

V 1.1.4

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THE A.R.T.

PROJECT



You are the **Art Rescue Team**, fighting against "the White Hand", an evil corporation responsible for the theft of countless precious works of art around the globe.

Your team of specialists - the best in their fields - will travel from Japan to Rio, via Polynesia and Scandinavia; aiming to find the stolen work of art, and hand them back to their rightful owners. Will you be able to gather enough clues as a team to try to stop this cultural plundering in time?

Game Overview

The **A.R.T. Project** is a **cooperative game**: you all play against the game. Each player draws 2 **Mission** cards at the beginning of each round, then all players discuss which card they want to play and in which order.

Indeed, your resources - **Fuel, Guns & Walkie Talkies** - are shared and their management is essential. You will need the resources to play **Mission** cards, find **Clues**, move, or fight the White Hand. Try & save all the **Art Pieces** before the end of the **Mission** deck.

SETUP

The following set up and rules are for the JAPAN Mission map, at the moderate difficulty level. For the other maps, please follow these standard rules and the specific rules for each map. For the difficulty levels, and the complexity level of the different maps, see pages 4-5.

1 Place the Japan Mission map at the center of the table. Each player takes a Player pawn, a Player card, a Player die of the same color, as well as 3 Health tokens.

2 Form the Players' Shared supply: place the Van board next to the Mission map and place 3 Fuel tokens, 3 Walkie Talkie tokens and 3 Gun tokens on their dedicated spots.

3 Each player places their Player pawn on the starting city of the Mission map (indicated by .

4  Place 2 Agent pawns on each of the cities present on the Mission map.

5 Leave all the other components, and the remaining Health and resource tokens on the table, within reach, it will be the Stock.

6 Shuffle the Mission cards into a single deck and place it face down (only the clues should be visible) next to the Mission map. Remove the last 12 cards and place the End tile on top of them before placing them back under the deck.

- Inventory -

pic	qty	- Name -
	72	Mission cards
	1	End tile
	5	black Ally dice
	6	- Players parts -
		colored Player dice
		Player pawns
		Player cards
+ 6 MISSION MAPS BOARDS		
	6	yellow Fuel tokens
	6	green Walkie Talkie tokens
	6	gray Gun tokens
	25	pink Health tokens
	40	white Hand Agent pawns
	8	Art Piece tokens
	3	Lost City markers
	3	Lost City markers for Polynesia
A VAN BOARD !		



DIFFICULTY LEVELS

For more challenges and replayability, the A.R.T. Project is designed to be flexible in both complexity and difficulty. The A.R.T. Project has **4 difficulty levels**.

We advise you to start with the moderate difficulty level.

During set up, modify the following:

Easy: start with 4 *Health* tokens each.

Moderate: start with 3 *Health* tokens each.

Hard: start with 2 *Health* tokens each.

"They did not know it was impossible so they did it": start with 1 *Health* token each.



Moreover, since communication and coordination are key in this game, please be aware that playing with 5 or 6 players can be more of a challenge. We strongly advise you to discover the A.R.T. Project with a 2- to 4- player game.

Types of Art work



FILMS



SCULPTURES



BOOKS



VISUAL ARTS



ARTIFACTS



MUSIC

Use the following chart to record your victories on the different maps played at your chosen difficulty level.

Hall of Fame!

Place an **X** in the corresponding box for each defeat on a map, at a specific difficulty level. Place a **✓** if you win!

	Easy ★	Moderate ★★	Hard ★★★	They did not know it was impossible so they did it!
SET UP Health token(s) per Player	♥♥ ♥♥	♥ ♥♥	♥♥	♥
JAPAN				
EGYPT				
USA				
SCANDINAVIA				
POLYNESIA				
RIO DE JANEIRO				

The A.R.T. Project also has 3 complexity levels for the different maps. They are not more (or less) difficult per se, but the rule changes can add some complexity for the players. We advise you to start with the Japanese map and then move downwards, following the chart above.

