

PRINT N PLAY Rules for **PAINT BY NUMBERS**

Introduction

We are art restoration experts. We know that many starving artists painted over their previous paintings to save money on canvas. And sometimes old masters were painted over to hide them from looters. We want to uncover a hidden painting before the next exhibition, so we can show off a new discovery.

Object of the game

Work together to fill in the designated number of squares before crossing off all the turn spaces.

Players:

1 to 4, all ages

What You'll Need

5 dice. 1 or more Mystery Pictures. Pencil or Pen.

Time:

15 to 20 minutes

Preparation

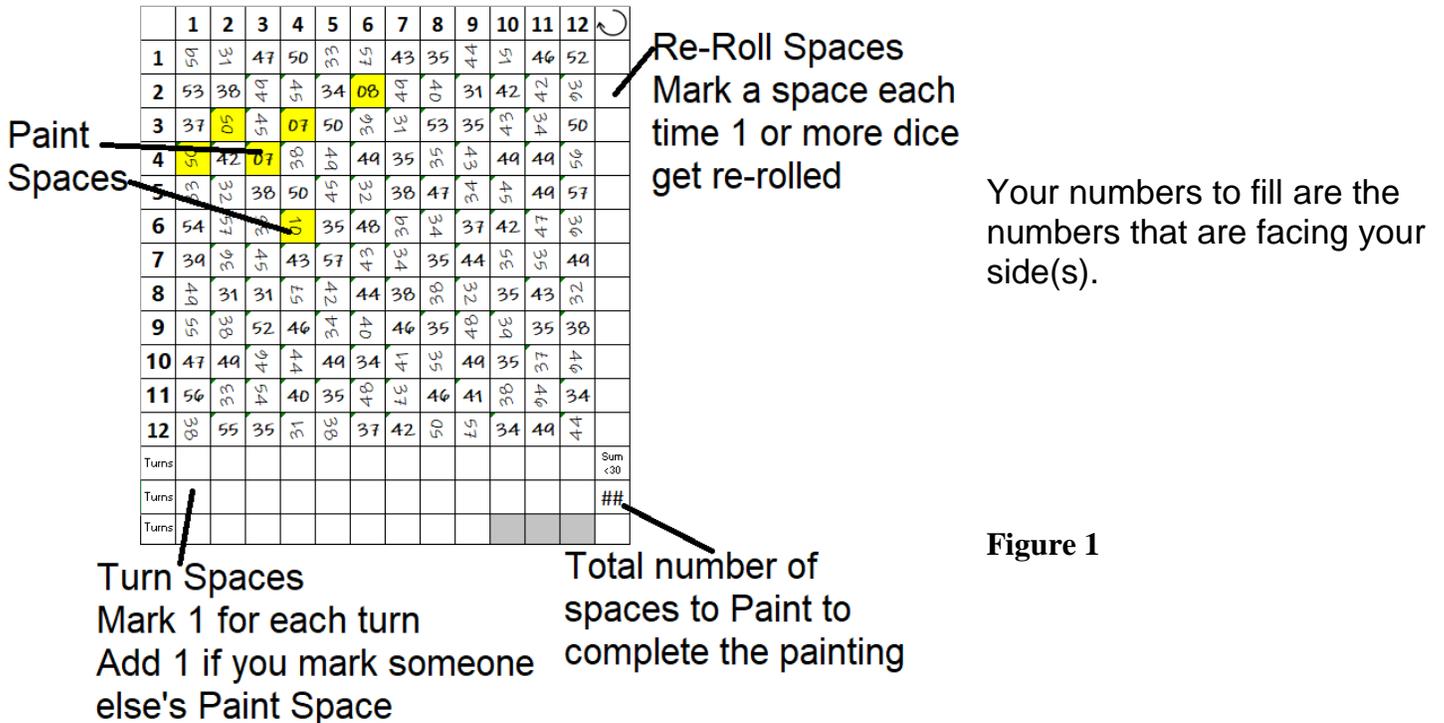
- Print out a Mystery Picture
- Put the Mystery Pictures in the center of the table
- Choose a starting player: the player who most recently painted something
- Clarify which player is working on which side(s), as per the chart below

Players	Sides
1	Work all sides
2	Each works 2 neighboring sides (Place the board as a diamond with corners facing players)
3	Each works the side in front of them, but all can work the 4th side without turn penalty
4	Each player works the side in front of them

- Note how many squares need to be painted within how many turns as per Figure 1 below.

