



Final Touch

GAME RULES

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INTRODUCTION AND AIM OF THE GAME

You are an artist, of sorts. To be honest, you work in a studio alongside other members of your profession creating forgeries. You even work together on the same paintings, but truth be told, each artist is trying to get all the credit by putting the final touch to masterpieces of dubious originality.

Whoever puts the final touch to a painting also collects all the money but there will be times when you'll prefer to smear a piece. Whatever the means, the first artist who collects **\$25** wins the game!

In this courteous atmosphere of charming camaraderie, only the most cunning –and sometimes lucky–artist has a chance to prosper.

COMPONENTS

25 *Masterpiece* cards



FRONT



BACK

60 *Touch of Color* cards

(12 in each of 5 Colors)



FRONT

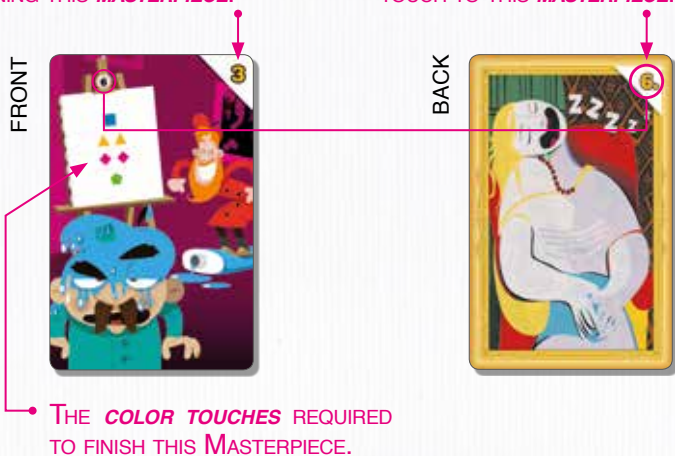


BACK

The *Masterpiece* cards in detail:

THE AMOUNT OF MONEY **YOUR OPPONENT(S)** COLLECT IF YOU END UP RUINING THIS **MASTERPIECE**.

THE AMOUNT OF MONEY COLLECTED BY THE ARTIST WHO ADDS THE FINAL TOUCH TO THIS **MASTERPIECE**.



SETUP

- Shuffle the *Masterpiece* cards and place them face up (so you can see the two painters fighting) as a draw pile within reach of the players.
- Shuffle the *Touch of Color* cards and deal 5 cards face down to each player. Each player takes the 5 cards into their hand. The remaining cards are left face down as a draw pile within reach of the players.
- Draw the topmost *Masterpiece* card and place it on the table. Leave space to the left and right of the card for other cards to be played. Since the *Masterpiece* draw pile is face up, you can see the *Masterpiece* you will be fighting over initially, and also the next one.

What the setup looks like at the beginning of a 2-player game.



You are now ready to begin. The player who last went to a museum goes first!

NUMBER OF PLAYERS

- **With 2 players**, you simply play one against the other.
- **With 3 players**, it's every artist for themselves.
- **With 4 players**, you play in teams of 2, seated alternately as depicted on the right.



IN A 3 OR 4-PLAYER GAME, PLAYERS TAKE TURNS CLOCKWISE.

GAMEPLAY

The game is played with each player taking their turn to play cards on the current *Masterpiece*. Once a *Masterpiece* is finished or has been ruined (by smearing it three times), a new *Masterpiece* is drawn, and the game continues. Players continue to take turns until one player (or a team) reaches a total of \$25 or more. On your turn, you **must** play at least 1 Touch of Color card and choose between one of the following two actions:

**IMPROVE
THE PIECE**

OR

**SMEAR
THE PIECE**

**YOU CAN NOT PERFORM BOTH ACTIONS DURING THE SAME TURN,
AND YOU CAN NOT PASS.**

After that, the next player takes their turn and has the choice of the same two actions: **Improve** or **Smear**.