The game designers



GAME ROUND

Each round is composed of 4 main phases, played one after the other:

- A - The Mission
- B - The Movement
- C - The Fight
- D - The End of the Round

KEY INFORMATION

>> the following information applies to all missions.

>> RESOURCE MANAGEMENT

The Resources are *Fuel*, *Guns* and *Walkie Talkies*. *Health* is not considered a resource. There are only **SIX** resources of each type. You must manage them carefully!

>> DURING THE GAME:

- **WHEN YOU SPEND RESOURCES**, they must come from the team's *Shared supply*, on the *Van Board*. Discard them back into the *Stock*.

WHEN YOU SEE THIS LOGO:
REMEMBER
THE GOLDEN RULE



- **IF THERE ARE NOT ENOUGH RESOURCES** of the required type in the *Shared supply*, you may spend one of your own *Health* tokens for each missing resource. However, you cannot spend a health token instead of another resource if you have the necessary supply. This is the **GOLDEN RULE** !

- **WHEN YOU EARN RESOURCES**, you take them from the *Stock* and place them in your *Shared supply*. If there isn't any resource left of that type in the *Stock*, you cannot gain any.

- **WHEN YOU GAIN HEALTH**, take a *Health* token from the *Stock*. Each token can be either placed on your own player card or given to any other player anywhere on the *Mission* map. *There is no limit to the number of health tokens a player can have, but for the number of health tokens in stock.*

- **WHEN YOU LOSE HEALTH**, from fights or cards, put back one of your *health tokens* in the *Stock*. You must discard your own token. Other players cannot spend theirs in your stead.

A - The Mission

At the beginning of each round, each player draws 2 *Mission* cards from the deck one after the other, in any order you want.

The *Mission* phase consists in 2 steps in which players will play *Mission* cards to further the mission.

>> Plan the Mission

IMPORTANT Players then discuss and try to plan the best strategy. Indeed, in the A.R.T. Project, there is **no fixed turn order**. Each player will play **one Mission card** but first, you have **to collectively** decide in which order the players will play their *Mission* card. To decide, players can explain their cards **but cannot show them**. They can only show their back side (with the Clue info on it) to the other players.

For example, players can say "Hey guys, I need a Fuel token to play a very cool card. Someone can do that before I play?" " I need a gun or I'll lose a health token!" "Y'all, if i must play one of my cards, 2 Agents are coming to Tokyo, we absolutely need talkies!"

**VICTORY DEPENDS ON THAT CHOICE.
TAKE YOUR TIME TO PICK & SYNCHRONIZE YOUR ACTIONS.**



During this phase, any player can spend, once or more, a resource (or a health token if there is not any resource left: see **GOLDEN RULE** (♥)) to draw a new *Mission* card, even after the *End* tile is revealed.

After you made up your mind, each player will play one of their *Mission* card. Of course, during the following step, you can keep talking and adjusting your strategy, as long as one card is played by each player.



>> Play a Mission Card

During this phase, **each player must play one Mission card** - in its entirety - and then discard the other(s) in a discard pile next to the *Mission* deck at the end of the phase. To play the *Mission* card, each player activates the different frames of the *Mission* card, **from top to bottom**.



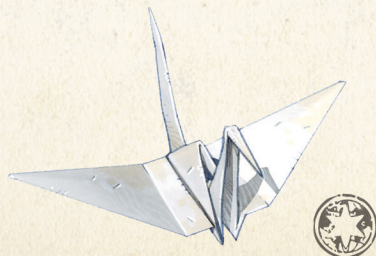
1 Spend the **Resources** indicated in the first frame.

2 Place the **Agent(s)** on the indicated cities of the second frame. For **each city symbol**, place an **Agent** in the **corresponding City**. Some *Mission* cards require you to place 2 *Agents* in one city.

If one or more *Agent* must be placed in a *Lost City*, place that amount of *Agent* on the *White Hand Spot* (see *Lost Cities* page 14).

Beware, if you run out of Agents to place, you lose the game.

