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www.AvantCardeGame.com/learn



OVERVIEW

Your eccentric collection of avant-garde art needs a public show! Hone your collection by purchasing art that attracts patrons with special powers to help you assemble the best exhibition! Every piece in your collection means more strategies to use each round.

Great exhibitions earn awards! Each turn that you earn \$6 or more, you'll get an award. The game ends when the awards run out, and whoever has the most awards wins!

COMPONENTS



2 Hidden Gem Tokens



5 Change Tokens



First Player Token

- 1 Patron Card Box
- 18 Advanced Patrons



COMPONENTS

Gallery Card Box



- 12 Twos
- 8 Fives
- 32 Awards
- 12 Threes
- 8 Sixes
- 12 Fours
- 8 Sevens



Starter Deck Card Box

- Orange/Blue deck (10 Cards)
- Red/Purple deck (10 Cards)
- Red/Blue deck (10 Cards)
- Orange/Purple deck (10 Cards)
- Red/Orange deck (10 Cards)



Tip: Starter decks contain 10 cards that are each marked with a symbol like . They're the same except for the colors of their 1s and 2s. For example, the  deck contains:



SETUP

1. Unroll the Starter Deck Box. Give each player 1 of the 5 starting decks. Put the others away.

2. Unroll the Gallery Box and the Patron Box. Arrange them like this:

3. Shuffle each Gallery Card Stack, then return it to its position number side up. The first stack is all 2s, the next stack is all 3s, etc.

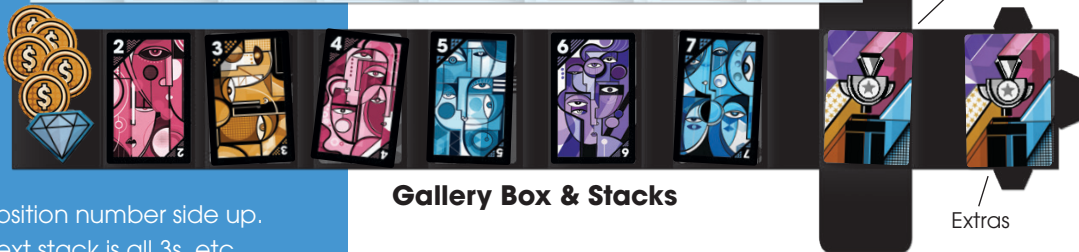
4. Move some awards from the Awards Stack to the Extras Stack beside it, based on the player count:

2-3 Players	4-5 Players
24 Awards, 8 Extras	28 Awards, 4 Extras

5. Put out the Change Tokens and a Hidden Gem Token (or 2 Hidden Gem Tokens for 4-5 players).

6. Give a random player the First Player Token.

Patron Box



Gallery Box & Stacks



7. Each player shuffles their deck and draws 7 cards from it to form their hand. You'll have 3 cards left in your deck for next round. You're ready to begin!

GAMEPLAY

Rounds have 2 parts: first, everyone **Plays Cards** at the same time. Then each player has a turn to **Buy Cards**.

1. PLAY CARDS

Simultaneously, each player lays out as many cards as they can from their hand in a line in front of them:

1. Look at your hand of 7 cards.
2. Choose a card to start, and play it on the table in front of you, number side up.
3. Now, each card you play must match the color or the number of the previous card you played.
4. Play as many cards as you can! Each card you play will be worth \$1!
5. Discard the rest of your hand number side up beside your deck to form your discard pile.

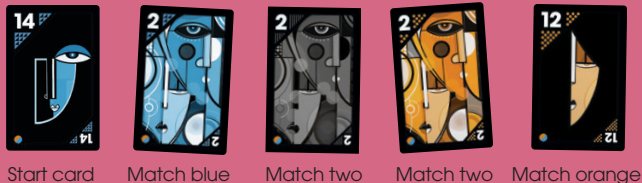
The other players will be playing their own line of cards at the same time. Don't look at what they are playing until you're done.

PLAYING CARDS EXAMPLE:

Olivia's hand has these cards:



She plays these cards (below) in order on the table, for a total of \$5:



Tip: Your white 1 (1) and your gray 2 (2) are **different** colors, and do not match each other. They are hard to match.

Once everyone has played all the cards they can, it's time to shop...

GAMEPLAY

continued


2. BUY CARDS

Starting with the first player, take turns shopping for new cards to improve your deck. On your turn:

- 1. Count the cards you played this turn. You earn \$1 per card.** Keep count of your money in your head (don't use the Change Tokens).
- 2. Buy cards from the top of the Gallery Stacks.** The 2s cost \$2, 3s cost \$3, etc. Put cards you buy in your discard pile—they'll go in your deck soon.

