

CUBIST

For 2-4 players, ages 7 and up. Plays in 30-45 minutes.

By Steven Poelzing and Alf Seegert © 2013

In *CUBIST*, you and your opponents are architects competing to build a grand and inspiring new Modern Art Museum including its interior sculptures or “installations.” Aptly enough, your building materials are cubes, or more precisely, dice!

On each turn you roll two dice and place them in your studio as raw materials for your cubist sculptures. From there you position these dice to complete commissioned installations for the museum. Dice with identical numbers can be stacked on top of one another to give your sculpture elevation and grandeur. Dice with adjacent numbers go next to one another to construct unconventional footprints of modernism. You can press your luck by committing to a certain risky commission—hoping that no one else will complete it first—or play it safe by locking up your dice for later use.

You can also use your dice to enlist the aid of masters of modern art like Juan Gris, Franz Marc and Olga Rozanova. Each installation you complete allows you to contribute dice to the building of the Museum itself. You will have to sculpt cleverly but quickly to get the new Museum named after you!

COMPONENTS

- 81 dice (twenty 14mm six-sided dice per player, in four colors, plus 1 red Museum Cornerstone die)
- 1 Museum Board
- 4 Individual Studio Boards
- 9 Museum Cards, 25 Artist Cards and 23 Installation Cards
- This rulebook



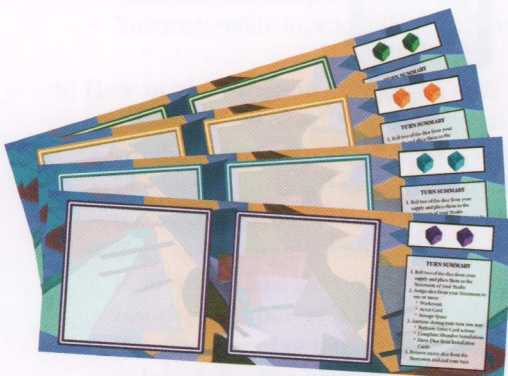
Museum Board (1)



Dice (81)



Museum Cards (9)



Individual Studio Boards (4)



Artist Cards (25)



Installation Cards (23)

OBJECT

In *CUBIST*, your goal is to build the most valuable collection of installations for the new Modern Art Museum. Players build Installations with dice based on Installation Cards. A player who completes an Installation collects that card and scores the value shown on it. As players complete Installations, they contribute dice to the Museum, also adding to their final score. When the Museum is completed, or when one player completes five Installations, the game is over and players add up their scores. If you score the most points, you win the game and the new Modern Art Museum is named after you.

SETUP

- 1) **Museum Board.** Place it in the center of the table, as shown in the Setup Diagram below.
- 2) **Museum Cards.** The Museum Cards each show a symbol for 2-4 players. Randomly select any Museum Card matching the correct number of players and place it face up on the Game Board as shown. *This Museum Card is the plan for the new Museum itself, which all players will build together (competitively) during the game.* Return the remaining Museum Cards to the box.
- 3) **Museum Die.** Roll the red Museum Cornerstone Die and place it on the Museum Board in the building area as indicated.
- 4) **Installation Cards.** Shuffle all the Installation Cards thoroughly to create a single facedown deck by the lower right corner of the board. Drawing from the top of this deck, display three face-up Installation Cards to the left of this deck as shown in the Setup Diagram. *Installation Cards depict the marvelous sculptures that the players will compete to build during the game.*
- 5) **Artist Cards.** Shuffle all the Artist Cards thoroughly to create a single facedown deck by the upper left corner of the board. Drawing from the top of this deck, display four face-up Artist Cards to the right of this deck as shown in the Setup Diagram. *Artist Cards depict artists who can be consulted to help you build your Installations—or to thwart the plans of other players!*
- 6) **Dice.** Each player chooses a color and gathers all of the dice in this color into a personal supply. Make sure these dice are within the player's reach. *Dice are your building materials in this game.*
- 7) **Individual Studio Boards.** Players place their Studio Boards directly in front of themselves face-up. *Each board contains two Workrooms for building Installations, plus a Storage Space for temporarily storing up to two dice, plus a Storeroom which includes a Turn Summary for each player to reference if needed. See the Setup Diagram.*
- 8) The first player may be chosen randomly or in any manner decided upon by the players.