3 Collect the **resources** or **Health** tokens indicated in the 3rd frame.



CLUE TRACK



4 Collect **Clues** indicated in the 4th frame. These *Clues* are also indicated on the back of the cards. **Flip the Mission card and place it next to the Mission map.** It becomes a **Clue card**. Place the *Clue* cards on top of each other, while keeping the *Clues* visible, in order to form a **Clue track**.

As soon as there are **3 identical Clues visible on the Clue cards**, these *Clue* cards are **immediately discarded**. Thus, an *Art Piece* is discovered and an *Art Piece* token is placed on the city with the corresponding symbol. **You have to do it, even though you might not need it.**



- You can only discover **one** *Art Piece* at a time, even if your discarded *Clue* cards could give you two of them.
- If you discover an *Art Piece* that should be placed on a *Lost City*, or on a *City* with an *Art Piece* already there, **do not** place that *Art Piece* (but discard the cards anyway).

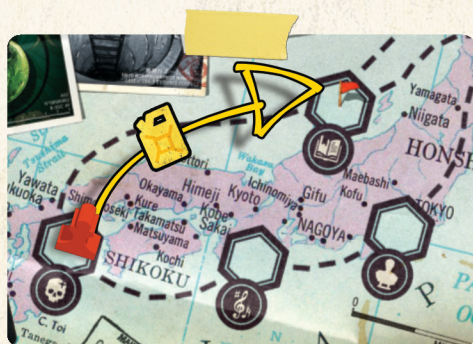


B - The Movement

Once everyone has played their *Mission* card, then the players must decide, after discussion, where they want their player pawn to move. There is **no turn order** so you must decide **in which order** you want to move your pawns.



You can move your *Player* pawn from one city to another one following the roads. No movement is mandatory. **For each movement of your Player pawn from one city to the next one on the road, you must spend one Fuel token** (unless a map-specific rule tells you otherwise).



>> You cannot stop in, or go through, a *Lost City* (see *Lost Cities* page 14).

>> Be careful with the turn order because of this fuel cost. Remember the **GOLDEN RULE** (♥): you can spend a *Health* token if you want to move and there is no *Fuel* token available on the *Van* board; and that you cannot spend a *Health* token if *Fuel* is available.

Once everyone has moved their own pawn (or decided to let them where they were), all *Art Pieces* in a city with a *Player* pawn and **no Agent pawn** are collected and placed on the lowest available space(s) on the *Art Piece Track*, raising the *Threat level* of the *Agents*.

Art Piece Track with 2 Art Pieces



C - The Fight

Then you can decide if you want to fight the *Agents* located in the cities you are in. **There is no turn order** as well during this phase so **make sure you fight in the best order**. There can be only **one fight in each city**, even if multiple players are in it. **You don't have to fight if you don't want to**.

IN EACH CITY WHERE YOU DECIDE TO FIGHT :

- 1 Choose a **Leader** between the players involved (with their pawn on this city). This player will have to take responsibility in case of a defeat (see page 13).
- 2 The **Leader** rolls their own die and all the unlocked **Ally** dice (see below). **Each other player** involved in the fight rolls **their own die**.
- 3 Add all the dice results: this will be the *Fighting Strength* of your team.

