

MAREK TUPY

# SAON DE PARIS



*Manuscript of Rules*

# MAREK TUPEY SAISON DE PARIS

A worker placement, action selection, and resource management game for 2 to 4 players, ages 14+.

Paris, 1852. The world's most prestigious art show -the Paris Salon- is fast approaching. Now's your chance, ambitious artist, to finally have your creative genius recognized. But hurry, other talented artists are also vying for Salon glory, and there's only so much space on the gallery wall!

## Table of Contents

Components	1	Market	9	Ending the Game	14
Game Setup	3	Studio	10	Scoring	14
Player Setup	5	Café	10	Academy Cards	15
Gameplay Overview	6	Academy of Fine Arts	11	Quick Reference	16
The Player's Turn	7	Art Dealership	12		
Example Turn	9	Salon Committee	13		

## Components



10 Starter Cards



18 Critic Cards



26 Academy Cards



3 Game References

1



7 Apprentice Bonus Tiles



5 Café Table Tokens



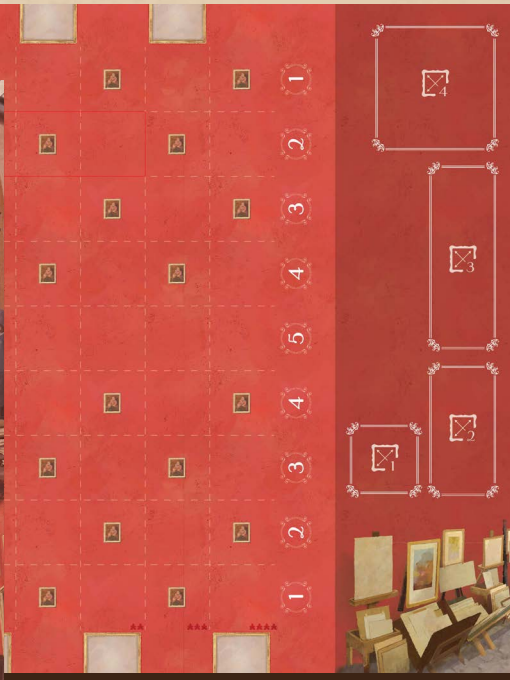
24 Salon Wall Bonus Tiles



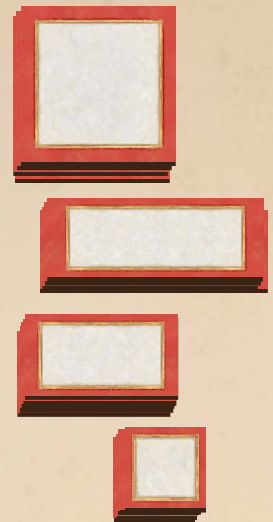
1st Player Token



Paris Hub Board



Salon Wall Board



32 Canvas Tiles



Salon Hanging Tile



1 Draw Bag



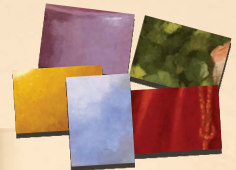
4 Sketchbooks



100 Painting Tiles



25 Overpaint Tiles



10 Starting Color Tiles



36 Signature Tokens



16 Player Cubes



4 Artist Meeples



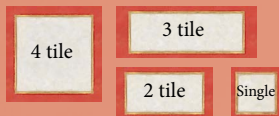
12 Apprentice Tokens



1 Socialite Token





# Game Setup

- 1 Place the Paris Hub Board on the table in reach of all players and place the Salon Wall Board to the right of it.
- 2 Depending on player count, hang a given number of Canvases on the Salon Wall prior to starting the game.



**Two players:** Hang 2 size-4 Canvases, 2 size-3 Canvases, 1 size-2 Canvas, and 2 size-1 Canvases.  
**Three players:** Hang 2 size-3 Canvases, 1 size-2 Canvas, and 1 size-1 Canvas.  
**Four players:** Do not hang any Canvases.

Hang Canvases on the Salon Wall starting on the right-most column. See the next page for starting Salon Wall Canvas layouts.

