

BIOUTIFOUL

For 2 to 6 players, ages 8 and up, the game lasts approximately 30 minutes.

A game designed by **Pascal Notredame** Illustrations by **Sophie Gerl & Silvère Oriat**

You manage an art gallery working with today's most celebrated artists. You're the one who determines the course of their careers. Each of your exhibitions makes headlines across the world, and your love of art is measured in terms of gold bars. Who among you will have the most «Bioutifoul» gallery?

CONTENTS

100 cards :

- 4 Artist 1
- 24 Artwork 2
- 24 Influence 3
- 20 Exhibition 4
- 26 Gold bar 5
- 1 Bid 6
- 1 First player 7

1 set of game rules



OBJECTIVE

Staging the most beautiful exhibitions, through exercising your influence to assemble artwork at the lowest price.

SET-UP

Place the *Bid* card on the table (1), then to its right lay the 4 *Artist* cards side by side in random order (2).

Shuffle the *Artwork* deck and place the first 6 cards near the artists, face up (3). The deck will remain face down (4).

Now shuffle the *Exhibition* deck and place the first 6 cards near the artwork, face up (5). This deck is to remain face down (6).

Shuffle the *Influence* deck and deal 3 cards to each player, all face down (7). These *Influence* cards are picked up without showing the other players. The deck will remain face down (8).

Deal each player 3 of the 1 *Gold bar* cards (9). The bank stays face up, with the 3 *Gold bar* cards off to the side (10).

The player having most recently attended an art exhibition goes first by placing in front of his seat the *First player* card (11). Play continues in a clockwise direction.

Each player's art gallery consists of the space in front of him (12), with all his *Gold bar*, *Artwork* and *Exhibition* cards lying face up, except for the *Influence* cards held in his hand out of sight.

If a deck gets depleted before finishing the game, the corresponding discard pile is reshuffled and used as the new deck. Cards are always discarded face up.

It is possible, any time during the game, to cash in the 3 *Gold bar* cards.

10



8

1



2



11

3



4



7



9

5



6



12



3

DESCRIPTION OF PLAY

A player's turn is divided into 3 phases and always follows the same sequence. When a turn is completed, the player to the immediate left takes his turn.

1. INFLUENCE
2. GALLERY
3. BANK



1. INFLUENCE

If a player is holding more than 3 *Influence* cards at the beginning of his turn, he chooses which ones to discard to ensure he keeps just 3.

He then plays face up 1, 2, or 3 *Influence* cards at the same time; all cards played must be of the same artist.

He then moves the corresponding *Artist* card onto the table, as many rows to the left or right as there are *Influence* cards already played. This movement step is made to either the left or right but not in both directions.

As an artist moves closer to the *Bid* card, his value rises. From left to right, the value of each artist equals 4, 3, 2 or 1 gold bar(s).

Next, the player gives the *Influence* card(s) played during his turn to the player seated to his right, who immediately adds them to his hand of *Influence* cards (hidden from other players' view).



Example 1 : INFLUENCE

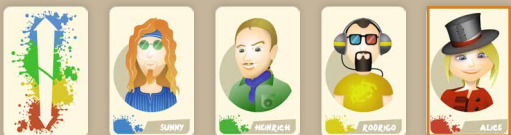
Before



Influence



After



Jack plays 2 of Alice's *Influence* cards, which he then moves 2 rows to the right, thus reducing his value from 3 to 1 gold bar. If Jack had played just one of this artist's *Influence* cards, he could have chosen either 1 row to the right or 1 row to the left.

2. GALLERY

During his turn, a player has the option to proceed with none, 1, 2 or all 3 of the following actions :

- Purchase a piece of artwork
- Sell a piece of artwork
- Staging an exhibition



He decides on which actions to perform, how they are sequenced and can even repeat the same action several times.

Should he opt for **no action**, then he's required to draw one *Influence* card from the deck and one 1 *Gold bar* card from the bank.

Exemple 2 : GALLERY

During his first turn, Jack decides to buy 2 pieces of artwork (i.e. 2 separate actions). During his second turn, he sells 1 piece and buys another, then stages one exhibition (i.e. 3 actions). On his next turn, Jack refrains from any action, in which case he draws one *Influence* card and one 1 Gold bar card (0 actions).

PURCHASING ARTWORK :

The player draws 1 *Artwork* card from those available on the table, by paying the bank as many gold bars as the artist's corresponding value: 4, 3, 2, or 1.

This card is placed face up in his gallery, which is **limited to 3 pieces of artwork** at any given time. If the player's gallery is already full, then he is prevented for the time being

from making any more purchases.

The *Artwork* card drawn is not immediately replaced. Purchasing 1, 2 or 3 pieces of art constitutes either 1, 2 or 3 actions.

SELLING ARTWORK :

The player discards 1 *Artwork* card from his gallery and, in exchange, receives from the bank as many gold bars as the artist's corresponding value: 4, 3, 2, or 1 (shown face up).

During his turn, a player may not **sell** any artwork purchased during this same turn. Selling 1, 2 or 3 pieces of art constitutes 1, 2 or 3 actions.

