de stijl

A GAME OF ART & STYLE

RULES

In the tradition of Piet Mondrian and other artists of the **De Stijl** movement, create a masterpiece of primary colors and deft strokes.

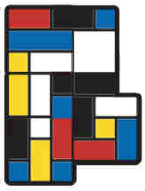
Objective + Overview

Choose and place cards from the Gallery so that the Painting (the play area) contains as many separate "strokes" in your color as possible. Each separate stroke scores one point, with a bonus awarded to the players with the largest strokes. The player whose color is most prominent in the final Painting wins!

EXAMPLE SCORING

Current Score:

- **Blue**: 6
- **Red**: 2
- **Black**: 3
- **White**: 2
- **Yellow**: 3



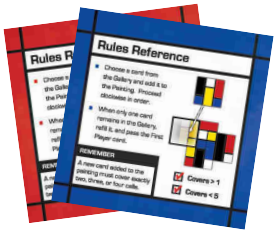
A "stroke" is a series of one or more orthogonally-adjacent cells that share a common color.

A "cell" is one of a card's nine separate squares of color.

Setup

1. Choose a color, and take that color's matching Player Aid card.

   If playing with two players, each player chooses two colors.

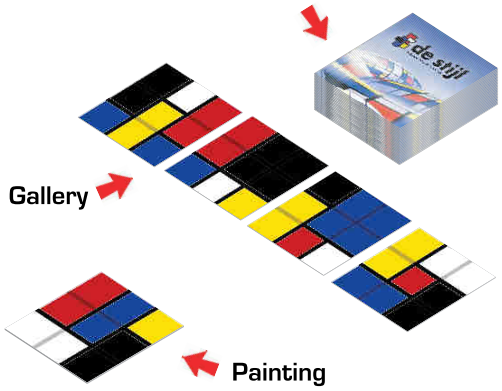


2. Shuffle the Canvas cards together, then deal one to the center of the play area to form the Painting, and one to the side to form the Gallery.
3. Build the Canvas deck using a number of cards based on the number of players.

2 Players	16 Cards
3 Players	27 Cards
4 Players	32 Cards
5 Players	25 Cards

4. Return all unused Canvas and Player Aid cards to the box.
5. Draw one card from the Canvas deck for each player, and add those cards to the Gallery.
6. The player that most recently used a paint brush takes the First Player card.

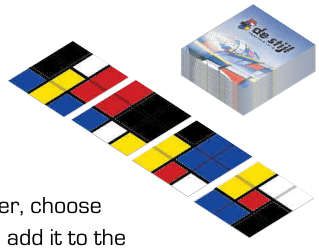
EXAMPLE SETUP



Components

- **40** "Canvas" cards
- **5** Player Aid cards
- **4** Score Track cards
- **1** First Player card
- **5** Wooden Tracker cubes
- **1** "Most Influential Artist" Card

How to Play



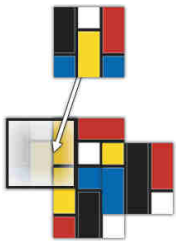
De Stijl is played over a series of game rounds, until the Canvas deck runs out of cards.

Starting with the First Player, choose one card in the Gallery and add it to the Painting. When you place this card, it must cover two, three, or four of the Painting's cells (see example.)

Play proceeds clockwise in order. After each player has taken a turn, exactly one card will remain in the Gallery. At this point, draw one card from the Canvas deck for each player, and add those cards to the Gallery.

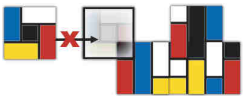
Pass the First Player card clockwise, and begin a new game round.

EXAMPLE



Correct
The newly-placed card covers exactly **three** cells.

EXAMPLE



Do Not
Cover fewer than **two** cells.

Do Not
Cover more than **four** cells.

Game End

The game ends when only one card remains between the Gallery and the Canvas deck.

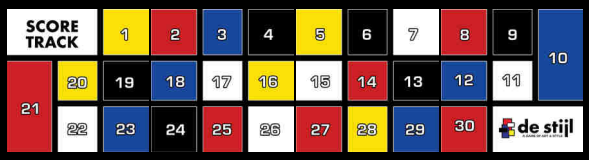
Score one point for each stroke in your color represented in the Painting. A "stroke" is a series of one or more orthogonally-adjacent cells that share a common color.

Award points to the player or players for the strokes composed of the greatest number of individual cells:

Number of players	Largest Stroke	2nd Largest Stroke	3rd Largest Stroke
2 Players	+3 Points	-	-
3 Players	+4 Points	+2 Points	-
4-5 Players	+5 Points	+3 Points	+1 Points
If the largest stroke(s) are in an unused color, no player scores the bonus!			

If two or more players tie, all tied players score the appropriate bonus, and the subsequent bonus is awarded normally. It is possible to score more than one of these bonuses (for example, if you have the largest stroke, and also the second largest stroke).

The player with the most points wins! In case of a tie, the tied player with the single largest stroke wins. In any further ties, all tied players share the victory.



Optional Score Track

Points are only totaled at the end of the game. However, if you would like to keep a running tally of these points, use the provided Score Track cards and Wooden Tracker cubes. Be sure to double check your scores at the end of the game!

Thanks to my family, Matt Johnson, Mick Wood, Jefferson County Gamers, Milwaukee Protospiel 2015, Odd Hackwelder, Lynn Potyen, Marianne Waage, Nick Hegge, Justin V, Stephen Hall, and Piet Mondrian.

Gerlach Games

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