2-5 players / 20 minutes / 8+

Montmartre

At the beginning of the 20th century, and while the construction of the controversial Sacré-Cœur Basilica is ongoing, a much more modest building will witness the birth of incredible talents: Le Bateau-Lavoir. There, a number of artists wait for fame to come. They are often forced to sell their paintings at the Sunday market, but hope to be able to find buyers for their best work through Ambroise Vollard, the art dealer. You will be one of these painters and artists who are seeking fame and you will look for inspiration in Montmartre.

SETUP

1 • Place the 20 Collector cards at the center of the table in 4 piles (1 per color): the value 2 card on top of the pile, followed by the cards 4, 6, 8 and 10.

2 • Next to them, place the 5 contracts and the Ambroise Vollard figurine:

3 • Shuffle the 60 Muse cards face down and give 4 cards to each player.

4 • Divide the remaining cards into three equal piles, face up in the center of the table.

5 • Make a money pile with the 27 coins and place them within reach of all the players.

6 • Give the First Player token to the person who last painted something. They keep it until the end of the game.

AIM OF THE GAME

Find inspiration through the muses of Montmartre and sell your paintings at the best time through Ambroise Vollard, the art dealer.
Living from your art is difficult: you may have to sell some rather cheap or draw for newspapers…

GAME TURN

The rules from here onwards are for 3 to 5 players. You will find the adjustments at the end of the game rules (p.12) for 2 players

During your turn, you have a choice between action A or B :

A : PAINT (+ SELL OFF) + PICK

1 PAINT (*mandatory*):

In your painting workshop (the area in front of you), place the following cards face up:

• one card from your hand, regardless of its value
OR
• two cards if the sum of them is less than or equal to 5.

Pablo can paint 2 paintings since their combined value isn't higher than 5.

Note : the cards of the same style must be stacked on the same pile in a way that allows you to see the value of each card. We recommend ranking them from lowest to highest value, with the most finished painting on top of the others.

You can see the rules in a video on
blam-edition.com/en/montmartre

2 SELL OFF AT THE MARKET (*optional*) :

If you wish to make room in your workshop, sell off your paintings at the market:

• **Discard** one or more paintings of the same style.

• **Get** 1 franc per sold painting this way. *(It's not a lot, but remember, the people at the market aren't that much richer than you. At least you'll be able to eat tonight).*

Alfons decides to sell 2 of the 3 green paintings. The 2 cards are discarded, and he gets 2 francs.

Important: at the end of the turn, your workshop can hold up to 6 paintings. If you go over this limit, selling the paintings off is mandatory.

3 PICK:

At the end of the turn pick up cards from the same pile until you have a total of 4 cards in your hand.

When two of the three piles are empty at the end of a player's turn, shuffle all the cards of the remaining pile with the cards from the discarded pile and make 3 new piles (*see setup, page 7*).

Amadeo has 2 cards in his hand and has to pick 2 more: he picks the «7 blue» in the third pile and has to pick his second card in the same pile (4 green).

Note 1: If you take the last card in a pile and still have more to pick up, as an exception you can use another pile.

Note 2: If you forget to pick up at the end of the turn, you will have to wait until the end of your next turn to pick the cards you need.

B : SELL (+ DRAW FOR A NEWSPAPER)

1 SELL TO A COLLECTOR (*mandatory*)

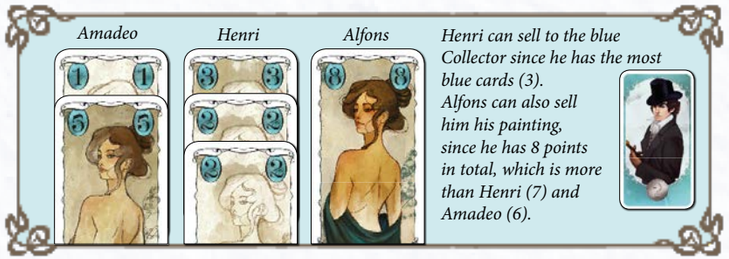
Warning! You can only sell under 2 conditions:

1st condition: at the beginning of your turn, *Ambroise Vollard* must not be next to the *Collector* you wish to sell your painting to.