The Setup Diagram for four players

WHAT TO DO ON YOUR TURN

On your turn, perform the following four actions in this order:

- 1) Roll two of the dice from your supply and place them in the Storeroom of your Studio
- 2) Assign dice from your Storeroom to one or more:
 - * Workroom *Artist Card *Storage Space
- 3) At any time during your turn you may:
 - * Perform Artist Card actions
 - * Complete/Abandon Installations
 - * Move Dice from Installation Cards
- 4) Remove excess dice from the Storeroom and end your turn

1) **Roll two of the dice from your supply** and place them in your Storeroom, making sure to keep the rolled values exactly as they were. All dice in the Storeroom are now equally available for use, including (if present) those in the Storage Space from your prior turn. Note that there may be multiple dice in the Storeroom DURING a current turn (up to two in the Storage Space plus the two just rolled, plus any others acquired by Artist actions, etc.) There is no limit to the number of dice (already in your Storeroom) that you may assign from that Storeroom on any given turn. You may never assign any of the dice directly from your Storeroom to the Museum. If you don't have enough dice in your supply to roll two of them, you must return dice to your supply by first performing one of the actions in step 3 of the turn.

2) **Assign dice from the Storeroom to one or more:**

- a) Workroom(s) on your Studio Board
- b) An Artist Card above the Game Board
- c) The Storage Space (shows two dice of your color) near the Storeroom on your Studio Board

a) **How to place dice in a Workroom.**

- Dice are placed in your Workroom to create Installations which may be used to complete an Installation Card.
- If the Workroom you choose contains no dice yet, place the die or dice in that Workroom, making sure to keep the same number value(s) facing up that you originally rolled. *The number value facing up is always the value it is considered to "display."*



Here the green player just rolled a 5 and a 6 and has put these dice in his Storeroom.

He can use these two dice, along with the 1 and 3 in the Storage Space, to add to the in-progress Installations in the Workrooms to the left. Identical numbers stack; numbers 1 higher or 1 lower go adjacent to other dice.

- If the Workroom already contains dice, you must place each die **adjacent** to another die in play or **on top of** another die in play, according to the rules below. The dice must touch fully—edge-to-edge. Diagonal placements are not allowed. As always, make sure to keep the same number facing up on the die that you originally rolled.
- To place a die **adjacent to another die** in play, the die already in play must display a number value which is **one higher or one lower** than the die you choose to play. (For example, you can play a 3 or 5 next to a 4. You can play a 5 next to a 6. You may **not** place a 1 next to anything except a 2; nor a 6 next to anything except a 5.)
- To stack a die **on top of a die** already in play, it must show **the same number value** as the die you place it upon. (For example, you can place a 3 on top of a 3, or a 4 on top of a 4. You may **not** place a 4 on top of anything but a 4.)
- You may rotate dice together as a unit in your Workroom if you choose, in order to view different angles of the structure.

b) **How to place dice on an Artist Card:**

- To place a die on an Artist Card, you must place multiple dice at the same time. All these dice must show exactly the same number value.
- The number of dice required must match the number of dice symbols on the card (cards will have only two or three such symbols). Any number value on the die is okay as long as all numbers match for the same Artist Card.
- If an Artist Card has one or more dice belonging to another player, **you may remove that player's dice and place your own dice there instead. To do this, the dice you play must show a number equal to or higher than the number value of the dice already there. Dice "bumped" in this way are returned to the other player's supply.**



Here the active player contributes two 3's to "Spatial Force Construction" by Lyubov Popova. On any future turn, this player can claim this Artist card and modify any die in his Storeroom by "-1".

- Dice may stay on top of an Artist Card until you wish to perform this action, or until another player bumps them off.
You may not use an Artist Card on the same turn that you place dice on that card.
- The Artist Card action may not be performed until a later turn (see below).

c) How to place dice on a Storage Space:

- The Storeroom may contain any number of dice **during** your turn, including those just rolled or already on the Storage Space. At the **end** of your turn, the Storeroom must be empty, and the Storage Space may hold up to two dice. These two dice may be used in future turns.
- All other dice must either be assigned or returned to your supply at the end of your turn.