- 3 Place remaining Canvases on the Canvas holding area of the Salon Wall Board.
- 4 Place the 100 Painting Tiles into the Draw Bag, then draw 17 tiles and place them faceup in the streets on the Paris Hub Board.
- 5 From the 10 Starting Painting Tiles, randomly fill the empty, size-1 Canvases printed around the edge of Salon Wall Board based on player count: 4 Canvases in a 2-player game, 5 Canvases in a 3-player game, and 6 Canvases in a 4-player game.
- 6 Shuffle the Apprentice Bonus Tiles and randomly place 1 tile faceup onto each of the 7 Apprentice Bonus locations around the Paris Hub Board.
- 7 Shuffle the Academy Cards and place them in a facedown deck next to the Academy of Fine Arts. Deal a faceup card onto each of the 2 Academy spaces.
- 8 Place the Salon Hanging Tile  onto the Move A Painting action space at the Salon Committee.
- 9 Separate the Critic Cards into three decks; , , . Shuffle each deck and draw 1 card, then place that card above the matching color Critic Track off the Paris Hub Board. Return the unused cards back to the game box.
- 10 Randomly choose a side and place the Café Table Tokens in the 5 circular spaces in the Café.
- 11 Place the Socialite Token on top of the Café Table Token located on the bottom circular space of the Café location.
- 12 Shuffle the 25 Overpaint Tiles and place them in a faceup stack off the board, next to the Café, and then fill the 5 square spaces in the Café with Overpaint Tiles.
- 13 Stack the 12 Apprentice Tokens near the Academy of Fine Arts.
- 14 Shuffle the 24 Salon Wall Bonus Tiles facedown, then randomly place them faceup on the spaces of the Salon Wall Board printed with portrait paintings.

Below is an example of a 3-player Setup.



3 player only

4 player only

2-Player Salon  
Wall Setup

# Player Setup

Each Player does the following:

- 1 Take a Sketchbook, choose a color and then take 1 Artist Meeple, 4 Cubes, and 9 Signature Tokens of the chosen color.
  - a. Place the Artist Meeple on the *Arc de Triomphe* in the center of the Paris Hub Board.
  - b. Place 1 Cube on the "0" space of the Favor Track at the Salon Committee.
  - c. Place 3 Cubes, 1 on each bottom space of the Critic Tracks.
  - d. Place 1 Signature Token on each of the circular spaces on the right side of the Sketchbook. Place the remaining 3 tokens on the circular space marked "3".
- 2 The player who most recently visited a gallery is given the 1st Player Token, then will draw 1 Painting Tile from the Draw Bag and place it face up on their Sketchbook.
- 3 Then, in clockwise turn order, the 2nd player will take 2 random tiles from the Draw Bag, 3rd player will take 3, and the 4th player takes 4. The tiles will be placed faceup on their Sketchbook.
- 4 Deal 2 Starter Cards to each player, then players simultaneously choose one to discard and then take the depicted rewards from the other. Return all used and unused Starter Cards to the box once all players have finished acquiring their rewards.



Critic Tracks on the Paris Hub Board



*Arc de Triomphe*



- Example
- Move up 1 on the Blue Critic Track
  - Take a size-3 Canvas
  - Take 2 random Paint Tiles from the Draw Bag



# Gameplay Overview

Though dating back much longer, from 1725 to 1890 the Salon de Paris was the most prestigious art event in the western world. Painters were eager to rise to prominence by exhibiting in this premier art show. Competition to display art on the walls of the Paris Salon was fierce, two-thirds of paintings being rejected by the Salon jury. It could make or break an artist's career.

During the course of this game, you are an artist determined to succeed. Visit locations around historic Paris in order to gather inspiration, socialize at the café, schmooze with the critics, and paint in the studio. As an emerging artist, you must impress and earn favor with the curator of the Paris Salon to earn the privilege of hanging your artwork on the Salon's wall. The most visible areas of the wall will earn you more Fame!

