

MODELS MUSEUM

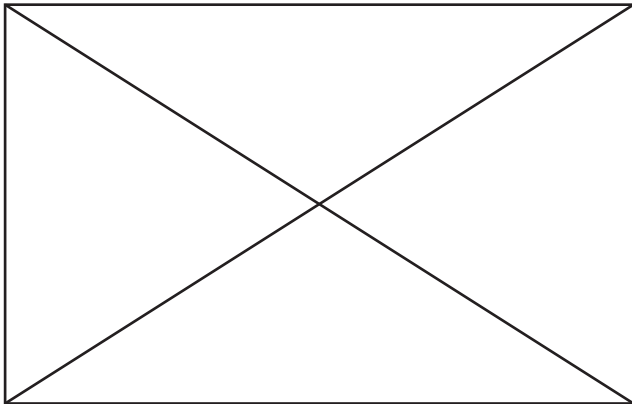
In this game, you are all curators trying to fill your museum with exhibitions - but the road to get the very best museum is a tricky one, as your competitors will fight to get the exhibitions for their own! You will dispute various models exhibitions - but what exactly is a model? You will have to find out...

Length of a game: 10 to 30min

Number of players: 4 to 8

1 Equipement

x64 model cards
x32 green cards
x18 red cards
x18 orange cards
x8 boards
x? card stands



2 Setting up the game

Divide the characteristics cards maybe find another name than characteristics cards (a little simpler) by colour, shuffle them and set them in 3 piles in the middle of the players, in this order :

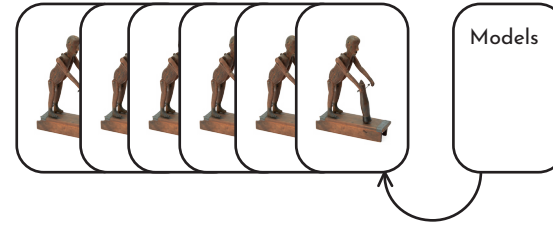
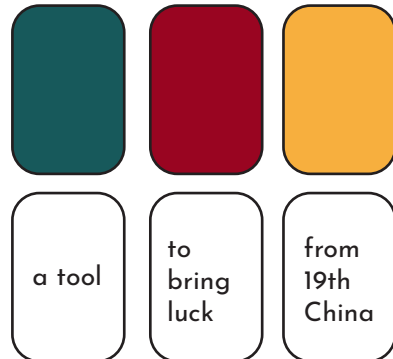


Distribute 6 model cards to each player. Pile up the remaining cards : this will be the draw pile.

3 Playing the game

The youngest starts as the first game master.

The game master draws the first cards from the top of the characteristics cards piles.



The others players pick a card from their model cards (white cards) deck that they think fits the given description the best. All the cards are put together at the center and are shuffled before being given to the game master. The game master lays all the selected cards in front of them, and picks the two they think work the best with the description from the characteristics cards.

The players who gave the two selected cards now have to argue as to why their card is the best one by giving an explanation for their model :

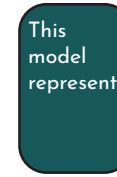
**How does it relate to the description?
What is its story?**

This is the time to let your imagination run wild, be creative and make it convincing!

The game master picks the story they like the best - whether it's because it's more believable, convincing, or funny: you choose!

The player who gave the selected card wins this round: they get to keep the set of 4 cards and can add them to their museum board.

What do the cards mean ?



This card tells the players what the model represents. What is it that the model tries to portray?



This card tells the player what the purpose of the model is. What is or was it used for?



This card tells the player when and where the model is from.

It's then the turn of the next player (in clockwise order) to be game master.

When one player has completed their museum (has won 3 rounds), they are the winner of the game!