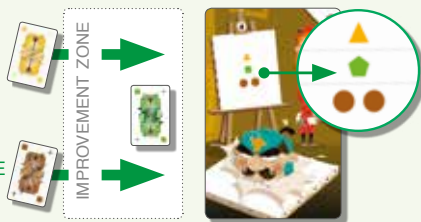
IMPROVE THE PIECE

To improve a *Masterpiece*, you must play 1 or more cards from your hand into the Improvement Zone. Each card you play must match a required Touch of Color that is still missing.

EXAMPLE: THIS *MASTERPIECE* CAN BE IMPROVED WITH:

- 1 TOUCH OF YELLOW
- 1 TOUCH OF GREEN
- 2 TOUCHES OF BROWN

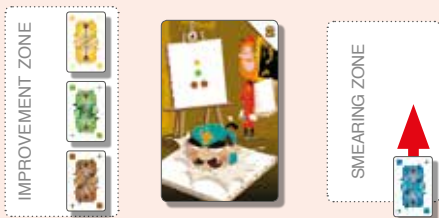
ANOTHER PLAYER HAS ALREADY PLAYED
1 CARD TO IMPROVE IT. HERE, YOU IMPROVE
THE *MASTERPIECE* BY ADDING
1 TOUCH OF YELLOW
AND 1 TOUCH OF BROWN.



Note: If you had another touch of brown card in your hand, you could play it, too.

SMEAR THE PIECE

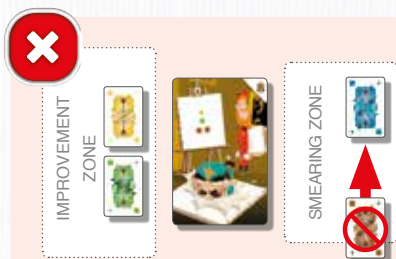
To smear the piece, you must play **1 single card** into the Smearing Zone.



HERE YOU SMEAR
THE **MASTERPIECE** BY ADDING
1 TOUCH OF BLUE.

Notes on smearing:

- You may only play **1 card**, never more;
- You may only play a card that could not be used to improve the current piece (it is not a missing color);
- You **must** smear the piece if you do not have a card to improve it.



YOU CAN'T SMEAR THIS PIECE WITH A
TOUCH OF BROWN, BECAUSE THAT CARD
COULD STILL BE USED TO IMPROVE THE
MASTERPIECE.

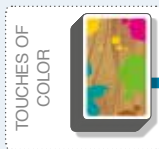


YOU ARE ALLOWED TO SMEAR THIS PIECE
WITH A **TOUCH OF GREEN**, BECAUSE THE
MASTERPIECE CAN'T BE IMPROVED WITH
IT ANYMORE (THE REQUIRED **GREEN** HAS
ALREADY BEEN PLAYED).

REFILL HAND

At the end of your turn, draw as many cards as needed so that you have a hand of 5 cards.

If the Touch of Color draw pile is depleted, shuffle all the cards from the discard and build a new draw pile.

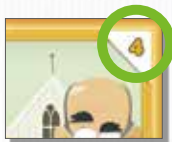


SCORING A MASTERPIECE

A Masterpiece is scored in one of two ways:

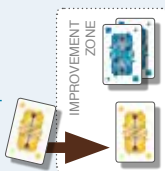


When you add the last missing color to the current Masterpiece (the final touch!), you take the *Masterpiece*, flip it over and place it in front of you. Your money increases by the amount depicted in the **corner** of the painting.



OR

HERE, BY ADDING 1 TOUCH OF YELLOW, YOU COMPLETE THIS **MASTERPIECE**. TURN IT OVER AND PLACE IT IN FRONT OF YOU. YOU JUST MADE \$4.



Note for a 4-player game: for each team, only one player collects the *Masterpieces* they score.



When you play the 3rd card into the Smearing Zone, you have ruined the *Masterpiece* and conceded it to your opponent(s). That Masterpiece is considered ruined, and is given to your opponent(s) face-up, giving them money (but of lesser value).