The Painting

Each space of the final painting has a number that is less than 30. Any space with a number over 30 will remain unmarked.



Your Turn

On your turn, follow the steps below in order:

1. **Mark 1 Turn Space.** See Figure 1 to identify Turn Spaces on the board. Spaces already marked in gray may be marked, but to complete the painting before the exhibition, only the white spaces should be marked. You may mark the Turn Space using an X or your initials or simply a line, but all players should use similar markings. If you want to track who used which spaces, use your initials or a line with an arrow pointing to you.
2. **Roll the 5 dice.** Sum the total of the dice and note possible combinations of dice sums to determine which spaces can be painted with the given roll. Example: if the roll is 3, 3, 5, 5, 5, possible sums include 3, 5, 6, 8, 10, 11, 13, 15, 16, 18 and 21.
3. **Look for Paint Space(s)** that you can paint with the given roll.

Paint Spaces Example:

	1	2	3	4	5	6	7
1	05	03	04	05	03	05	03
2	05	03	04	05	03	05	03
3	07	05	04	07	05	06	03
4	05	04	07	03	04	09	05
5	03	02	03	05	04	02	03
6	04	07	03	10	05	08	03
7	09	06	05	04	07	03	04

To help find your Paint Spaces, note that each Paint Space is the sum of the Vertical and Horizontal numbers at the top and sides.

The Paint Spaces marked in yellow are each the sum of the column and row intersection.

The space with 08 is the sum of column 6 and row 2 ($6+2=8$). The space with 10 is the sum of column 4 and row 6 ($4+6=10$).

If you are the player on the left side of the board, your numbers include 05 and 10. Player on the right also has 05. Player in the center has two 07's and one 08 to paint.

4. **Rerolls (optional):** You may re-roll any number of dice before marking anything, but each time you re-roll, you must mark a re-roll space. If no re-roll spaces remain unmarked, you may not re-roll. Mark the Re-roll Space with an X or a line or initials, similar to Turn Spaces.
5. **Paint your space(s).** Fill in (paint) one or more squares whose numbers are the sum of one or more dice. The Paint Spaces with numbers below 30 that are facing your side(s) are the spaces that are yours to paint.
6. **Painting someone else's Paint Space (optional):** You may paint one or more spaces in which the number is not facing you, but must mark an extra space on the turn track. You may paint your own spaces in the same turn that you paint space(s) that are not your own, but you will mark 2 Turn Spaces regardless of how many Paint Spaces you mark. Exception: in a 3-player game, all players may paint the spaces on the 4th (unclaimed) side without marking an extra Turn Space).
7. **Pass the pen** to the player on your left.

Turn Example (Figure 3 below)

Dave rolled 2, 4, 5, 5, 6. He still needs a 9 and a 14 on his side, so he could mark his 14 and one Turn Space.

But Amy still needs two 6's and a 16, so maybe he should mark Amy's 16 or both of her 6's. And Bob still needs a 22, which Dave could mark. Or Dave could mark his own 14 and a 6 of Amy's. Either way he would have to mark a total of 2 Turn Spaces if he marked anyone else's Paint Space(s).