2nd condition: to convince a *Collector*, you must have in the style they enjoy:

• **either** more paintings than any other player.

• **or** paintings of a total value that's higher than the total value of the other players' paintings.

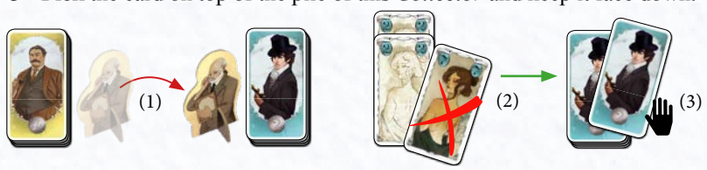


If these two conditions are met:

1 - **Move** *Ambroise Vollard*, your broker, next to another *Collector* of your choice.

2 - **Discard** the painting with the highest value and of the same color of the *Collector* approached by *Ambroise Vollard*.

3 - **Pick** the card on top of the pile of this *Collector* and keep it face down.



2 DRAW FOR A NEWSPAPER (*optional*)

Each player can use their growing fame to earn a contract. This allows them to draw for a newspaper once per game.

• **When they get a second *Collector* color:**
they can pick the *white contract* (4) if it is still available.

• **When they get a third *Collector* color:**
they can pick a *grey contract* (7 or 3) if one is still available.

• **When they get a fourth *Collector* color:**
they can pick the *brown* contract (12 or 5) if one is still available.

***Important**: a contract can only be taken during the game turn where the condition is met for the first time.*

END OF THE GAME

The game ends when
• 2 of the 4 *Collector piles* are empty
OR
• a player has at least 15 Francs (*except Collector cards* and *Contract*).

End the game in a way that allows every player to have the same number of turns.

Each player adds up the following things:
• the value of each *Collector* card,
• the *Francs* earned at the market,
• the value of the Contract they might own

The player with the highest score becomes the most renowned painter.
In the case of a tie, you share the glory!

VARIANT FOR 2 PLAYERS

SETUP

Leave the *Ambroise Vollard* figurine in the box

SELL B

Ambroise Vollard is no longer used: a player can sell during their turn to the 4 *Collectors*. However, it is only possible to sell if you caught the attention of 2 *Collectors* at the same time! If this is the case:
• **win** a card from each of the two *Collectors*.
• **discard** the card of the highest value for each of the styles involved.

DRAW FOR A NEWSPAPER B

To get a *Contract*, you now need different pairs of *Collectors*.
In the example below, an additional green *Collector* card is needed to get the grey *Contract*:

Editor's note:
We want to honor the golden age of art at Montmartre and the Bateau-Lavoir. The paintings in the game are inspired by the four painters that have made an ever-lasting impression on Paris and on the art world. You may have recognized the brushstrokes of Toulouse-Lautrec. Of course, he wasn't at the Bateau-Lavoir, and didn't live during the 20th century! But how could we ignore the artist that was the soul of Montmartre and was the one who influenced Picasso and Modigliani, who stayed at the famous artists' estate?
Jeanne Landart, the game's illustrator, also reminds us of the "Art Nouveau" style of Alfons Mucha. Even though he wasn't a resident of Le Bateau-Lavoir, he still is an icon of "la Belle Époque" and the explosion of artistic talents as varied as they are amazing.

Author : Florian Sirieix
Illustrator : Jeanne Landart

I would like to thank Fred Vuagnat for his help, my friends and all the people testing the game. I would also like to thank the Blam team for its involvement in this project. Sorry in advance for all those who will want an autograph, you'll understand when you discover my artistic talents!

Florian Sirieix

BLAM!

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