

Story

Host exhibitions featuring exquisite collections—from giant fossils and statues of goddesses to master paintings—and attract more visitors than anyone else!

Components



A. Exhibition Cards (3 colors × 10 cards, total 30 cards)

- Red: Natural History & Paleontology
- Blue: Ancient Greece & Rome
- Orange: Renaissance

Card Anatomy: ① Victory Points / ② Placement Requirements / ③ Effects and Scoring Conditions

B. Deck Counter Card (x1)

C. Start Player Card (x1)

Setup



1. Prepare the Draw Deck:

Shuffle the 30 Exhibition Cards thoroughly and place them face-down to form the draw deck. Place the Deck Counter Card underneath the deck so that the number "1" is visible.

2. Discard Pile:

Reserve a space around the draw deck for discarded cards.

3. Determine the Start Player:

Choose a start player by any method and give them the Start Player Card.

1. Gameplay Overview

Players act as museum curators, placing exhibition cards in front of themselves to host exhibitions. The game moves toward its end when "any player places 8 or more exhibition cards" or "the draw deck runs out for the 3rd time."

Taking turns clockwise starting from the start player, each player performs their turn in the following phases:

a. Draw Phase:

Draw 3 cards from the draw deck and add them to your hand.

b. Exhibition Phase (Optional):

Choose cards from your hand and place them in front of you according to the Placement Rules (see below). As long as you meet the rules, you can place as many cards as you like.

c. End of Turn:

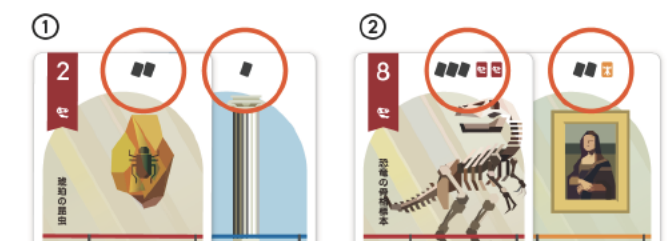
After finishing your placements, your turn ends, and play passes to the next player.

Hand Limit:

You may keep up to 1 card in your hand at the end of your turn. If you have more than 1, you must discard down to 1.

2. Exhibition Card Placement Rules

To place an exhibition card, you must satisfy the placement requirements printed at the top of the card.



① Discard the Required Number of Cards as Cost:

Discard a number of cards from your hand equal to the "black card icons" shown at the top of the card, then place the exhibition card in front of you. Costs range from Cost 1 (discard 1 card) to Cost 3 (discard 3 cards).

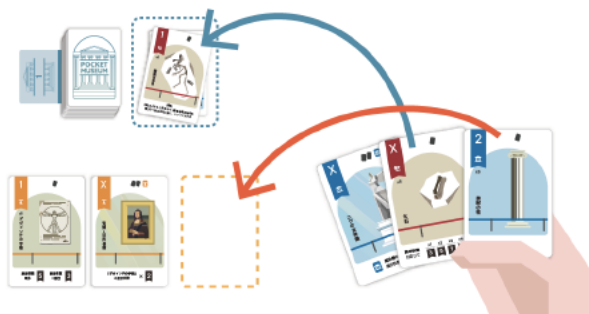
② Special Cost 2 and Cost 3 Cards:

Cards with higher visitor potential (Cost 2 or Cost 3) require not only discarding cards from your hand, but also having a specific number (1 or 2) of cards of the same category (color) already placed in your exhibition. If you do not already have the required number of cards of that category in your play area, you cannot place that card.

Placement Examples

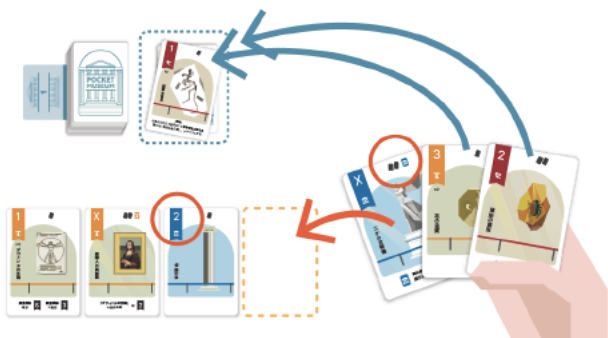
Example 1: Cost 1 / No required category cards

You decide to display the Cost 1 card "Temple Pillar" from your hand. You discard a "Fossil" card from your hand as the cost, and place the "Temple Pillar" in front of you.