Players will take turns to visit a new location and select one of the available actions there. In addition to taking that location's action, they may also be able to use Apprentices to gain bonuses. Players use their Sketchbooks to keep track of their ideas and inspirations before bringing it all together in a painting that will hopefully get hung on the wall of the Salon de Paris.

The end of the game is triggered when the number of vacant spaces on the Salon Wall is less than or equal to the following amount (depending upon the number of players):

Number of Players	2	3	4
Vacant spaces	5	6	7

When this occurs, finish the current round and then play a final round so that all players take the same number of turns. At that point, Scoring occurs and the player with most Fame wins!

**Note:** *Players start the game at the Arc de Triomphe, meaning on their first turn they can move to any of the six locations. Players will never return to the Arc de Triomphe.*



## Players earn Fame in the following ways:

- **Paintings in the Salon:** Earn Fame based on the painting's quality and visibility on the Salon Wall.
- **Finished, but unhung Paintings:** 1 Fame per painting, regardless of size.
- **Critics:** Earn Fame dependent on position on the Critic Tracks (see pages 12 and 14).
- **Favor:** 1 Fame per Favor.
- **Academy Cards:** Earn the Fame shown on each card in the player's Sketchbook.

# The Player's Turn

There are 3 steps to a player's turn. When the 1st player completes all the actions for their turn, then the next player in clockwise order takes their turn. Turns will continue to pass in clockwise order until the end of the game.

## On your turn:

1. Move your Artist Meeple to an **unoccupied** action space at a **new location**.
2. Take Painting Tiles (up to the number shown on the chosen action space) from the streets you traveled on.
3. Resolve the action indicated on the space that you placed your Artist Meeple.

## 1. Moving your Artist Meeple

- When moving, **adjacent** locations are **free** to travel to. If you want to travel to a more distant location, you must use the Paris Omnibus and this comes at a cost. Traveling to a location 2 locations away (clockwise or counterclockwise) requires you to first discard any 1 Painting Tile from your Sketchbook. Traveling to a location directly across from your current location (3 locations away in either direction) requires you to first discard 2 Painting Tiles. If you are unable to discard Painting Tiles as payment for the Omnibus, you may **not** travel to that location.
- You must choose an **unoccupied** action space at your destination, meaning an action space without an opponent's Artist Meeple. If there are no unoccupied action spaces at a location, you may **not** go to that location—choose a different one!
- 



- A** When moving 1 location away it is free.
- B** When moving 2 locations away it costs 1 Painting Tile. Discard 1 Painting Tile from your Sketchbook.
- C** When moving 3 locations away it costs 2 Painting Tiles. Discard 2 Painting Tiles from your Sketchbook.

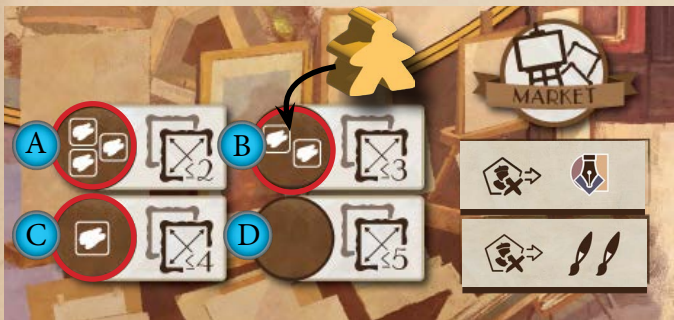
**Note:** Whenever a Painting Tile is spent for any reason, such as on the Omnibus, it is placed in a faceup pile on the table. When the Painting Tile Draw Bag is empty, the pile of spent tiles is placed back into the Draw Bag.



## 2. Taking Painting Tiles

After moving, the action space you chose in your new location indicates how many Painting Tiles you can take from the streets you traveled on to get there. Take the indicated numbers of tiles from those streets and add them to your Sketchbook faceup. A few items of note:

- Your Sketchbook only holds 10 Painting Tiles. When gaining Painting Tiles, if your Sketchbook is full then choose which tiles to keep and which to discard..
- You may still visit an action space even if there are not enough Painting Tiles to take from the streets as indicated.
- At the end of your turn, if any of the streets are completely empty then replenish them from the Draw Bag.