HOLDING AN EXHIBITION :

The player chooses an *Exhibition* card from among those available on the table and places it face up in his gallery, which can contain an unlimited number of *Exhibition* cards.

Next, he discards 2 *Artwork* cards from his gallery, corresponding to the 2 artists present on the selected *Exhibition* card, **then draws 1 Influence card** from the deck (hidden from other players' view).

The *Exhibition* card drawn is not immediately replaced. Holding 1 or 2 exhibitions constitutes either 1 or 2 actions.

Example 3 : HOLDING AN EXHIBITION



Jack chooses the card with Sunny and Rodrigo. In exchange, he discards 1 work of each of the 2 artists and then draws 1 *Influence* card.

3. BANK

The player **always ends his turn** by drawing one 1 *Gold bar* card from the bank and then replacing the *Artwork* and *Exhibition* cards taken from the table with new cards.

FINISHING THE GAME

The last turn takes place when the deck of *Exhibition* cards is depleted. Normally, each player completes his turn in the current round, during which all actions remain possible, yet without replacing the *Exhibition* cards drawn.

The most «Bioutifoul» gallery is the one obtaining the greatest number of points :

- 1 point per *Exhibition* card
- 1 point if all 4 artists are present in the *Exhibition* cards played
- 1 point if the gallery contains the greatest number of Alice's works from among the *Exhibition* cards played (in case of a tie, all galleries concerned score this point)
- 1 point if the gallery contains the most of Rodrigo's works
- 1 point if the gallery contains the most of Rodrigo's works
- 1 point if the gallery contains the most of Sunny's works

Should several galleries reach the same number of points, the winner is determined by wealth accumulation in summing their gold bars with their remaining *Artwork* cards.

A piece of art carries the same value as the corresponding artist at the end of the game, i.e. from 1 to 4 gold bars.

In case of a tie at this point, the game has multiple winners.

Example 4 : COUNTING POINTS



Claire

Wealth



Philippe



Jack



- Claire scores 5 points :
3 (Exhibition cards) + 2 (for having the most of Heinrich's and Sunny's works).
She has 8 wealth points (2 of Sunny's works worth 4 gold bars each).
- Philippe scores 6 points :
4 (Exhibition cards) + 2 (for most of Rodrigo's and Alice's works).
He has 3 wealth points (1 gold bar + 1 of Rodrigo's works worth 2 gold bars).
- Jack scores 6 points :
4 (Exhibition cards) + 1 (for having all 4 artists) + 1 (for most of Heinrich's works).
He has 4 wealth points (3 gold bars + 1 of Alice's works worth 1 gold bar).

Jack and Philippe scored the same number of points. Jack wins because his wealth count is higher than Philippe's.

SPECIAL CASES

If at the beginning of a player's turn :

- 5 or 6 *Artwork* cards present on the table belong to a single artist.

OR

- No artist overlaps between the 6 *Artwork* cards and the 6 *Exhibition* cards.

All 6 *Artwork* cards are then discarded and replaced by 6 new ones.

Should these new cards lead to another special case, then the player **must take his turn anyway**. This card replacement step will only be repeated at the beginning of the next player's turn, as needed.

GAME WITH JUST TWO PLAYERS

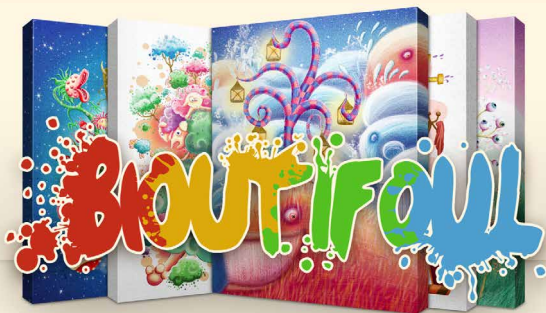
Remove 5 *Exhibition* cards from the game at random without looking at their face. Only expose 4 *Exhibition* cards instead of 6 on the table.

ACKNOWLEDGMENTS

I would like to pay special thanks to Régis Notredame, my art loving brother who thought up this game; François Freund, the consultant who's worth his weight in gold bars (Sunny!); Claire de Broche, Marie-Dominique Chevillard, Philippe Hofmann, my parents, my generous sponsors; Silvère Oriat, terrific graphic designer who accepted to wear yellow (Rodrigo!); Sophie Gerl and her obscure planets (Alice!); Valentin Wittwe for his translations; Stefan Blessing on the production end; ... for the distribution; Cédric Herkel awaiting you with a new game called «Football Champagne»! Lots of folks ready to embark on this new adventure. Olivier, Julie, Julien, Hélène, Jean-Philippe, Loïc, Oscar, Claire, Samantha, Estelle, François, Emmanuelle, Aude, Nadège, Camille, Luc, Stéphane and Ben, for all these exciting game nights. And then there's you!

PJ (Heinrich!)





THE GALLERY

www.bioutifoul.fr



petit joueur

**Jack
Bananas**

THE COURSE

www.jack-bananas.com



2-6



8+



45'



2/3

