Till F. Teenck

Artline

LOUVRE (m)

GAME RULES

OVERVIEW

The prestigious Musée du Louvre is planning the installation of a special exhibition for the end of the year.

An entire hall of the museum will be devoted to masterpieces of painting. The Louvre has decided to entrust this exhibition to the hands of its budding curators.

That means you! Get your creative juices flowing to harmonise the layout of the Rooms and create themed Galleries. Efficiency is key, in order to prove you're the best person for the job.

The first player to get rid of their cards wins the game!
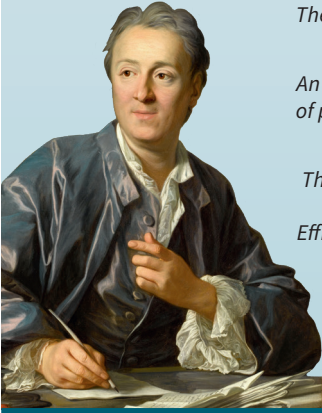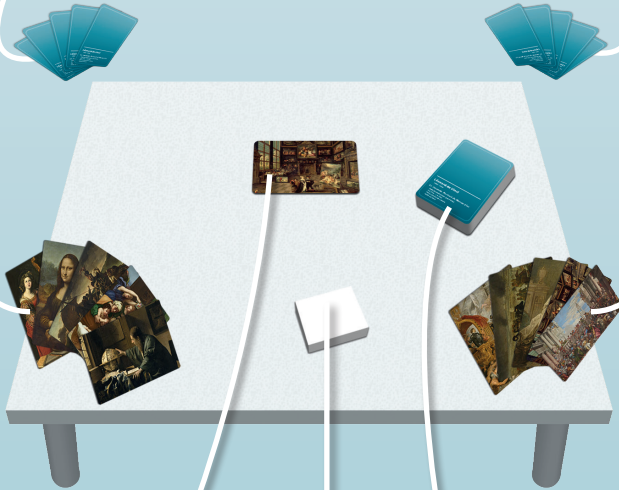
👤 8+   👥 2-6   🕐 15'

MATERIAL

112 cards

1 notepad

SETUP

Deal a hand of 5 cards to each player face-down.

Place **1 card** from the deck **face-up** in the middle of the table. All the cards on the table together represent the Museum.

All the remaining cards are placed in **a pile face-down**.

Place the small notepad next to the pile of cards. Each player will need a pencil (not included).

*The last person to have visited the Louvre goes first.
If multiple players visited at the same time,
the youngest goes first.*

In turn, going clockwise, players choose a card fr

A. Create a new Room.
Multiple cards in a single **row or column** make up a **Room.**
When you create a **Room**, jot down the theme on the notepad and place it at the end of the corresponding row or column.

B. Add a card to an existing Room.
Add a card to an existing row or column.

C. Add a card at the intersection of 2 Rooms.
You must respect and/or create the themes of both Rooms. This is how you create a **Gallery.**

