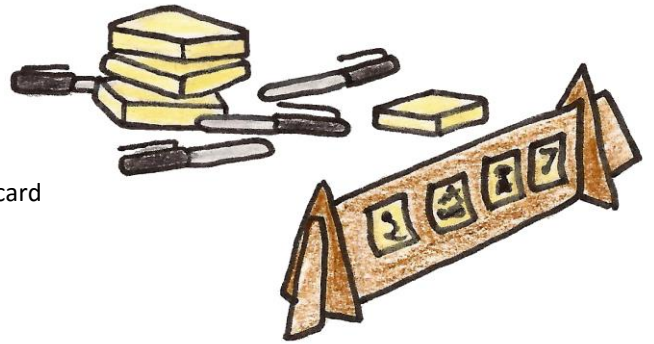


Post-it Gallery

A drawing game for 4-7 players

To play, you will need:

- A block of Post-it notes for each player, or a memo block.
- Writing implements for each player – ideally ballpoint pens.



If you wish to be fancy, you can also make a “gallery wall” out of thick card
It is important that players use indistinguishable materials.

Story:

The world of the art critic is intense and uncompromising. Competition amongst the world’s experts has turned from fierce to brutal, and these days no tactic is too underhanded if it upstages the competition. The grand opening of the “Post-it gallery” in London presents a unique opportunity for artists to display their talents, and for the critics to make a name for themselves...

Game Overview:

The game is played over a series of rounds, or “exhibitions”. For each exhibition one player will serve as the artist, and the remaining players will act as art-critics. Play a total of one exhibition with each player acting as the artist (or two exhibitions each for a long game.) Each exhibition is composed of four stages:

1. The Announcement.

The artist announces to all players the title of the artwork they plan to display. This can be anything the artist wishes, simple or complex as they choose. The gallery prefers pretentious and over the top titles.

2. Creation.

All players take their post-it notes, and draw one picture that they think best represents how the artist would represent their title. Here, the artist should be aiming to draw something unique and distinctive, to show their artistic flair and panache. The critics are trying to produce a fake convincing enough that the *other* critics might mistake it for the *real* work. As the players are not likely to all be professional art-forgers by trade, we recommend that all players draw with their non-dominant hand, to help conceal stylistic differences. Once everyone is finished, pass all the works to the artist face-down.

3. Gallery Showing.

The day of the exhibition has come, for the artist to display their new piece to the world... but at the last moment the gallery announces that rather than showing a single piece representing the title, they instead have a *whole collection* of works. Most artists might suspect some foul play at work, but it’s too late now to correct the error without losing face.

The artist takes all of the pictures, and presents them as a collection of their own works, explaining each piece in turn, and numbering them.

The critics now appraise the collection. They each take a fresh note from their block of notes, and write down the numbers of the pieces they believe to be fake (not including their own, of course.)

4. Scoring.

When all critics are done appraising the works the artist reveals to all which picture is the real one.

All players: score 1 point for each critic that did not identify your piece as a fake.

The artist: scores 1 additional point for each piece that was declared fake by *none* of the critics.

The critics: score 1 additional point for each fake they successfully identify,

Special exception: if a critic identifies the real piece as a fake, they score 0 points for the entire round.

The winner is the player with the highest score after all exhibitions have been played. In the event of a tie, all tied players win.

