

## ART DECK

In this game, you'll all work together to create a series of artworks. But be careful - only one person can claim credit for each drawing...

As you play, you'll build up instructions from a set of sentence fragments, and then follow those instructions to make your artwork.

### Prepare the Table

**GET ART SUPPLIES.** Gather together whatever pencils, pens, markers or paints you have to hand. Find as many sheets of paper as there are players, and then one extra. This is the number of rounds you'll play through (and the number of artworks you'll create). If the paper's big or thick or has interesting patterns on it, so much the better - newspaper sheets can be great for this, old wrapping paper, whatever.

**DEAL CARDS.** Give each player a "SIGN YOUR NAME" card, and then shuffle the rest of the deck. Deal out an extra four cards to each player, making five in total. Players are allowed to look at their cards immediately.

**SET UP THE TABLE.** Set out a piece of paper, and leave space near it for three piles of cards - one pile will have cards of type 1, one of cards of type 2, and one of cards of type 3.

## Start Playing

First, make a little pile of around 10-12 cards. This is the draw pile - you'll be drawing extra cards from here during the round. If you run out of cards in the draw pile, the round is over.

Next, start taking turns around the table. On your turn, first, draw a card from the draw pile. Then, choose a card from your hand and lay it on the table - either a 1, 2 or 3, in the right place.

Once you've played your card, read out the instruction that you've helped to make - and then if it's a complete sentence, with a 1, a 2 and a 3, do whatever that instruction tells you to. It might tell you to  
*DRAW A CIRCLE NEAR THE EDGE OF THE PAGE IN RED*  
for example, or  
*COPY SOMETHING NEAR A SQUARE WHILE COUNTING TO TEN*

Once you've added to the drawing, leave all the cards that have already been placed in position, and keep going round, taking turns to **draw** a card, **choose** a card to put down, and **follow the new instruction** that results.

## Finishing a Round

Your *Sign your Name!* card is special. You can play it on your turn at the start of your turn (instead of playing a normal card) or at the end (after you've added to the drawing).

When you do this, take the piece of paper you've all been drawing on and sign it. Give it a title, too. It's art now! In fact, it's *your* art. Congratulations! You own it. You can take it away, sell it online, licence it as an album cover, do whatever you want.

It's important to note that there are extra *Sign your name!* cards in the deck, so it's possible for a player to claim more than one artwork over the course of the game. This means other players might get to the end of the game without signing any artworks. This is the curse of the overly meticulous artist.

Once someone's claimed an artwork, scoop up all the cards that have been played and put them into a discard pile so that you can start with a new set of instructions. Discard any instructions in your hand that you really don't like. Draw back up to five cards. Deal out another 10 or so cards to act as a draw pile for the new round. Do **not** give everyone a new *Sign Your Name!* card – if you've used yours, it's gone, and you'll have to depend on the luck of the draw to get another.

Then put out the next piece of paper and start again.

## Finishing the Game

The game ends when you've used up all the sheets of paper. Gather together the artworks you've made and lay them out. Maybe frame them, or look at them from a distance, or write a short sentence explaining each of your works, if you like.

The player who signed the best artwork wins.

To work out which artwork is best, it's usually easiest to vote (you can't vote for your own art, of course). In case of a tie, just intercept a passer-by and ask them to choose, or text a photo to a mutual friend and asking for their opinion.

Or if you prefer, you could do a Facebook poll. Or all try to sell your artwork and see who makes the most money. Or wait a hundred years and let history be your judge.

## Notes

If you go to draw a card at the start of your turn and the **draw pile is empty**, then the round is over – you all worked on the artwork for too long, and now it's *ruined*. Tear it up, tell everyone their art is bad, do what you like – but that artwork is removed from the game, and you don't get a new piece of paper to replace it.

You never have to add to the picture – if you don't want to follow a particular instruction, then on your turn you can just discard any cards you don't like and draw back up to a full hand instead.