



ART RUSH

Are you ready to have fun ??
Challenging your friends in a
battle of art, decide which side
to take sides and rest assured
that fun is guaranteed!





CONTENT



1 GAME BOARD

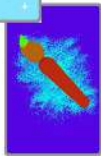


2 DICE FROM 6

1 HOURGLASS



5 BONUS / MALUS CARDS



5 MIMO, DRAWING AND WORD CARDS



5 OPERA CARDS



2 PINS

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PREPARATION

- 1) Place the appropriate game board on a table and mix the various decks of cards and place them in the appropriate boxes
- 2) Decide which side to side if you are artists or collectors
- 3) Take the pawn and place it above the start square, the first group that starts rolls the die and moves clockwise in the squares according to the number released

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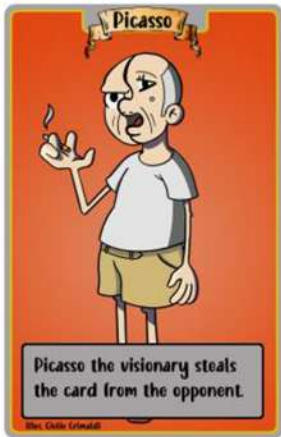
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✂ BONUS/MALUS ✂

The bonus and malus cards are drawn every time the player ends up in the appropriate box on the board.

BONUSES are all those cards represented by artists, and have positive effects on those who draw them.

Here is an example of a Bonus



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✂ BONUS/MALUS ✂

MALUS cards have the task of providing an obstacle to the player who draws them. They are represented by collectors. Here is an example of Malus



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MINI-GAMES



The cards: Mime, drawing and magic word, are nothing more than a series of mini-games that the two factions will have to face in order to win the work of art. But let's analyze these cards better.

MIMO: The players are asked, through the use of the hourglass, to mimic the word inside the card, if his teammates guess the team will get the card.

DRAWING: It is requested, always with the use of the hourglass, to draw the word present in the card. If they win, the group gets that card.

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MINI-GAMES



MAGIC WORD: In this minigame, players are asked to make their teammates guess the magic word inside the card, in the most bizarre way possible. If you win, you earn that card.

DUEL: If a group lands on this square, it automatically declares "battle" to the enemy team. Players who land above the square choose a minigame and challenge their opponents. The winner gets the card.

PORTAL: Whoever ends up there is teleported to the opposite square

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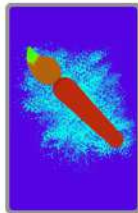


MECHANICAL



The object of the game is to be able to take 3 works of art that are located in the center of the board. To be able to get them you will need the key to open the door, which can be obtained above its special box when you reach 3 won minigame cards.

If the minigames are not won the team will not get the card.



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TARGET



The game is designed for an audience aged 15 and over and it is expected, being a team game, a minimum of 2 players per team.



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THANKS



A "Team Acquarius" production

GAME DESIGN: Giada Puliatti, Giulio Grimaldi.

ILLUSTRATIONS: Antonio Giuffrida, Miriam Leonardi, Rosanna Dell'Acqua, Giulio Grimaldi, Giada Puliatti, Giorgia Luchetta, Flavio Palumbo, Stefania Maccarone, Claudia Cavallaro, Gabriele Diara.

LAYOUT: Giada Puliatti

DASHBOARD DESIGN: Antonio Giuffrida, Giulio Grimaldi, Giada Puliatti.

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