than the end of your turn. For example, you may acquire more than 8 cards in your hand as a result of trades made on another player's turn. This is not a problem. However, you must not exceed 8 cards in your hand at the end of your own turn.

6 **Draw a new hex (you should now have two again) and end your turn**

ENDING THE GAME

The game ends when one player has reached a certain number of points as shown on completed commission cards. That number of points depends on the number playing the game, as follows:

| 4 players—35 points | 3 players—40 points | 2 players—45 points |

When one player reaches this point total, the game continues until all players have had an equal number of turns. Final scores are determined by adding together:
  • the total points of completed commissions;
  • the total points of palette cards in a player's hand which are usable to complete commission cards remaining in that player's hand (not gallery commission cards)—counting each palette card only once per commission (i.e. if both of your in-hand commissions require green cards to complete, you must have two green cards in your hand to score one point each for these green cards); and
  • bonus points for completing two commissions by the same artist, per the following table:

Combined total of commission points for two works by the same artist	Bonus points
15 - 17	3
18 - 22	4
23 - 27	5
28 - 31	6

The winner is the player with the highest sum of :

  • **completed commission cards**
  • **usable palette cards**
  • **artist bonuses**

If tied, the tie-breakers are:
1) most commissions completed; 2) most points in usable palette cards; and 3) most points in artist bonuses.

Please refer to the End of Game Scoring example on page 7

End of Game Scoring

Genny

Completed Commission Cards — Usable Palette Cards in hand

Portrait of Renoir **13** + *The Needlewoman* **12** + *The Rest (Berthe Morisot)* **9** + (White 3, Olive 2)

13 + 12 + 9 + 5 = 39 points

Paul

Completed Commission Cards

Mona Lisa **8** + *Portrait of a Lady from the Court of Milan* **7** + *Little Blue Horse* **16** + DaVinci Artist Bonus (15 total = 3 points)

8 + 7 + 16 + 3 = 34 points

Joanne

Completed Commission Cards — Usable Palette Cards in hand

The Annunciation and Presentation in the Temple **16** + *Antibes: The Pink Cloud* **15** + *The Fifer* **9** + (Red)

16 + 15 + 9 + 4 = 44 points

Alex

Completed Commission Cards

Fishing Boats on the Beach **13** + *Ladies of Arles* **14** + *The Forge of Vulcan* **7** + Van Gogh Artist Bonus (27 total = 5 points)

13 + 14 + 7 + 5 = 39 points

In the scoring example shown above, Joanne ended the game when she completed The Fifer commission card because her commission card total exceeded 35 points (4 player game). All commission cards were then added, plus palette cards usable to complete commission cards in players' hands, plus artist bonuses. Joanne won with 44 points; Genny and Alex tied with 39 points (they also tied by having the same number of commission cards, and the tie was broken by Genny who had the greater number of usable palette card points). Paul came in last but he had a great time!

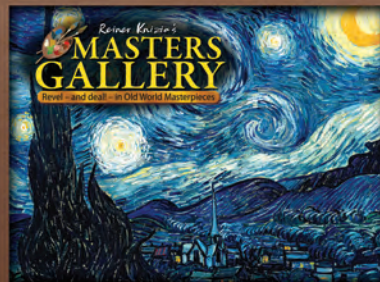# Pastiche
recreate the world's greatest masterpieces
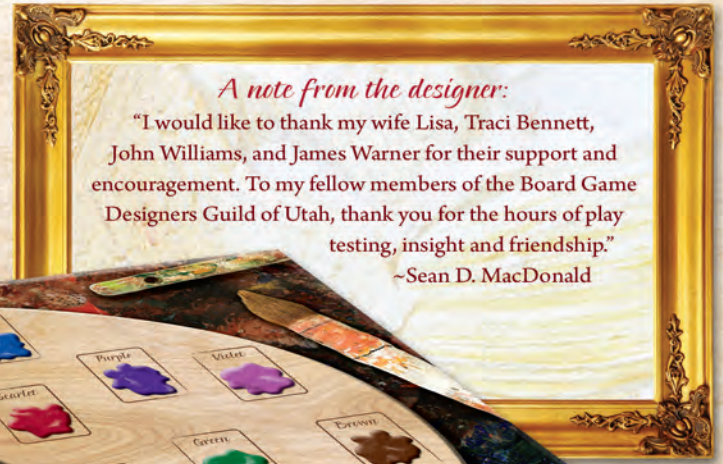
CREDITS

Original game design, layout and rules: Sean D. MacDonald

Game and rules development: Rick Soued, Gryphon Games

Graphics and production: Pixel Productions, Inc.

Art used by permission from the Bridgeman Art Library, New York City

Lots more family games available from Gryphon Games

www.eagle-gryphon.com