Before, after, or between buying cards, in any order:



Patron Powers: Use the  patron powers of cards numbered 2-7 you played this turn (see page 9). On your first turn, the only power you could have is the 2s power, below:

“if you played the most 2s, add +\$1 to your total”



Tuck (once per turn): Put the top card of one Gallery Stack on the bottom of that stack, in the hopes of finding a color you want more.

Tip: Choose a couple of colors to go for. Try to buy cards of only those colors so you match more!

EARN AWARDS

If you made at least \$6, you also earn awards (for free)! Take them from the Awards Stack and add them to your score pile. **More money earns more awards:**

\$6	\$8	\$10	\$11	Every \$6 more
1 Award	2 Awards	3 Awards	4 Awards	+1 Award

Sometimes you get extra money from patron powers, Hidden Gems, and Change Tokens (see below). These all count toward your total for awards!

END OF TURN



Your leftover money goes away. If you didn't spend it all, take 1 Change Token. **You can only ever have one.** On a future turn you can spend the Change Token to get +\$1. You can't take a Change Token if you spent one this turn.

BUYING CARDS EXAMPLE:

Olivia played 6 cards, and had the most 2s. She has \$7: \$1 per card, +\$1 for the 2s patron power.

She buys the top **3** for \$3, adding it to her discard pile. She tucks the top **2**, then buys the next **2** for \$2. Then she takes 1 award because she had \$6+ total.

With \$2 left, she takes a Change Token to use later.

GAMEPLAY

continued

PATRON POWERS

Each Patron has a number, 2-7. When you play a card with their number, they visit your exhibition and grant you a special power this turn. Buy cards with patrons whose powers work together!

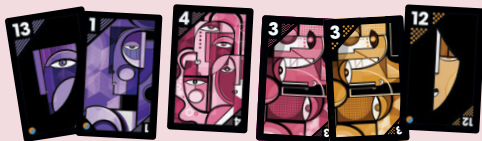
When you play a 2-7, check the corresponding patron shown on the Patron Box, and you may use its power:

1. ⚡ powers happen during **Play Cards**, as soon as you play the card (like 4s and 7s).
2. You use 🏎️ powers on your **Buy Cards** turn.

Check the **Patron List** booklet for details about each power (and the advanced patrons).

PATRON POWERS EXAMPLE:

As Olivia plays her 4, she uses its ⚡ patron power to change its number to a 1. Now it matches her previous card. On her turn to buy she has \$6. She uses the 🏎️ power of her two 3s to trash the 13 and the 12.



END THE ROUND

Once everyone has taken their turn to buy:

1. Pass the First Player Token to the left.
2. Put all the cards you played into your discard pile, number side up.
3. Draw 7 cards from your deck.
 - When you need to draw a card but your deck is empty, flip your discard pile over and shuffle it to form your new deck. (Just like other deckbuilders!)

SHUFFLING EXAMPLE:

At the end of round 1, draw 3 cards from your deck. Then it will be empty. Flip and shuffle your discard pile to form your new deck, then draw 4 more cards from it.

4. The player with the fewest total awards takes a Hidden Gem Token, worth +\$1. For 4-5 players, the next lowest player takes the other Gem. If more players are tied than there are Gems, no one gets those Gems (like when everyone has 0 awards).
5. Start the next round with **Play Cards**.

BEGINNERS' SHUFFLING VARIANT: Instead, each turn, each player shuffles all their cards together to form their new deck, then draws 7 cards.


END THE GAME

When a player takes the last award from the Awards Stack, the game will be over at the end of the round. Keep going until everyone has taken their turn.

Once the Awards Stack has run out, players can take awards from the Extras Stack for the rest of the round. If those run out, use anything to represent more extras.

The player with the most awards wins! If tied, the tied player who made the most money this round wins.

CLEANUP

1. Return all 10 cards with your starting deck symbol () to their place in the Starter Deck Box.
2. Return all remaining cards to their Gallery stacks in the Gallery Box. Then roll up the boxes!

FREQUENTLY ASKED QUESTIONS

Q: Can I look at all the cards in the Gallery stacks?


A: You may only look at each stack's top card. Keep the stacks straight so you can't see the next card, or flip the stacks face down and flip the top cards up.

FREQUENTLY ASKED QUESTIONS

Q: How do I make it so I can play lots of cards?

A: Try choosing 2 colors and don't buy any cards that aren't those colors. Also try buying 3s (which let you trash cards), and trash your **1** and **2** and high number cards (11-14).

Q: If I trash a card I played, do I still get its money and its power?

A: Yes! Each card you play gives you \$1 as you start your turn to buy. Then you can use your cards'  powers in any order (and also buy, tuck, and claim awards in any order).

Q: Can I save money between turns?

A: No. Any money you don't spend goes away at the end of your turn. If you don't spend all your money you get 1 Change Token (if you don't already have one and you didn't spend one this turn).