3) At any point during your turn you may:

Perform Artist Card Actions

- To perform an Artist Card's special action, dice must have been placed on it in a **prior turn**. Remove these dice and return them to your supply. Then perform the action on the Artist Card. Place the discarded Artist Card face up on the bottom of the Artist Card deck.
- Immediately refill the empty space on the board with a new Artist Card.
- See the end of the rulebook for a summary of all Artist Card actions.

NOTE: Artist Card actions are allowed to modify the dice on Installation Cards.

Complete/Abandon Installations

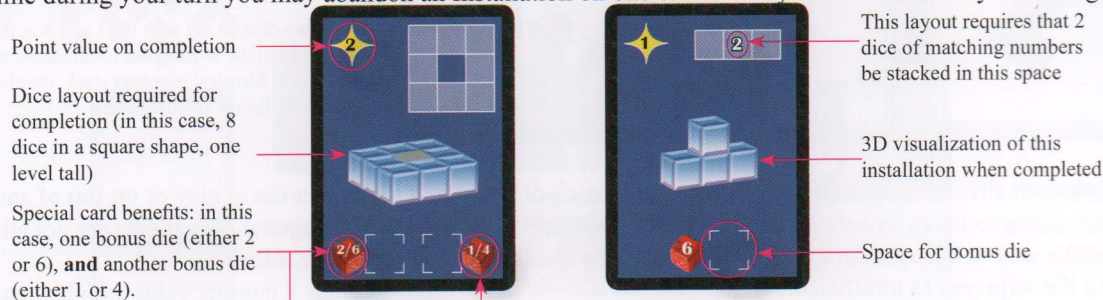
a) Complete an Installation

Anytime during your turn you may complete an Installation. If one or more of your Installations matches a plan shown on an Installation Card, perform the following actions:

- Return all the dice to your supply that you used to complete this Installation.
- Collect the completed Installation Card and display it in front of you, face-up.
- Immediately refill the empty space on the board with a new Installation Card.
- Place one die from your supply on each space shown on the Installation Card. These dice have the number values shown. (If more than one number value is shown, you may change it at any later time.)
- You may immediately assign these dice to the Museum if you choose, or do so later (see the **Move Dice from Installation Cards** section below).

b) Abandon an Installation

Anytime during your turn you may abandon an Installation on one or more of your Workrooms by removing ALL of the dice

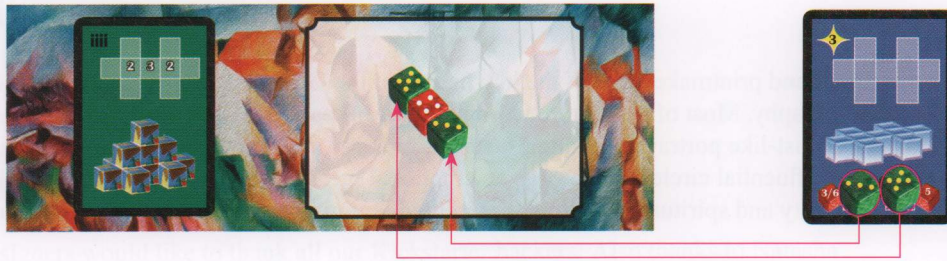


and placing them on Artist Cards (if possible) or back in your supply.

- **You may not remove dice individually. When abandoning an Installation, ALL dice on this single Workroom must go.**
- These dice may **not** be assigned anywhere **except to Artist Cards or back to your supply**. You may **not** place these dice in the Storeroom and you may not assign them to a Workroom or the Museum.

Move Dice from Installation Cards

- **The only dice you may add to the Museum are those on Installation Cards you have completed.** If you wish, you may also add these dice to your Workroom Installation(s) or Artist Cards as if they were in the Storeroom.
- Follow the same rules that you would for any Installation when adding a die to the Museum. **All players should check to make sure that when a die is placed in the Museum a situation is not created where the Museum cannot be completed!** Such a placement is not allowed and must be withdrawn immediately.
- Each die you place in the Museum awards you **TWO** points at the end of the game.
- **At such time as you have removed and placed all the dice from your Installation Card, flip the card over facedown in front of you.** At the end of the game you will score the points marked on the card.