EXAMPLE OF
FIGHTING STRENGTH
CALCULATION

$$4 + 9 + 1 + 3 = 13$$

>> ALLY DICE

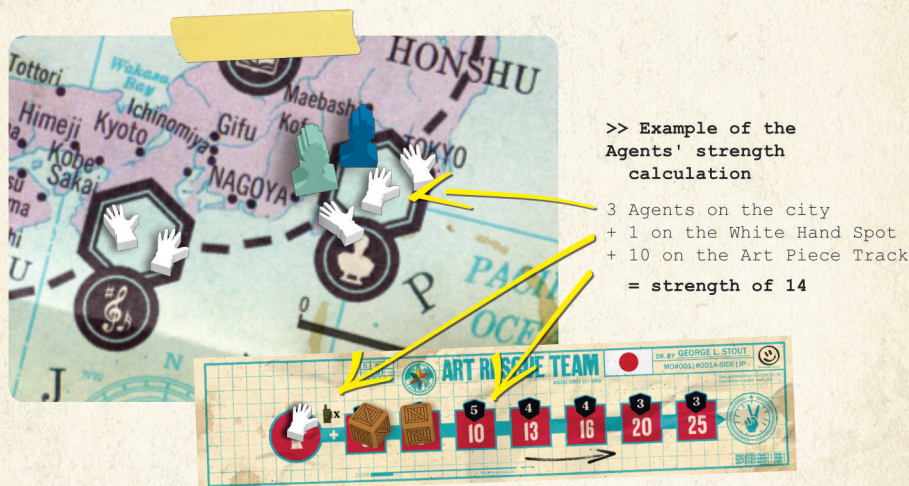
In between phases, during the round, the players can decide to spend *Walkie Talkie* tokens to unlock a new *Ally* die. This die is taken from the *Stock* and placed on the specified space on the *Mission* map. The cost in *Walkie Talkie* tokens in order to unlock an *Ally* die is specified on the *Art Piece* track, above the space for the next *Art Piece* to collect. (♥) Remember that you can spend *Health* tokens if you ran out of *Walkie Talkies*, at your own risk...



4 Compare your Team's Fighting Strength to the Agents'.

To determine the Agents' Strength, add up:

- > the number of Agent pawns in the city,
- > the Threat level of the Agents, indicated on the Art Piece Track, on the space for the next Art Piece to collect,
- > And, eventually, to the number of Agents pawns on the White Hand Spot (see *Lost Cities* page 14).



>> Fight Result!



If your Fighting Strength is **higher or equal** to the Agents' Strength, you win the fight.

The Agent pawns are discarded back into the Stock.



Be careful, **if there is an Art Piece in a City** where a fight is won, **it is immediately collected and placed** on the Art Piece Track, instantly changing the Threat level of the Agents. Keep this in mind when deciding which fight to start with.



If your Fighting Strength is **lower than** the Agents' strength, and only then, you can make any of the following choices:

- **spend one Gun token** (or a health token if you run out of Guns) to raise the value of your Strength. Discard one Gun token to increase your Strength **by two**, as many times as you like.
- **discard any collected Clue card(s)** from the Clue Track to **reroll any die**. For each Clue symbol shown on the discarded Clue card, any die can be rerolled (once) by its owner. If two Clue symbols are shown on the card, 2 dice can be rerolled (simultaneously). Discard that Clue card after it was used, even if all symbols were not spent.

For example, if you choose to discard a Clue card with 2 Clues on it but only want to reroll a single die, you won't be allowed to reroll it again nor to reroll another die with the remaining Clue symbol. You will have to discard another Clue card to do so.
- **admit defeat**. The team Leader must then lose a **Health token** and discard it back into the Stock.



You can make multiple decisions during the fight (spend Guns, then discard a Clue card, then spend another Gun, and finally admit defeat if you are still below the Agents' strength and you decide to cut your losses).

Beware! Losing a fight might lead you to lose the whole city (see *Lost Cities* overleaf).



D - The End of the Round

At the end of each round, after the fighting phase, if there are 5 or more Agents in a City, they take definitive control of that City. Discard all the Agent pawns from that City and place a Lost City marker on it. **Be careful, if you run out of Lost City marker and cannot place one, you immediately lose the game.**



