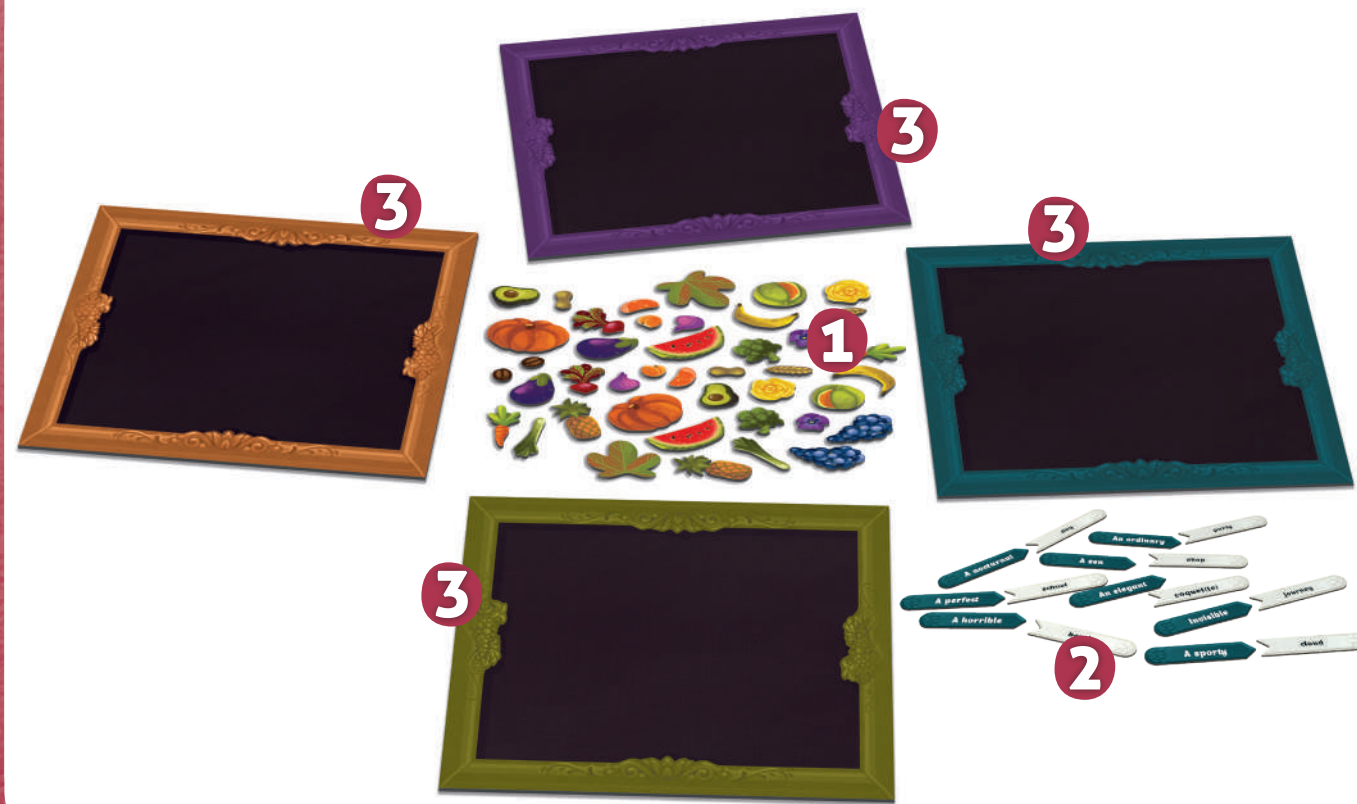


Setup

- 1 Put all the composition elements face up at the center of the table.
- 2 Put all label halves on the table.
- 3 Each player receives a Frame board. The oldest player becomes Master Arcimboldo for the first round.



ARCIMBOLDO'S

... is not an ordinary drawing game!

You have probably understood it: don't worry about performance... what matters is pure creation!

Maintain a peaceful and benevolent atmosphere at the table when appraising the different creations. Remember, art is subjective!



The designers thank Giuseppe Arcimboldo and its inspiring originality, despite being centuries apart from him!

Designers: Marie & Wilfried FORT

Illustrations: Maud Chalmel

Translation: Mathieu Rivero

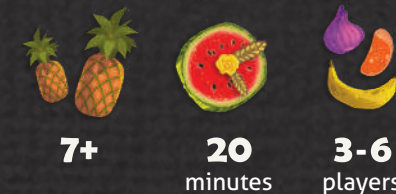


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Production Manager

ARCIMBOLDO'S



GAME RULES

Content

120 composition elements
(magnetic flowers, cereals, fruit and vegetables)



6 Frame player boards



84 label halves
(42 nouns + 42 qualifiers)



Goal of the game

Arcimboldo and his students must each create a "work" with composition elements: fruit, vegetables, flowers and cereals. They must make the best interpretation of a title, with a word and a qualifier both chosen by Master Arcimboldo.

Game FLOW

The game is played in rounds. The Master Arcimboldo takes a label half with a noun on it, and a label half with a qualifier. The Master assembles the labels as they see fit (front and back allow for 4 combinations). Once the combination is chosen, the Master announces the title and places it on the table so that everyone can read it. Whether concrete, abstract or eccentric, the combination should stir some of your imagination!

A medieval

fight

Then the Master Arcimboldo launches the round. Each player simultaneously creates their work. Beware! Creation needs a quiet and calm atmosphere. Master Arcimboldo will see to it that it is respected, thanks to a few rules:

A player must take a composition element with one hand only.



A player cannot take multiple elements at once; they must take them one by one.



It is possible to trade elements with another player, if they agree to the trade.



When a player does not use an element, they must put it back into the supply.

As soon as a player has finished their picture, they rotate their Frame board so that other players can see it in the correct direction. Once a frame has been rotated, the work cannot be changed.

Once all players have finished their work, it is time to move on. There is no set time for creating works. However, if some players take too long, the Master Arcimboldo may warn the late players(s), and even stop this creation step.



Example: these two knights fight in a joust with spears.

Then each player comments their own work, starting with the Master Arcimboldo. Players then proceed in clockwise order.

Once everyone has commented their work, players vote for the work they find most convincing. Please note players should vote for the work and its idea, and not the comments the artists made on their own work! To vote, the Master Arcimboldo counts down. Upon reaching zero, everyone must point at their favorite work.

The player with the most votes for their work is the winner of this round, and they gain the labels. In case of a tie, the Master Arcimboldo chooses who wins the tie.

The player to the left of the current Master becomes the new Master Arcimboldo .

A new round can now begin!

END OF THE game

The game ends when:

- each player has been Master Arcimboldo **twice** (for 3-4 players games).
- each player has been Master Arcimboldo **once** (for 5-6 players games).

The player with the most labels wins the game, but is it really that important?