Upon completing this Installation, the active player places the two dice on the Installation Card. Either on this turn or a later one, he may add either one or both dice to the Museum, or an Artist Card, or an Installation-in-progress, following the same rules for dice placement that apply in his Studio.

4) Remove excess dice from the Storeroom and end your turn

- Reassign one or two dice in the Storeroom to the Storage Space as desired. Any dice left in the Storeroom are returned to your supply.

END OF TURN and END OF GAME

- At the very end of your turn, if you have completed five (or more) Installations or if the Museum is now complete, the game is over. Proceed to **Final Scoring**.
- If not, continue the game with the next player clockwise.

FINAL SCORING

- Players add up the total point value of each completed Installation Card in front of them (count both face-up and face-down cards). They then add two points for each die they have contributed to the Museum. The player with the most points is the winner and the new Museum is named after that player!
- In case of ties, the player with more dice in the Museum is the winner. If players still tie, they share the victory.

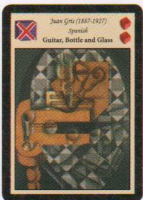
ARTIST CARDS—Detailed Explanations



- **Umberto Boccioni:** Take one die from your supply and put it in your Storeroom. Its number is either of the two values showing on the card. This die may be used immediately. (3)



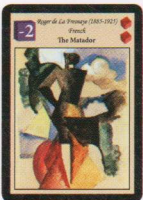
- **Franz Marc:** Take one die from your supply and put it in the Storeroom. Its number is any number you choose. This die may be used immediately. (2)



- **Juan Gris:** Remove any one die from one of your Installations. Return it to your supply. You may not divide an Installation by doing this. (2)



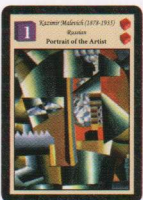
- **Jules Pascin:** Move one die from one of your Installations to another space in the same Installation or your other Installation. You may not divide an Installation by doing this. (2)



- **Roger de La Fresnaye:** Modify one existing die in your Storeroom or on a completed Installation Card by +2 or -2, as shown on the card. (4)



- **Lyubov Popova:** Modify one existing die in your Storeroom or on a completed Installation Card by +1 or -1, as shown on the card. (4)



- **Kazimir Malevich:** Take one die from your supply and put it in the Storeroom. Its number matches the value shown on the card. This die may be used immediately. (6)



- **Olga Rozanova:** Claim one die from a Storage Space in any opponent's Studio. Then take a die from your own supply and match its value to the claimed die and place it in your Storeroom for immediate use. Return the stolen die to the opponent's supply. (2)

The artists of CUBIST

Franz Marc (1880 – 1916) was a German painter and printmaker, one of the key figures of the German Expressionist movement. Marc made some sixty prints in woodcut and lithography. Most of his mature work portrays animals, usually in natural settings. His work is characterized by bright primary color, a Cubist-like portrayal of animals, stark simplicity and a profound sense of emotion. Even in his own time, his work attracted notice in influential circles. Marc gave an emotional meaning or purpose to the colors he used in his work: blue was used to portray masculinity and spirituality, yellow represented feminine joy, and red encased the sound of violence.

Umberto Boccioni (1882 – 1916) was an influential Italian painter and sculptor. He helped shape the revolutionary aesthetic of the Futurism movement as one of its principal figures. Despite his short life, his approach to the dynamism of form and the deconstruction of solid mass guided artists long after his death. “In the brief life span of the Italian Futurist movement, the short-lived Umberto Boccioni was a blazing comet. ... Boccioni was a fiery theoretician of the movement, drafting two Futurist manifestoes in 1910 and 1912 that exalted the force and energy of contemporary life. They called for an art that glorified speed, violence and the machine age, one that above all reflected the dynamism of an engine-driven civilization.” (Grace Glueck, *New York Times Art Critic*). Beginning in 1912, with *Elasticity*, depicting the pure energy of a horse, captured with intense chromaticism, he completed a series of “Dynamism” paintings.