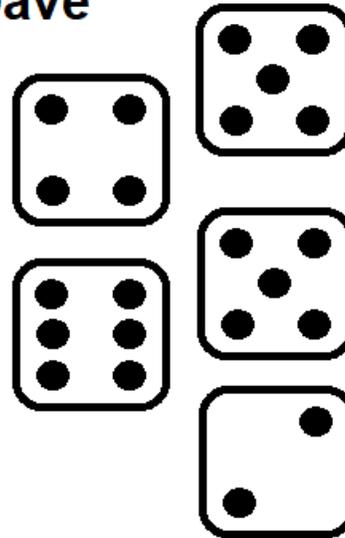
Or Dave could re-roll the 2, hoping to get a 3 and therefore mark both his 9 and 14 while still only marking one Turn Space. He would of course need to mark a Re-Roll Space for each time he re-rolls any dice.

Candy

	1	2	3	4	5	6	7	8	9	10	11	12	
1	59	31	47	50	33	57	43	35	44	51	46	52	X
2	53	38	49	06		48	49	40	54	37	42	36	X
3	37	47		40	50	09	31	36	53	43	41	05	X
4	48	06	47	38	60	49	58	35	44	47	49	46	
5	33		38	09		32	38	47	34	38	47	45	
6	54	15		33	35		39	34	13	42	38	38	
7	39	36	45	43	31	43	14	35	16	35	35	49	
8	47	31	31	57	42	47	38		32	44	43	32	
9	55	38	42	46	55	40	46	35		39		38	
10	47	49	46	49	49	34	41	35	49		37	46	
11	45	33	38	40	35	48	37	46	41	38	22	34	
12	38	55	35	31	38	37	42	50	57	34	49	44	
Turns	X	X	X	X	X	X	X	X	X	X			Sum <30
Turns	X												19

Bob

Dave



Amy

Figure 3

Game End

The game ends when the final Paint Space has been marked. If one or more Turn Spaces are still open, we have restored the painting in time for the exhibition and we win. If the final Paint Space was marked during the same turn that the final Turn Space was marked, we need to rush to the exhibition to display our painting, and we win. If we marked 1 or more grey Turn Spaces before marking the final Paint Space, we need to go back to art restoration training.

Scoring

Score 5 for completing the painting. Score 2 for each open Turn Space that was not used. Score 1 for each open Re-roll Space that was not used.

Hints, Suggestions and Variants

Start with the painting that has the fewest Paint Spaces required to finish it, as lower numbered paintings are usually fastest and easiest to complete.

To see the final painting most clearly, all players should use the same color pen, and fully complete each Paint Space rather than simply marking an X.

For a more colorful painting, each player should use a different color pen.

It is usually better to mark only your own Paint Space(s) rather than marking an extra Turn Space to mark someone else's Paint Space(s).

Add up all of the numbers on your dice and try out different combinations before deciding which Paint Spaces to mark.

Think carefully about which dice to re-roll to get the numbers you need, especially towards the end of the game. You may re-roll 1 or more dice that were previously saved. Use your re-rolls cautiously.

The premier art restorer is the person who first correctly identifies the emerging picture. But if anyone predicts what the picture will be and later turns out to be wrong, that person must go back to art restoration training.

Game Design: Candy Weber. Thanks to all those who have helped with play testing and advice.

$\frac{1}{2}$	1	2	3	4	5	6	7	8	9	10	11	12	
1	59	18	47	50	33	57	43	35	44	51	46	52	
2	53	38	49	45	34	48	09	40	31	42	24	36	
3	37	46	45	40	50	93	01	11	35	43	34	50	
4	48	42	47	38	49	49	11	35	13	49	49	56	
5	33	32	38	50	49	32	12	47	34	51	49	57	
6	54	15	35	33	35	48	13	34	15	42	47	36	
7	39	36	45	43	57	43	14	35	44	35	35	49	
8	49	13	31	57	42	44	15	38	32	35	43	32	
9	55	38	52	46	14	15	16	35	48	39	35	38	
10	47	49	46	14	51	16	11	35	49	35	37	46	
11	56	33	45	65	91	17	40	46	14	38	46	43	
12	38	55	35	31	44	34	42	50	57	34	49	44	
Turns													Sum <30
Turns									1	2	3	4	20