- A** Take any 3 Painting Tiles from the streets you traveled on.
- B** Take any 2 Painting Tiles from the streets you traveled on.
- C** Take any 1 Painting Tile from the streets you traveled on.
- D** Take *no* Painting Tiles from the streets you traveled on.



**Example:** *The yellow player has chosen the action space at the Market that gives them 2 Painting Tiles for their movement. Yellow chose 2 Painting Tiles from the streets they traveled on and then placed them faceup in their Sketchbook.*

## 3. Resolve Your Action

Resolve the action in the space you chose at your new location. If there are multiple icons on a single action space, then you may resolve them in the order of your choice. Resolving an action is always **optional**.

Individual locations and their actions spaces are discussed in the following pages.

## EXAMPLE TURN:

The yellow player begins their turn on an action space at the Market where they ended their previous turn. This turn, Yellow plans to go to the Studio. Because the Studio is 2 locations away from the Market, they will first have to discard 1 Painting Tile from their Sketchbook as payment for the Paris Omnibus.



After paying the Omnibus fee, Yellow placed their Artist Meeple on the top action space at the Studio. The number indicated in the red circle of the action space tells Yellow that they may choose 2 Painting Tiles from the streets they traveled on.

Yellow could have taken any of the 3 available Painting Tiles on the streets they traveled from the Market to the Studio. They chose to take the Green Portrait and the Yellow Historical Painting Tiles, and then added them to their Sketchbook. After that step was completed, they then resolved the action they chose at the Studio.



## City Locations



The Market action spaces provide Canvases which are the foundation of every painting. There are 4 sizes of Canvases with the number at the bottom right of the Canvas indicating how many Painting Tiles it can hold. **A player can only have 4 Canvases at a time in their personal supply.** The supply of Canvases is limited to the physical components.

Take 1 or 2 Canvases. The sum total size of the Canvas(es) taken may not exceed 2.



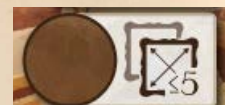
Take 1 or 2 Canvases. The sum total size of the Canvas(es) taken may not exceed 3.



Take 1 or 2 Canvases. The sum total size of the Canvas(es) taken may not exceed 4.



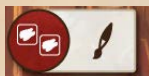
Take 1 or 2 Canvases. The sum total size of the Canvas(es) taken may not exceed 5.



**Example:** The Blue Player chose the less-than-or-equal-to-5 Canvas action space at the Market. They received no Painting Tiles from the streets they traveled on, so they go ahead choose their Canvases. They could choose to take any single Canvas or combination of Canvases that add up to 5 total tile spaces. Blue knows they want 2 Canvases, so they choose to take a size-2 Canvas and a size-3 Canvas.



The Studio is where you will go to paint your masterpieces. The paintbrush icon means that you can take any 1 Painting Tile from your Sketchbook and place it onto an empty space in any one of your Canvases. Once placed, it **cannot** be rearranged later.



Paint 1 time



Paint 2 times



Paint 3 times

The moment a Canvas has no empty spaces it is **finished**. At this point, you must sign the painting. This involves moving the topmost Signature Token from your Sketchbook onto the finished painting (where you place it on the painting doesn't matter).

Removing Signature Tokens from your Sketchbook has benefits:



Removing this Signature Token unlocks this Academy Card slot.

Removing this Signature Token unlocks this Academy Card slot. Additionally, hire 1 Apprentice.

Removing **both** these Signature Tokens unlocks this Academy Card slot. Additionally, earn 1 Favor.

Removing **both** these Signature Tokens unlocks this Academy Card slot. Additionally, move up 1 space on **any** Critic Track.

The 3 extra Signature Tokens placed on your Sketchbook during Setup are only used to sign paintings if you have already used the 6 on the right hand side of your Sketchbook. A player's supply of Signature Tokens is not limited to 9. If you run out, find a suitable replacement.