Q: What happens when my deck runs out?

A: If there are no cards in your deck don't do anything. But as soon as you need to draw a card, flip your discard pile over and shuffle it. It's your new deck.

For more FAQs check out

www.AvantCardeGame.com/FAQ

PATRON LIST



NEW YORKERS

Each patron power is explained in detail in this booklet. For your first few games, play with the New Yorker patron powers printed in the Patron Card Box. This is the recommended base set.



2 - The Perfectionist

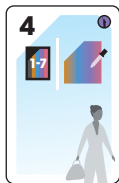
▶▶ On your turn to buy, if you have the most 2s (or tied), you get an additional +\$1 this turn to buy cards with, once per turn. (Unlike the other powers, you may only use this once per turn, not once per 2.)



3 - The Snob

▶▶ On your turn to buy, choose any card from your discard pile or cards you played and trash it (return it to the box). Great for removing unwanted cards. ▶▶ You may also tuck an extra card in the Gallery.

(If you trash a card you played, you still get its money this turn. You can use its power before you trash it.)



4 - The Gallerist

The 4s are wild! ⚡ As you play a 4, you may change its number to 1-7 **OR** its color to orange, red, blue, or purple. The changed 4 must match your previous (and next) card. Changing its number doesn't change its powers.

Example: change a 4 to a "1." Play **2 4 1 12**.

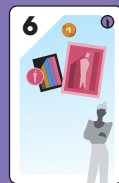
Changing a 4 doesn't change its powers, but the new number or color counts for **other** cards' powers. For example: the 2s power counts a 4 changed to a "2" towards the most 2s.



5 - The Dealer

⚡ After you play a 5, choose to either draw a card from your deck now, **OR** ⚡ get +\$1 on your turn to buy.

Tip: To help remember that a patron power gives you +\$1, play it a little above your other cards, like: **2 5 3 1**



6 - The Trendoid

⚡ As you play a 6, choose a card you've already played this turn. The 6 copies that card's powers.* Great for copying 5s and 7s!

⚡ You also get +\$1 on your turn to buy.

Since you can only use the 2 patron power once per turn, copying a 2 does nothing.



7 - The Critic

⚡ After you play a 7, draw a card from your deck. If you played a 5, 6, or 7 before this 7, draw another card.

Tip: You can play cards you draw if they match where you left off!

Note: Each patron power is optional. For each power starting with a ⚡ or ⚡, you can skip it if you don't want to use it.

* This power can't be copied.

TOKYOITES



In future games, you can replace the New Yorker powers with the powers of the Tokyoite or Parisian patron sets (place their advanced patron cards over the powers printed on the box).

2



2 - The Curator

▶ On your turn to buy, if you have the most 2s (or tied), choose a card in your played cards or discard pile to trash (put in the box), once per turn.

3



3 - The Archivist

⚡ After you play a 3 you may discard a card from your hand to draw a card from your deck.

4



4 - The Journalist

⚡ Like The Gallerist , except you can only change its number. ⚡ If it's the first 4 you've played, draw a card.

5



5 - The Schmoozer

⚡ For the rest of this turn, powers that draw cards draw you an extra card.

Example: you play a **5** then a **3**. You discard 1 and draw 2. Then you play a **4** and draw 2.

6



6 - The Investor

▶▶ On your turn to buy, you may trash one of your played cards for bonus money. If you trash a 5-7, get +\$2. If you trash anything else, get +\$1.

You can't trash this 6 with its own power.

7




7 - The Hoarder

⚡ After you play a 7, choose a color. For the rest of this turn, whenever you play two cards of the chosen color (counting the 7, if it's the chosen color) draw a card from your deck.

Example: you play **7** and choose red. You play **2** and draw 1. You play **4** and **2** then draw 1.

PARISIANS



Some powers let you play cards “Concealed” (number side down ) in your line of cards, so that you can use powers to “Unveil” them (flip number side up) for bonuses later. Otherwise, concealed cards count for **nothing**: they aren’t worth money; when matching, match to the card before them.

2



2 - The Thief

⚡ After you play a 2, you may play a card from your hand concealed.

▶ If you have the most 2s (or tied) you can unveil a card to get +\$1, once per turn.

(If you unveil a card with a ▶ power, you can use that card’s power. It’s okay if that card doesn’t match anything.)

3

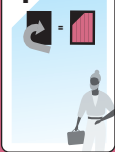


3 - The Impersonator

▶ On your turn to buy you may trash one of your concealed cards. ▶ Also, this 3 copies and uses the ▶ powers on an opponent’s card.*

Each 3 you play must copy different cards.

4



4 - The Conservator

⚡ As you play a 4, choose a color. After you play your next concealed card, it becomes that color.

⚡ Play a card from your hand concealed.