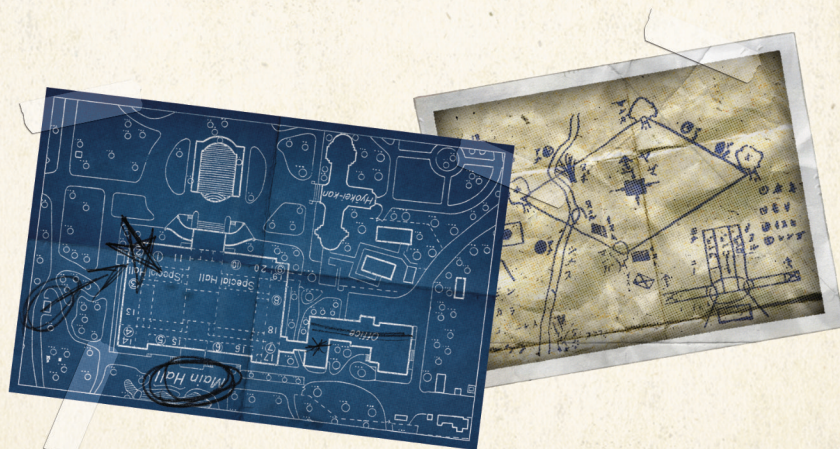
>> Lost Cities

Losing Cities can be quite bothersome. In following rounds:

- If a Mission card forces you to place any Agent in a Lost City, you must place them on the WHITE HAND SPOT, on the left of the Art Piece Track, raising the global Strength of the Agents.



- You cannot stop in, or go through, a Lost City during the Movement phase.
- During a round, there can be more than 5 Agents in a City without triggering the loss of the city.
- If you end up on the Lost City at the end of the round (when the city becomes lost after a lost fight), you MUST move out of the city during the next movement phase.
- Again, if you cannot add a Lost City marker, you immediately lose the game.



END OF THE GAME

The endgame is triggered in 4 different manners :



- >> As soon as one player loses their last Health token, you immediately lose the game.



- >> When the End tile is revealed, discard it and draw the necessary cards for the round, if needed. At the end of that round, if all the required Art Pieces have not been collected, you lose the game.



- >> If you cannot place an Agent or a Lost City marker (because there is none left in the Stock), you immediately lose the game.



- >> As soon as you have placed an Art piece on the "25" space of the Art Piece Track, you immediately win the game and you can hand back these stolen pieces to their rightful owners.

MISSIONS

All the 6 Mission maps - except for Japan - change a few of the standard rules. If a specific rule from a map contradicts the standard rules, please follow the map rule.

We strongly advise you to start with the Japanese Mission map. The other maps are not harder or easier but they present a different challenge each.



JAPAN



>> Set Up & Game Round

The standard rules apply without exceptions.



>> Set Up



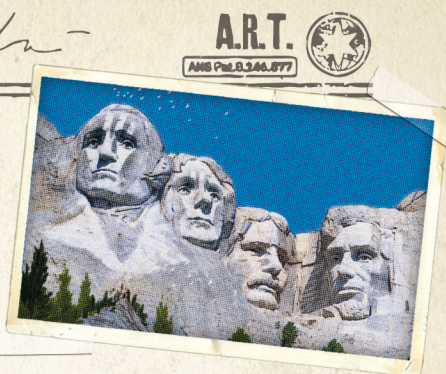
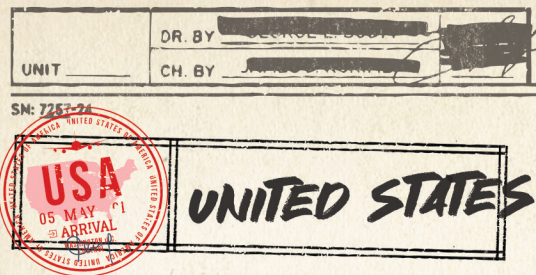
Place 2 *Agent* pawns in each of the 3 southernmost cities. Place 3 *Agents* in each of the 4 northernmost cities.

- Place the *Player* pawns on the southernmost city .
- Place an *Art Piece* on the northernmost City.
- Do not place any *Fuel* token on the Van board during the set up phase.

>> Game Round

The standard rules apply with the following exceptions:

- When the players are moving southward, the movement costs **one Fuel for each road taken.**
- When the players are moving northward, going down the Nil, **the movement is free.**



>> Set Up



Place 2 *Agent* pawns in each city at the beginning of the game, except in Dallas, the starting City.

- Place the *Player* pawns on the starting city .