Juan Gris (1887 – 1927) was a Spanish painter and sculptor born in Madrid who lived and worked in France most of his life. Closely connected to the innovative artistic genre Cubism, his works are among the movement’s most distinctive. At first Gris painted in the style of Analytical Cubism, a term he himself later coined, but after 1913 he began his conversion to Synthetic Cubism, of which he became a steadfast interpreter, with extensive use of papier collé or, collage. Unlike Picasso and Braque, whose Cubist works were practically monochromatic, Gris painted with bright harmonious colors in daring, novel combinations in the manner of his friend Matisse.

Roger de La Fresnaye (1885 – 1925) was a French cubist painter. From 1912 to 1914, La Fresnaye was a member of the Section d’Or group of artists, and his work demonstrates an individual response to Cubism. He was influenced by Georges Braque and Pablo Picasso, but his work has a more decorative than structural feel and his prismatic colors reflect the influence of Robert Delaunay.

Kazimir Malevich (1879 - 1935) was a Russian painter and art theoretician. He was a pioneer of geometric abstract art and the originator of the avant-garde, Suprematist movement. In 1912, Malevich described himself as painting in a “Cubo-Futuristic” style. However, in 1915, Malevich laid down the foundations of Suprematism when he published his manifesto, “From Cubism to Suprematism.” Critics derided Malevich’s art as a negation of everything good and pure: love of life and love of nature. Malevich responded that art can advance and develop for art’s sake alone, saying that “art does not need us, and it never did”.

Jules Pascin (1885 – 1930) or the “Prince of Montparnasse,” was born in Bulgaria. He is best known as a painter in Paris, where he was strongly identified with the Modernist movement and the artistic circles of Montparnasse. Pascin created thousands of watercolors and sketches, plus drawings and caricatures, which he sold to various newspapers and magazines. He studied the art of drawing at the Académie Colarossi and, like Henri de Toulouse-Lautrec, he drew upon his surroundings and his friends, both male and female, as subjects. He wanted to become a serious painter, but in time he became deeply depressed over his inability to achieve critical success with his efforts.

Lyubov Popova (1889 – 1924) was a Russian avant-garde artist (Cubist and Suprematist), painter and designer. Popova traveled widely to investigate and learn from diverse styles of painting. Through a synthesis of these styles, Popova worked towards what she termed painterly architectonics. After first exploring Impressionism, she experimented with the particularly Russian development of Cubo-Futurism: a fusion of two equal influences from France and Italy. In 1916 she joined the Supremus group with Kazimir Malevich. Here the term ‘supreme’ refers to a ‘non-objective’ or abstract world beyond that of everyday reality.

Olga Rozanova (1886 – 1918) was a Russian avant-garde artist in the styles of Suprematist, Neo-Primitivist, and Cubo-Futurist. In 1916 she joined the group of Russian avant-garde artists Supremus that was led by Kazimir Malevich. By this time her paintings, developed from the influences of Cubism and Italian Futurism, took an entirely original departure into pure abstraction in which the composition is organised by the visual weight and relationship of color.

The editor thanks and acknowledges Wikipedia as the source used in construction of these brief artist biographies. The artists’ work is licensed and used with the consent of the Bridgeman Art Library, New York City.

Credits

Game Design: Steven Poelzing, Alf Seegert

Game Development: Rick Soued

Graphic and Art Production: Han Zou

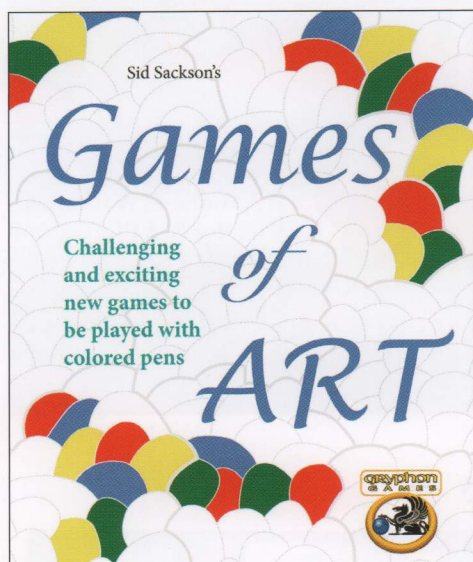
Art Used by Permission from: Bridgeman Art Library, New York

Rules Editing: Rick Soued, Joanne Soued, Ralph H. Anderson

The designers would like to thank all our Kickstarter backers! Also thanks to Natasha Seegert; Tara Poelzing; Han Zou; Rick, Joanne, and Alex Soued; Ralph Anderson; Chris Kirkman; Michael Fox; Patrick Whiting; Shane Smith; and Tara Merrill. Special thanks to Adam McIver for the revised Cubist logo.