Example: You can play    if you choose red, then match your 2 to the concealed card.

5



5 - The Forger

▶ On your turn to buy, either copy a previous opponent’s buy, **OR** copy any one buy from an opponent later this round.

Example: The previous player bought a 6, so you can buy the next 6 in the Gallery for free.

Example: You choose to copy a future buy. Next player buys a 2, which you choose not to copy, then a 7, which you copy. You buy a 7 for free.

Each 5 you play must copy different buys.

6



6 - The Launderer

▶ On your turn to buy, get +\$1. ▶ You can also unveil a card to get another +\$1.

(If you unveil a card with a ▶ power, you can use that card’s power. It’s okay if that card doesn’t match anything.)

7



7 - The Completionist

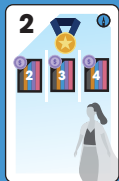
⚡ After you play a 7, you may play a card from your hand concealed. If you do, draw a card from your deck for each of the 4 main colors you’ve played so far (not counting gray or white), including this 7’s color.

* This power can’t be copied

LONDONERS

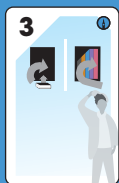


Some Londoners patron powers conceal or unveil cards. For details about concealing and unveiling, see the Parisians section of the **Patron List** booklet.



2 - The Collector

▶ On your turn to buy, if you have the most 2s (or tied), buy the next 2, 3, or 4 from its Gallery for free, once per turn.



3 - The Hipster

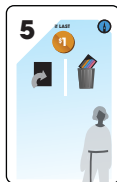
⚡ After you play a 3, choose either to draw a card from your deck and play it concealed, **OR** unveil one of your concealed cards and use its ⚡ powers.

(The unveiled card will count for money at the start of your turn to buy.)



4 - The Philosopher

⚡ As you play a 4, choose an odd number. The card counts as that odd number as well as a 4. It can match with cards of that odd number, 4s, or cards of its color. This doesn't change the 4's patron powers.

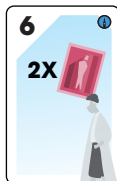


5 - The Futurist

▶ On your turn to buy, get +\$1 if this is the final in your line. ▶ Also, choose:

Trash a card from your discard or played cards, **OR** conceal a card you've played (flip it number side down; you still keep its money).

Tip: if a 5 is your 2nd to last card and you conceal the last card, the 5 is now the last card!



6 - The Designer

Each card has double its powers! ⚡ For the rest of the turn after playing a 6, whenever you use a card's ⚡ or ▶ patron power, copy it.*

If you have two 6s, powers happen three times. You can make different choices when you copy a card's powers.



7 - The Eccentric

▶ On your turn to buy, conceal a card you've played (flip it number side down). For each card in your line that shares a number with the concealed card, get +\$1.

Example: you play **3 3 3 7**. You conceal the **3**, then get +\$2 (one for each remaining 3).

* This power can't be copied

SOLO RULES

The solo mode plays just like the multiplayer version with the following exceptions:

SETUP

- Place the First Player Token on the left-most section of the unrolled Gallery Box (the Change Token section).
- Put out awards based on your desired difficulty, and return the rest to the box:

Easy | **Normal** | **Hard** | **Expert**

8 Awards | **12 Awards** | **16 Awards** | **20 Awards**

GAMEPLAY

- At the end of each round, move the First Player Token right, to the next section in the Gallery (2s section, to 3s, 3s to 4s, etc.).
- When you move the First Player Token, tuck the top card of the Stack and place the Token on top of it.
- When you buy cards, you can't buy from the Stack with the First Player Token. This doesn't stop you from getting Change Tokens or awards.
- You can tuck two cards per turn instead of just one.

ENDING THE GAME

If you ever take the last award in the Awards Stack, you immediately win!

At the end of the 9th round (the round where the First Player Token is on the "Extras" section), the game is over. If you didn't get all the awards, you lose and the gallery wins.

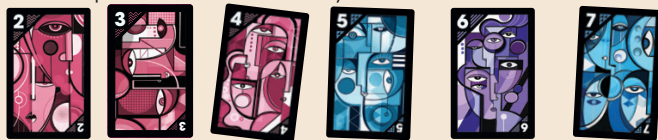
PATRON POWERS

To have the "most 2s" for the 2 patron powers, you must have more 2s than the most prevalent color among the top cards of the Gallery Stacks (or tie).

For The Impersonator (3👁️) and The Forger (5👁️), check the number card that the First Player Token is on. 3👁️ lets you copy its powers. 5👁️ lets you buy it.

MOST 2s EXAMPLE:

The top cards of the Gallery Stacks look like this:



The most prevalent color is red, with 3 red cards. So you need to play three or more 2s to use their power.

Return the Hidden Gem Token to the box. It won't be used in the solo mode.