>> Game Round

The standard rules apply with the following exceptions:

- When a player has played a *Mission* card, they flip the card and **keep it in front of them.**
- **The collection of Clues is personal** for this *Mission* map. You need to have 3 identical *Clues* **in front of you** to be able to place an *Art Piece* on the map. Since *Clue* cards are personal, so are the rerolls during the *Fight* phase.
- When 2 players (or more) are **in the same city** at the end of the *Fight* phase, **they can freely exchange any Clue card** if there is no *Agent* in **the city.**
- When a player moves to Dallas, the Team gains a *Gun* token at the end of the *Movement* phase.





>> Set Up



Place 2 *Agent* pawns on each city at the beginning of the game.

- Place the *Player* pawns on the starting city .

>> Game Round

The standard rules apply with the following exceptions:

- The cost of movement depends on the road taken by the players. If the road has a red string, a movement costs **2 Fuel tokens**. If the road has a beige string, a movement costs **1 Fuel token**.
- When a player collects an **Art Piece** from a City, they must also **immediately** apply the city effect.

List of the city effects:

Gain:



2 Fuel tokens



2 Walkie Talkie tokens



2 Gun tokens

Lose:



2 resources of your choice



1 Clue card of your choice

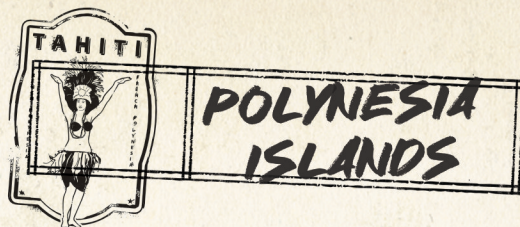


1 Agent on each city



- If a city effect makes you gain a resource but there is not enough of it in the *Stock*, then you do not gain that resource.
- If a city effect makes you lose a resource but you do not have enough of it in your *Shared supply*, then one of the players must discard a *Health* token instead.
- If a city effect makes you lose a *Clue* card but you do not have any in the *Clue* track, nothing happens.
- If a city effect makes you place an *Agent* but there are none left in the *Stock*, you **immediately lose the game**.



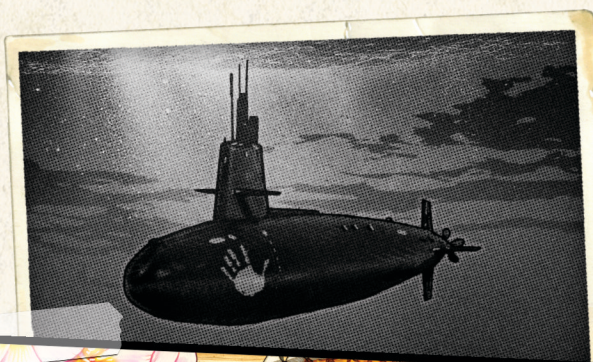


>> Set Up

- No Agent is placed on the islands. All Agent pawns remain in the Stock.
- Place the Player pawns on the starting island .



Add the 3 Polynesian Lost City markers to the 3 regular ones.



>> Game Round

The standard rules apply with the following exceptions:

- You can move **anywhere on the Mission map** with one Fuel token.
- This Mission map has two islands for each Art Symbol.
- Each time you must place an Agent on an island matching an Art symbol, **place instead an Agent on both Islands of the same Art Symbol** (or on the *White Hand Spot*, for each Island blocked by a *Lost City* marker).
- When you collect **3 identical clue symbols**, place the Art Piece on the Island of your choice corresponding to that symbol.
- There can be one Art Piece **on both islands** bearing the same symbol.





RIO DE JANEIRO



Set Up for
a 3-player game

UNIT	DR. BY	CH. BY	A.R.T.
	SECRETARY	1972	AMS Phil.B.346.877
SN: 7257-24			ES10-00181A_P4_Rev0.3 110711

>> Set Up



Each player places 2 Agent pawns in any neighborhood at the beginning of the game.