MORE great art-related games from Gryphon Games.....



Games of Art

MSRP \$24.99

The seven classic games in Games of Art were all designed by Sid Sackson and can be played by 2, 3, or 4 players, each wielding one of the four colored dry erase markers provided in the package. Gryphon Games is confident that you will find each of these games challenging and fun as well as educational!

Each game includes a short biography of the title artist, followed by short illustrated rules (less than one page per game) and a full-page diagram of the game. Teachers and players are encouraged to copy the diagrams so that everyone can play these games simultaneously.

Included are games named after and reminiscent of the styles of the iconic modern artists Piet Mondrian, Paul Klee, Joan Miro, Robert and Sonia Delaunay, Jean Arp, Ferdinand Springer, and Victor Vasarely.

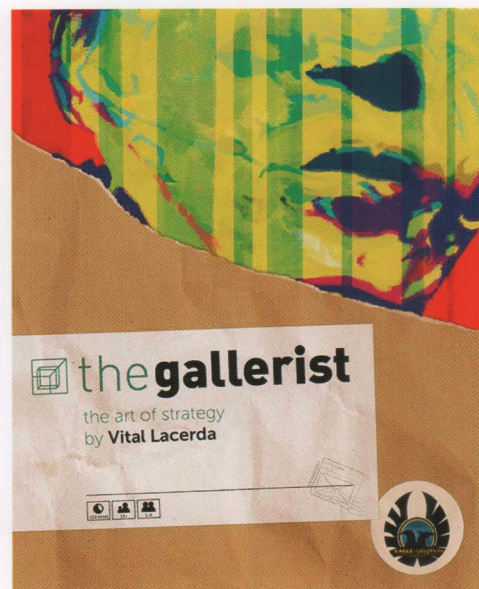
Players: 2-4 | Time: 15-60 minutes | Ages: 8 & up

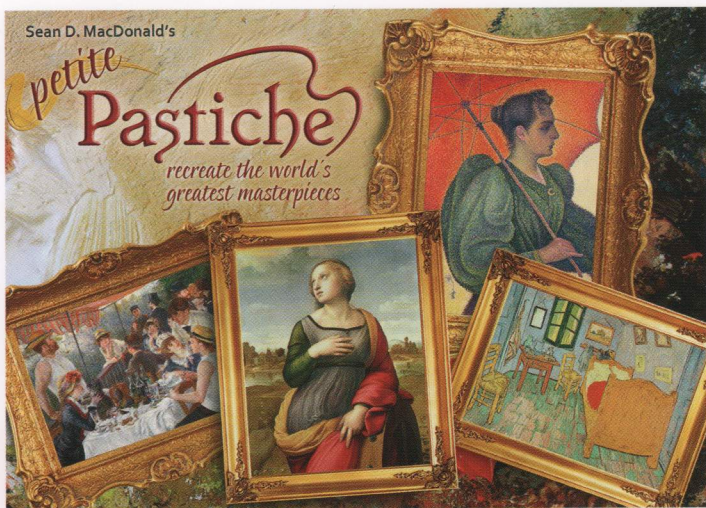
The Gallerist

MSRP \$79.99

The Age of Art and capitalism has created the need for a new occupation -- The Gallerist. Blending the talents of an Art dealer, museum curator, and Artists' manager, you are about to take on that job! You will promote and nurture Artists; buy, display, and sell their Art; and build and exert your international Influence. As a result, you will achieve the respect needed to draw visitors to your Gallery from all over the world. Build your fortune by running the most lucrative Gallery ever, and thus win the game by 1) having visitors in your gallery; 2) exhibiting and selling works of art; 3) investing in artists' promotion to increase art value; and 4) achieving trends and notoriety as well as curator and dealer goals.