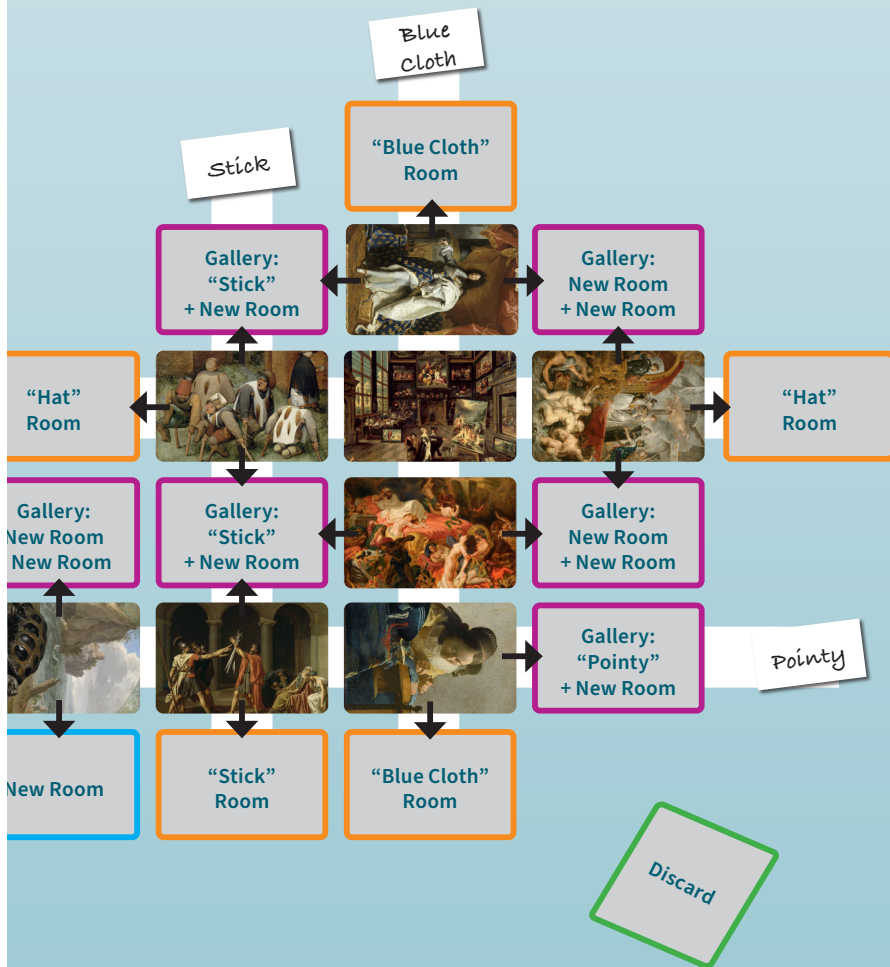**D. Discard a card.**
This card can no longer be used.

At the end of their turn, players **draw 1 card** from the pile and add it to their hand.

Unless they created a **Gallery** (by placing their card at the intersection of 2 Rooms).

Hat

"H
Ro

Gall
New
+ New

"Pointy"
Room

New

ard from their hand and play it in **one of 4 ways.**

Blue Cloth

"Blue Cloth" Room

Stick

Gallery: "Stick" + New Room

Gallery: New Room + New Room

"Hat" Room

"Hat" Room

Gallery: New Room New Room

Gallery: "Stick" + New Room

Gallery: New Room + New Room

New Room

Gallery: "Stick" + New Room

Gallery: "Pointy" + New Room

Pointy

"Stick" Room

"Blue Cloth" Room

Discard

RULES FOR PLACING CARDS

✔️ A card **must be placed**
- next to another card
- in **landscape position only**.

✔️ The sides of cards must line up. Cards cannot be placed diagonally.

✔️ The card must **match the theme of the Room**.
If multiple **Rooms** intersect, the card must match all the various themes.

✖️ Once it has been played, a card **cannot be moved**.

✖️ A card **cannot be placed on top of another card**.

ROOM THEMES

When a player **opens a new Room**, they must **choose a new theme** for it. Cards played afterwards must match this theme.

If a player opens two **Rooms** in a single turn, they must choose two different themes, one for each **Room**.

When a player plays a card which corresponds to the theme of both a row AND a column, they have opened a **Gallery**.

The theme:

✔ Can be a **reference to something** that appears on a card:
   Ex: "A saber", "A hat", "A woman".

✔ Can be a **combination of different things that appear:**
   Ex: "A stone bridge".

✔ Must be **understood by all the players**. If this is not the case, the player must then choose another theme or change their card.

✘ Must **not be too broad:**
   Ex: "A landscape", "Various objects".

✘ Must **not be an interpretation** of the painting's elements.

✘ **Cannot use a theme already used** in a different **Room**.

✘ **Cannot reference the technical features of an artwork:** author, date, artistic style, etc. These data are given for informational purposes only.

✘ It is **forbidden to make references** to **elements** which are **not visible:**
   Ex: "Painting by Delacroix", "Oil painting", "Still life".

Tip!
The more specific the theme, the more difficult it is to add cards.
Ex: "Angel" vs "Angel holding a partition"
   "Instrument" vs "Cello"

THE WINNER

The **game ends** when a player **opens a Gallery with their last card.**

All the other players then **play one last turn.**

The players who get rid of all their cards in the final round win. The **game also ends if there are no cards left in the pile.**

The player(s) with the fewest cards in their hand win(s) the game.

Note: if a player plays their last card but does not open a Gallery, they must draw a new card and the game continues as normal.

CREDITS