Example 2: Cost 2 / Requires 1 card of the same category

You place the Cost 2 card "Winged Victory of Samothrace" (Statue of Nike) from your hand. Since you have already placed 1 "Temple Pillar", the requirement of having 1 card of the same category is met. You discard "Amber Insect" and "Flower Gold Coin" as the cost, and place the "Statue of Nike" in front of you.



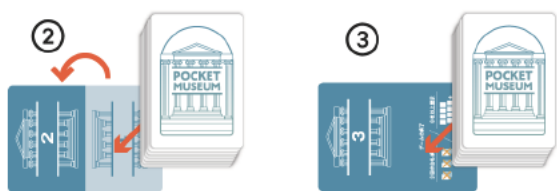
3. When the Deck Runs Out

Shuffle the discard pile thoroughly to form a new draw deck.

To track how many times the deck has been depleted, place the deck so that the number "2" is now visible on the Deck Counter Card.

When the 2nd deck runs out, flip the Deck Counter Card to show "3" for the final deck, and be mindful of the end-of-game trigger.

Note: If the deck runs out mid-game, replenish it from the discard pile. You must create a new deck even after the 3rd deck runs out if necessary.



4. Game End

When "any player has placed 8 or more exhibition cards" or "the draw deck has run out for the 3rd time," the game triggers its end.

Continue the round until every player has taken an equal number of turns as the start player. If the deck runs out during this final stretch, prepare a new deck from the discard pile and continue until all players have equal turns.

5. Scoring & Determining the Winner



Sum up:

- Victory Points (VP) from placed exhibition cards
- Bonuses from each card

The player with the most total victory points wins. If there is a tie, share the victory harmoniously.

6. Card Types & Features

Cost 3 Cards:



- High-scoring cards.
- Require discarding 3 cards from your hand and having 2 cards of the same category already placed.

Cards with Victory Points = "X":



- Victory points change depending on your final displayed cards.

Cards with Bonus Conditions:



- In addition to the base points printed on the top-left, you can gain bonus points based on the conditions written at the bottom of the card.

Cards with Special Effects:

Provide special abilities.



(Immediate): Effect is used the moment the card is placed. You may choose not to use the effect, but you cannot use it later.

(Persistent): Effect can be used on every subsequent turn after placement. Use card effects cleverly!

7. Exhibition Cards

Natural History & Paleontology



Fossil

- Score points based on the total number of displayed Fossil cards.
- The points written on the card are the total points earned for all Fossil cards combined, not per individual card.



Precious Discovery

- Reveal 2 cards from the top of the draw deck, add any 1 to your hand, and put the remaining 1 back on top of the draw deck (then shuffle the draw deck).
- (Immediate): Use this effect immediately when placing the card.
- You may choose not to use the effect.



Amber Insect

- In addition to the base points, gain a bonus equal to the number of displayed "Fossil" cards.



Large Skeletal Specimen

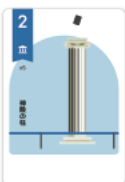
- The number of displayed cards in the same category becomes your victory points (including this card).



Dinosaur Skeletal Specimen

- Cost 3
- Requires at least 2 cards of the same category to be already displayed beforehand.

Ancient Greece & Rome

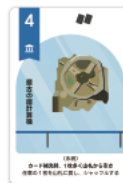


Temple Pillar



Black-Figure Pottery

- At the end of your turn, increases your hand limit for the next turn by +1 card.
- This effect is persistent and remains active after placing this card.



Oldest Calendar Computer

- When drawing cards, draw 1 extra card (4 cards total) instead of the usual 3, choose 1 unwanted card from your hand, and place it back on top of the draw deck (then shuffle the draw deck).
- This effect is persistent and remains active after placing this card.



Statue of Nike

- The number of displayed cards in the same category becomes your victory points (including this card).



Venus de Milo

Renaissance



Da Vinci's Manuscript

- The player with the most Da Vinci's Manuscripts gets +5 points, and the 2nd place gets +3 points as a bonus.
- In case of a tie in the number of cards held, each tied player receives the bonus.
- Tie-breaking details:
- If there is a tie for 1st place among multiple players, all 1st place players receive the bonus, and no other players can receive the 2nd place bonus.
- If there are multiple players in 2nd place, all 2nd place players receive the bonus.
- Players who have not placed this card cannot earn these bonus points.



Flower Gold Coin



Creation of Humanity

- Draw 2 new cards from the draw deck.
- (Immediate): Use this effect immediately when placing the card.
- You may choose not to use the effect.
- If the draw deck runs out mid-game, replenish the draw deck from the discard pile and continue (replenishment also occurs even after the 3rd deck ends).



Portrait of a Lady

- Earn victory points equal to the number of displayed "Da Vinci's Manuscripts" x 2.



Heroic Statue