The Café is where you will get Overpaint Tiles and maneuver the Socialite to earn powerful effects:



Move the Socialite 1 Café Table clockwise. Then, in any order, resolve the Café Table's effect that the Socialite lands on **and** Take 1 Overpaint Tile adjacent to the Socialite.



Move the Socialite 1 or 2 Café Tables clockwise. Then, in any order, resolve the Café Table's effect that the Socialite lands on **and** Take 1 Overpaint Tile adjacent to the Socialite.



Move the Socialite 1, 2, or 3 Café Tables clockwise. Then, in any order, resolve the Café Table's effect that the Socialite lands on **and** Take 1 Overpaint Tile adjacent to the Socialite.

Overpaint Tiles are kept in one of these 3 spaces on the Sketchbook. If you ever exceed the maximum 3 Overpaint Tiles, you must immediately discard down to 3.

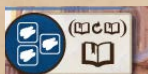


At the end of any player's turn, replenish empty Overpaint Tile spaces at the Café from the supply (if that supply is depleted, skip this step).

The effects of Café Tables are detailed on the final page of this rulebook. Using their effects is always optional.



At the Academy of Fine Arts, you can give lectures to earn powerful Academy Cards and hire Apprentices that can be sent to perform bonus actions.



Take 1 Academy Card **or** remove both Academy Cards in the display, refill, and then take 1 Academy Card.



Hire 2 Apprentices.



Take 1 Academy Card. Hire 1 Apprentice.

Refill any empty Academy Card spaces in the display at the end of the player's turn.



When you hire an Apprentice, take an Apprentice Token from the supply and place in an empty space at the bottom of your Sketchbook (if you already have the maximum of 3, you cannot take another Apprentice).



Apprentices can be sent to perform a location's Apprentice Bonus action. When sent, return the Apprentice to the supply and perform the corresponding effect.

An Apprentice Bonus action can only be used **once per visit** to a location by your Artist Meeple. It may be performed anytime during the turn process (in other words, before, during, or after you resolve the action space). The Apprentice Bonus actions are described in detail on page 15 of this rulebook.



**Note:** The Market has two Apprentice Bonus actions. You can do each of them once per visit, assuming you have 2 Apprentices to send, of course.

## Academy Cards

Academy Cards have a Fame value and an ongoing effect. The Fame value is the number of Fame the player earns for having the card in their Sketchbook at the end of the game. The effects are ongoing abilities; they can change the way you interact with locations, actions spaces, or even certain rules in the game.



Card Number  
& Title

Effects

Fame Value



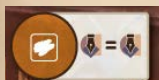
The book icon on an action space at the Academy means you may take 1 of the 2 Academy Cards in the display. To take a card you must have an unlocked, empty

Academy Card slot in your Sketchbook. Each unlocked slot may only have 1 Academy Card. Once placed in your Sketchbook the **ongoing** effect of the Card becomes active. Academy Cards may **not** be removed from your Sketchbook. A detailed list of Academy Card effects can be found on page 15.

**Note:** Remember, players gain more Academy Card slots by completing paintings and removing Signature Tokens from their Sketchbook.



The Art Dealership is where you can go to schmooze with the Critics. The more liked you are by each Critic, the more Fame you will earn from them at the end of the game by fulfilling the requirements on their Critic Cards.



Move up 1 space on **any** 1 Critic Track.



Move up 1 space on 2 **different** Critic Tracks.



Move up 2 spaces on **any** 1 Critic Track.



Move up 1 space on **each** Critic Track.



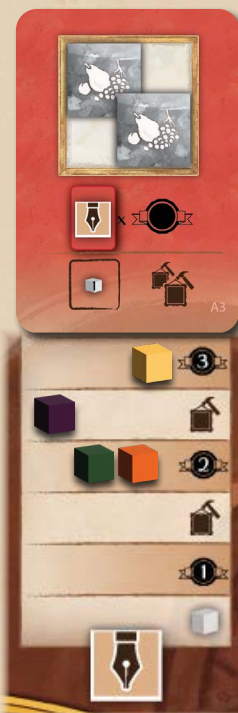
Some spaces on the Critic Track depict a bonus. When your Cube enters one of those spaces, you may immediately earn that bonus:

- Orange Critic Track: Hang A Painting action
- Blue Critic Track: Hire 1 Apprentice
- Purple Critic Track: Earn 1 Favor.