Players: 1-4 | Time: 120 minutes | Ages: 13 & up





Petite Pastiche

New, reduced MSRP \$39.99

A world of beautiful colors comes alive as players complete commission cards picturing 23 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. Explore the paintings, palettes and pasts of the artists in this unique and challenging family game. This Petite Pastiche edition trims the contents of the original only a little but it retains nearly all the gameplay and features including 8 wooden easels to hold player's commission cards. This edition now features some of the best-known paintings found in 20 different European and U.S. art museums and private collections, including works by: Seurat, Cassatt, Homer, Botticelli, Van Gogh, El Greco, Velasquez, Rembrandt, Gauguin, DaVinci, Cezanne, Vermeer, Raphael, Gauguin, Marc, Manet and more!

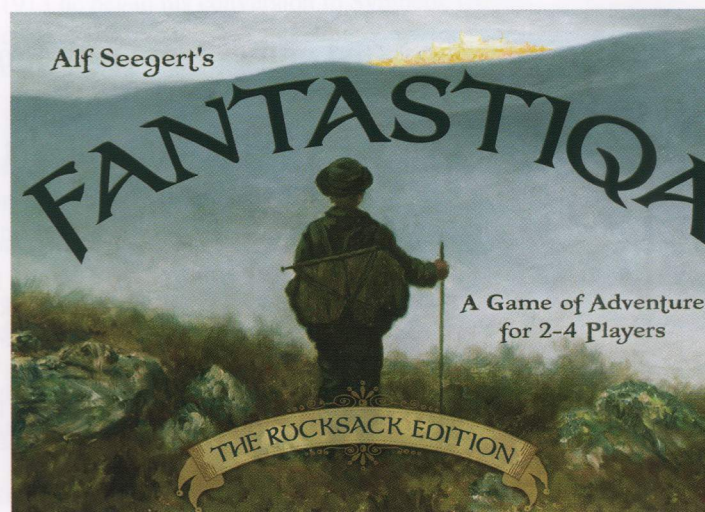
Players: 2-4 | Time: 30-45 minutes | Ages: 9 & up

Fantastiqua - The Rucksack Edition

New, reduced MSRP \$39.99

Welcome to the wild, weird world of FANTASTIQA! The Rucksack edition offers all the fun of the Enchanted edition for a lightweight price! Fantastiqua is a deck-building strategy game set in a fantastical landscape of dark forests, mist-shrouded highlands, and frozen wastes. As you and your foes journey around this landscape, you will subdue strange creatures and fulfill quests. Each creature you encounter has an ability and a vulnerability. Manipulating these, you can subdue and recruit new creatures. Each creature you recruit is added to your expanding deck of cards, making its special ability your own! By combining the powers of different creatures, you can fulfill quests to score victory points and claim other special rewards. Some of the creatures you encounter carry precious gems, which you can spend to purchase powerful artifacts or to summon mythical beasts to your aid. You begin with a handful of household items, including a toothbrush and a spatula, but you will grow in power as you adventure and gather allies! The world of Fantastiqua changes every time you set up the game, so prepare for a new, exciting adventure each time you play! Special simplified rules are also included for beginning players and children.

Players: 2-4 | Time: 45-60 minutes | Ages: 8 & up



Masters Gallery

New, reduced MSRP \$24.99

In Masters Gallery, the players are art critics and gallery owners. All have their own favorite artist in this pantheon of greats—or at least they do until the game begins. Tastes and opinions about each artist's commercial value change constantly in the world of Old Masters art. No one has more influence on those values than the players in this game. Which player will exert the most influence? Who will best anticipate these changing tastes and opinions, and thus assemble the highest-valued collection of these masterpieces? The cards in this game feature 30 of the most beautiful pieces of art ever created by Van Gogh, Renoir, Monet, Degas and Vermeer. Over the course of four rounds, players use these cards to establish the relative value of each artist's body of work. Unique mechanics and ingenious design make the gameplay unpredictable and even more fun every time you play. Revel in the beauty of Old Masters art, while enjoying the intriguing game of Masters Gallery. Note: Game play is the same as Modern Art: The Card Game.

Players: 3-5 | Time: 30-45 minutes | Ages: 10 & up