- Place the Player pawns on the starting point: the "central neighborhood"

>> Game Round

The standard rules apply with the following exceptions:

- Cities are Neighborhoods in this Mission.
- The movements are free along the red dotted roads.
- The Art Pieces must be collected in the next neighborhood indicated by the Art Piece Track, in that particular order, so you will probably have to move Art Pieces that were revealed in another neighborhood to the required one.



- As usual, you can only collect an Art Piece from a Neighborhood if there is at least one player pawn and no Agent in it. But you can freely move the Art Piece alongside your pawn, from place to place, even if there are Agents in them.
- Each time you collect an Art Piece from a Neighborhood, place 2 Agent pawns on the Starting Area .
- As usual, if the Starting Area has 5 or more Agents at the end of a round, place a Lost City Marker on it, as with the other Neighborhoods.
- When a neighborhood that hasn't yet received its Art Piece on the Art Piece Track becomes Lost, you immediately lose the game.

RIO DE JANEIRO



SOLO MODE

The Solo Mode uses the standard rules, with the following exceptions:

SET UP

- Choose **1 character card** and their pawn
- Place **6 Health tokens** on the character card in moderate difficulty (double the regular amount of a multiplayer game).
- Choose **another Player pawn** to accompany you. They will be your *Ally*.
- Place both pawns on the starting point  of the selected *Mission map*.
- **Remove 15 cards** from the *Mission deck* and put them back in the box.
- **Then**, place the *End tile* 12 cards before the end of the deck, as in the multiplayer mode.



Game Round

- Draw **3 cards** from the *Mission deck*.
- **Pick 2 cards and play them**, one after the other, before discarding the other(s) at the end of the round.
- You can move without your *Ally*, and vice versa.
- **Moving your Ally pawn costs you the same as moving your Player pawn** (depending on the *Mission map*)
- **Only you can be the Leader** in a fight.
- Your *Ally* cannot fight alone.
- The *Ally* pawn gives you their colored die in fights when the *Ally* pawn is on the same city as your *Player* pawn. You roll both dice.
- The *Ally* Pawn can collect *Art Pieces*, in the same manner as the *Player* pawn.





THE ART RESCUE TEAM

- SPECIAL DOCUMENT -

DR. BY	SECRET	CONFIDENTIAL	A.T. PROJECT PMS PMS 0.346.877	
UNIT	CH. BY			
SN: 7257-24				
6040-001614_P4_Rev0.3 110711				

The King

Turned blind after a robbery gone wrong, the King knows Art like no one else. The White Hand is rumored to have been responsible for this tragic event. A great chess player in his spare time, he created this small team with only one purpose : taking the White Hand down, whatever the cost.



The Queen

As another collateral damage of the White Hand, it was easy for the King to recruit this young wunderkind during an exhibition in Delhi. Orphaned, the Queen was the first one to join the Art Rescue Team, putting her talent and incredible intelligence to good use.



The Knight

The King found her in a Cambodian jail, after she tried to rob the Royal Palace in Phnom Penh, for the White Hand. This secretive woman has settled down since then and has joined the Art Rescue Team in their works. Elusive and always in for a high-wire walk, she has collected many art pieces without the White Hand even realizing it.



The Bishop

Not much is known about them. Their nickname - "the Bishop" - tells quite the ironical story. Their connexion to the Knight are mysterious and some say they are siblings. Their loyalty to the team depends heavily on her.



The Tower

This headstrong woman doesn't take lessons from anyone. She made her name on the political chessboard by taking a strong stance on the White Hand issue. Quite naturally, the King came to her to invest in her political talents.



The Pawn

Handyman, driver, cook, barman,... Alongside his faithful Bibi (a T1 VW choke full of useful - and less useful - stuff), the Pawn brings the Art Rescue Team with him out of all the tight spots. He knows everyone and everyone knows him. His greatest strength is his well-filled address book, and his ability to hold his liquor...





- The A.R.T. Project -



Designed by Florian Sirieix and Benoit Turpin.
Illustrated by Vincent Dutrait.

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