Gaining bonuses is optional. You **cannot** save these bonuses for later use.

The top space of each Critic Track is located on the bottom of the associated Critic Card. This space may **only** be occupied by 1 player. When a player enters that space, they get a double reward!

## Critic Cards



Critic Cards are placed above the Critic Tracks during Setup. Once the cards are placed they will remain for the entire game. The Critic Cards are for end game Scoring. A player's rank on the track will determine their final score for the given track.

At the end of the game, players will earn Fame by multiplying the number of completed Critic's requirements for **hung paintings** by the player's rank on the associated Critic Track.

*Example: Purple completed the Critic Card requirement for this track 3 times, and Purple's position on the Critic Track is worth a multiplier of 2. Therefore, they will score 3x2 for 6 points.*

Descriptions for each Critic Card and their requirements are shown in the Quick Reference Guide on page 16.



The Salon Committee is where you will perform Curator actions that allow you to hang and improve **finished** paintings. Depending on where the paintings are hung in the Salon, it will earn Fame at the end of the game. To hang in the best places in the Salon, you must meet the Curator's requirements.



Perform 1 Curator action.



Perform up to 2 Curator actions.

**Curator actions:** There are 5 actions a player may take at the Salon Committee; 4 printed on the Board, and 1 on the Salon Hanging Token. When you perform a Curator action, you choose from those currently visible. At any given time, 4 out of the 5 Curator actions printed on the Board will be visible because the Salon Hanging Tile always hides one Curator action, making it unavailable.



Overpaint on 1 of **your** paintings.  
*See next page.*

Earn 1 Favor on the Favor Track.

Hire 1 Apprentice.


Move **1** painting belonging to **any** player **horizontally** 1 space. Do not collect a Wall Bonus if covered, instead discard the token.



**Hang A Painting:** Hang a **finished** painting on the Salon Wall.

You may perform this action twice when performing 2 Curator actions at the Salon Committee, as it is always visible. When you choose this action you **do not** move the Salon Hanging Tile.

**Note:** Remember, you may only perform visible Curator actions. Do not forget to cover the action you took with the Salon Hanging Token.

**Hang A Painting:** The  icon allows you to hang 1 of your **finished** paintings on the Salon Wall, adhering to the Curator's 2 rules:

1. The painting **must** be hung orthogonally adjacent to at least 1 other painting; any player's painting or the 1x1 paintings printed on the Salon Wall above the top-most row or below the bottom-most row.

**Note:** Paintings can be oriented as landscape or portrait. It does not matter which way the genre symbols are oriented. Unfinished paintings cannot be hung.

2. The painting must make a number of color matches equal to the most valuable row in which it is hung. A color match is defined as a Painting Tile in your painting that is orthogonally adjacent to a Painting Tile of the identical color in an adjacent painting on any of its sides.

**Note:** If you cannot make the required number of color matches for where you want to hang your painting, you may spend Favor to make up the difference or for the total required matches. Simply move your player cube down the Favor Track the amount of Favor you wish to spend.



This cover icon means that, after completing a Curator action, you **must** move the Salon Hanging Tile on top of the Curator action you just used.

**Example:** The blue player needs to make 5 color matches to meet the requirements to hang a painting in the middle row. They can make 3, as shown, so they spend 2 Favor to make up the difference which allows them to hang the painting. Finally, Blue collects any Salon Wall Bonuses covered by the painting.





**Curator's Favor Track:** This Track represents your Favor with the Salon's curator. When you earn Favor, you move your player cube up the Track. When you spend Favor, move your cube down.

Whenever you hang a painting, you can spend Favor to decrease the number of matches needed to hang in a given row at a rate of 1 Favor per 1 match reduction. You may spend multiple Favor during a single Hang A Painting action to further decrease the matches needed to hang a painting. If you earn Favor and are at the top of the Track, you cannot gain anymore.