HERE, BY ADDING THE 3RD *TOUCH OF COLOR* TO THE SMEARING ZONE, YOU RUIN THE *MASTERPIECE*. IT IS PLACED FACE UP IN FRONT OF YOUR OPPONENT WHERE IT IS WORTH AN AMOUNT OF MONEY SHOWN ON THE FRONT OF THE CARD.



Note: in a 3-player game, a ruined *Masterpiece* is placed face up **between** your two opponents. That way, it will benefit both of them (see the “Reminders and Notes” section at the end of this rulebook).

STARTING A NEW MASTERPIECE

After a *Masterpiece* is completed or ruined, the following steps are performed:

- 1 • Discard all the cards in both the Improvement and the Smearing Zones.
- 2 • Draw the topmost *Masterpiece* and place it on the table: it is now the new current *Masterpiece*.
- 3 • The player who completed or ruined the previous *Masterpiece* refills their hand to 5 cards and **takes another turn immediately**.

END OF THE GAME

The game ends as soon as one player (or, in a 4-player game, a team) has collected *Masterpiece* cards worth a total of \$25 or more. That player (or team) wins the game.

Special case: in a 3-player game, if there is a tie between 2 players, they fight over one last *Masterpiece*, just the two of them. The winner takes it all!

REMINDERS AND NOTES

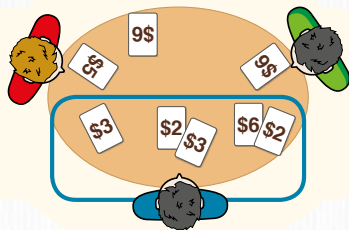
- In a 3-player game, your money includes all the money from the *Masterpiece* cards you completed plus the money you share with your neighbors from ruined masterpieces (cards between the two players).

IN THIS EXAMPLE, **BLUE** HAS TOTAL MONEY OF **\$16**:

\$5 EARNED ALONE;

\$3 SHARED WITH RED;

\$8 SHARED WITH GREEN.



- If the *Touch of Color* draw pile is depleted, shuffle all the cards from the discard pile and build a new draw pile.
- It is strictly forbidden to pass. On your turn, you **must** play at least 1 card, either to the Improvement Zone or the Smearing Zone.
- When you complete or ruin a *Masterpiece*, you refill your hand back to 5 cards and you get a bonus turn.
- The face up draw pile for the *Masterpiece* cards allows the players to know what set of colors will be required for the upcoming *Masterpiece*. This can be strategically relevant...



MIKE ELLIOTT

I am a Seattle based game designer with over 20 years in the field. While I have been a lifelong gamer, I previously worked in the medical field. I started my game design career at Wizards of the Coast working on Magic: The Gathering, where I designed over 1,000 cards, worked on 30 Magic: The Gathering expansions, and designed many popular mechanics such as Slivers. I am well known for trading card games

have designed over a dozen of them, including the Japanese hit trading card games Duel Masters and Battle Spirits. If there is a record for most trading card games designed, I am sure I am in the running.

In recent years I have been designing a lot of board games and have created a number of popular titles such as Quarriors, Thunderstone, and Star Trek Fleet Captains. My recent designs include the hit Dice Masters line, which sold out quickly at launch.

After pitching numerous games to SpaceCowboys, I finally convinced them to take one by buying them a glass of wine, which is apparently very popular in France (Who knew?). CROC is one of my favorite people in the industry and I look forward to working with SpaceCowboys for many years to come, until I retire on a nice tropical island and get back to my real life goal of world domination.

PANDALUNA

Doodler of small cartoon-men with funny features, a big sucker for dumb jokes and an absolute Eric Judor fan, I've always been drawing and I think I always will (that quote got me the 2016 Award for Lamest Quote).

I have slept—sorry—studied at a design school and I currently work as a scribbler (the official name for illustrator/graphist) at the Ho'okipa Studio in Colomiers (France). And, besides that? Well, all is fine, thanks!



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ARTWORK BY PANDALUNA



Final Touch is published by
JD Éditions - SPACE Buddies
238, rue des Frères Farman,
78530 BUC - France

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