**Overpaint:** Place 1 Overpaint Tile from your Sketchbook on top of a Painting Tile on one of your paintings in the Salon. The Overpaint Tile must match the color of the Painting Tile on which its placed. This will negate the genre symbol it covers but not the color of the Painting Tile underneath. Overpaint Tiles count as two genre symbols, which is great for getting the most Fame out of your painting!

**Salon Wall Bonus Tiles:** When you hang a painting and it covers one or more tiles, you earn those bonuses immediately (in the order of your choice). Gaining these bonuses are optional. Discard Salon Wall Bonus Tiles once they are resolved.

## Ending the Game

The end of the game is triggered when, at end of any player's turn, there are a certain number, or fewer, of vacant spaces on the Salon Wall:

Number of Players	2	3	4
Vacant spaces	5	6	7

When this occurs, finish the round and then **play a final round**, so all players have taken an equal number of turns. After the final round, proceed to Scoring.

## Scoring

Tally the players' earned Fame in the following steps:

### 1. Hung Paintings on the Salon Wall:

- Each painting earns Fame for its quality, they earn 1 Fame per genre symbol of the painting's most numerous genre.  
**Example:** A size-4 painting has 3 Historical Painting Tiles and 1 Portrait Painting Tile. This earns the player 3 Fame.
- Each painting also earns Fame equal to its visibility, or highest value row of the Salon Wall on which it is hanging.  
**Example:** A size-4 painting was hung across a 4 value row and the 5 value row. This will earn the player 5 Fame.

### 2. Unhung, Finished Paintings:

Paintings a player was able to **finish** with Painting Tiles, but were **unable** to get hung in the Salon, earn the player 1 Fame regardless of its size.

### 3. Academy Cards:

Each Academy Card that the player has in their Sketchbook earns them between 1 - 4 Fame as noted on the bottom right of the card.

### 4. Critics:

Each player scores each Critic Track. Players will earn Fame by multiplying the number of completed Critic's requirements by the player's rank on the associated Critic Track. (See page 12 for example)

### 5. Curator's Favor:

The player earns 1 Fame per Favor they have on the Favor Track.















**The player with the most Fame wins the game!** In the event of a tie, the player with the highest scoring painting wins. If still tied, then the player with the most paintings in the Salon wins. If still tied, the victory is shared.

# Quick Reference Guide

## Academy Cards:

1. Social Spotlight - When moving the Socialite Token you may move it counter clockwise.
2. Favor Boost - Gain 1 Favor every time you overpaint.
3. I Owe You - Instead of gaining the reward on a Salon Wall Bonus Tile, place it on this card (max. 3). You may discard these tiles at any time during your turn to gain their rewards.
4. Free Movement - Pay no cost to move 3 locations only.
5. Skilled Apprentices - You may also use the Apprentice Bonus tiles at adjacent locations.
6. Take Their Action - When you move to a location, you may take the action of an opponent. You **must** place your Artist Meeple on a different action at that location.
7. Take Any Tile - Take any Overpaint Tile at the Café. Refill when finished.
8. Group Assignment - When you take an Apprentice Bonus you may perform it twice. You must return 2 Apprentices to the supply to do so.
9. One Fewer - When you move locations, pay one fewer Painting Tile.
10. Table for Two - Take a normal Café action, then perform it a second time. You must pay 1 Overpaint Tile to do so.
11. Hire an Apprentice - Whenever you land on an action space that gains you 2 or more Painting Tiles, hire an Apprentice instead.
12. Stay Put - Do not move locations, but you **must** take a different action at that same location. Move your Artist Meeple onto the new action space at that location. You **do not** gain Painting Tiles.
13. Tea for Two - You may move onto the top space of a Critic Track that is already occupied by an opponent and gain the benefit.
14. Double Prizes - Once per turn, resolve a gained Salon Wall Bonus twice, then discard as usual.
15. Favor Track - When presented with any of these 3 actions, you may move up 1 space on the Favor Track instead.
16. Different Bonus - Instead of taking the printed bonus on a Critic Track, you may take the bonus from the same level on a different track.
17. Least Favor - When at the Salon Committee and you have the least favor, (or are tied for the least), then perform an additional Curator action.
18. Tutorial - When given the chance to gain an Apprentice, you may also paint 1 time.
19. Mentorship Program - When you take the Hire An Apprentice action, hire 2 instead of 1.
20. Get the Bonus - When you move any painting horizontally 1 space, gain any Salon Wall Bonus Tile that is covered by the painting you moved.
21. To Market - When you go to the Market to take an action, you may hire 1 Apprentice.
22. One Fewer Match - When hanging a size-4 painting, you may do so for 1 fewer color match.
23. Hidden Action - You may take the hidden action under the Salon Hanging Tile at the Salon Committee.
24. No Overpaint to Paint - Instead of taking an Overpainting Tile you may paint twice.
25. Paint an Additional Time - Whenever you take a paint action you may paint 1 additional time.
26. Tenured - You may place 2 Academy Cards on this slot, in addition to this card.

## Apprentice Bonus Tiles

- |   |                                |   |                           |  |   |   |  |
|---|--------------------------------|---|---------------------------|--|---|---|--|
|   | Earn 1 Favor.                  |   | Perform a Curator action. |      | Move up 1 on any Critic Track.                                  |   | Take 1 Overpaint Tile adjacent to the Socialite. |
|   | Take a Canvas, size-3 or less. |   | Paint 2 times.            |   | Take 2 Painting Tiles from the streets. Refill emptied streets. |   |  |



# Quick Reference Guide

## Café Tables



Perform up to 2 Curator actions. You may ignore the cover action.



Use an Apprentice at **any** location. Get the bonus twice.



Hire 1 Apprentice. Earn 1 Favor.



Take the action of an opponent. Effect only. You gain no tiles.



Move up 1 space on **any** 2 Critic Tracks.



Hang a painting. Do an overpaint action.



Take a Painting Tile from a street **or** paint 1 time. Make this choice 3 times.



Take a size-4 or smaller Canvas. Paint 1 time.



Remove your topmost Signature Token and add it to your reserve pile.

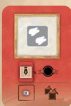


Take an Academy Card. Paint 1 time.

## Critic Cards



Each pair of symbols inside a painting. The Painting Tiles may be any color.



Each Overpaint Tile in your paintings.



Each pair of the same color tiles inside a painting. The tiles may have any symbol.



Each painting with three of the same **color** Painting Tiles.



Each painting that is the matching numbered row of the Salon Wall.



Each different size of painting you have hung on the Salon Wall. Each size counts as a requirement met, regardless of how paintings of each size you have hung.

## Starter Cards



Move up 1 space on the orange Critic Track. Take a size-2 Canvas. Earn 1 Favor.



Take a size-4 and a size-3 Canvas. Take 2 Paint Tiles from the Draw Bag.



Hire 1 Apprentice. Take a size-2 Canvas. Earn 1 Favor.



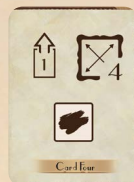
Move up 1 space on the blue Critic Track. Take a size-3 Canvas. Take 2 Painting Tiles from the Draw Bag.



Hire 2 Apprentices. Take 1 Painting Tile from the Draw Bag.



Move up 1 space on the pink Critic Track. Take a size-2 Canvas. Take 3 Painting Tiles from the Draw Bag.



Earn 1 Favor. Take a size-4 Canvas. Take 1 Painting Tile from the Draw Bag.



Earn 2 Favor. Take 3 Painting Tiles from the Draw Bag.



Remove your topmost Signature Token and add it to your reserve pile.



Hire 1 Apprentice. Take a size-1 Canvas. Take 1 Overpaint Tile adjacent to the Socialite.

## Salon Wall bonus Tiles



Earn 1 Favor



Hire 1 Apprentice



Take 1 Academy Card



Overpaint 1 time



Move up 1 on **any** Critic Track



Move up 1 space on the matching Critic Track



Take a Canvas up to the size shown on the tile.