



GAME RULES

Final Touch

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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 and there will be times when you'll prefer smearing 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

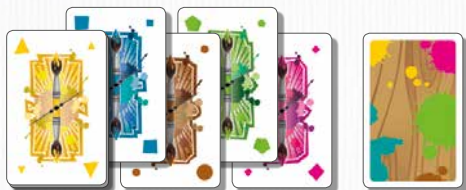


FRONT



BACK

60 *Touch of color* cards



12 CARDS IN EACH OF
THE 5 COLORS

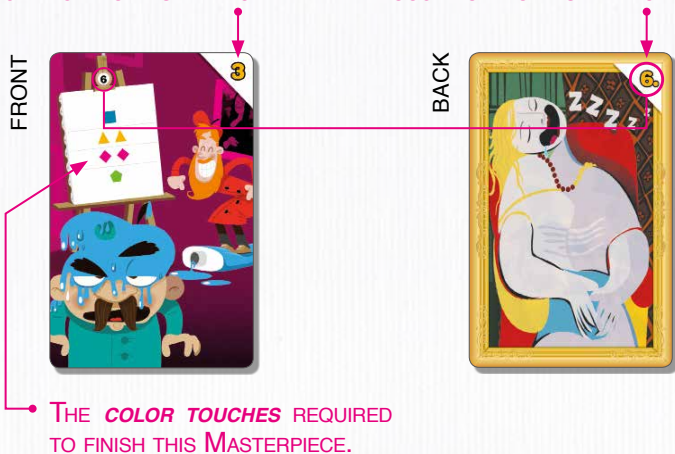


BACK

The *Masterpiece* cards in detail:

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

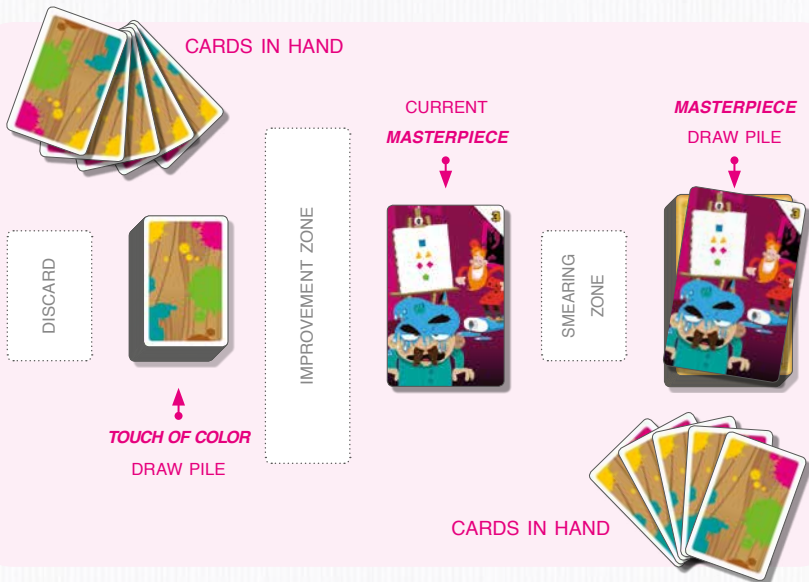
THE AMOUNT OF MONEY COLLECTED BY THE ARTIST WHO ADDS THE FINAL TOUCH TO THIS **MASTERPIECE**.



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* deck and deal 5 cards face down to each player. Each player takes the 5 cards in their hands. 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. Because the *Masterpiece* draw pile is face up, you can see the *Masterpiece* you will be fighting over initially, and also the next one.

Below, what the setup might look 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**, its every man for himself.
- **With 4 players**, you play in teams of 2, seated alternately as depicted on the right.



IN A 3 OR 4-PLAYER GAME, THE 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 smeared 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. On your turn, you **must** play at least 1 *Touch of color* card. You are never allowed to pass and you must choose between two actions:

**IMPROVE
THE PIECE**

OR

**SMEAR
THE PIECE**

BUT NEVER BOTH ACTIONS DURING THE SAME TURN!

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

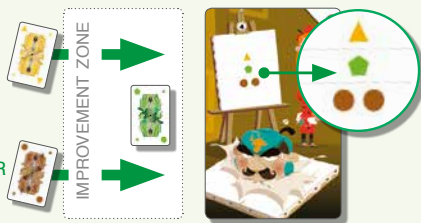
IMPROVE THE PIECE

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

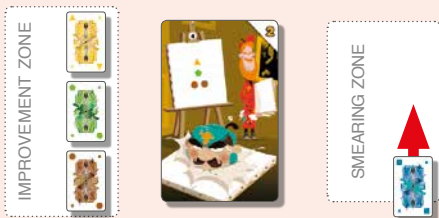
ANOTHER PLAYER HAS ALREADY PLAYED
1 CARD TO IMPROVE IT. HERE, THE PLAYER
IMPROVES THE **MASTERPIECE** BY ADDING
1 TOUCH OF YELLOW
AND 1 TOUCH OF BROWN.



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 THE PLAYER SMEARS 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 have no card to improve it.



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



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

DRAW PILE

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



SCORING A MASTERPIECE

A Masterpiece is scored in one of two ways:



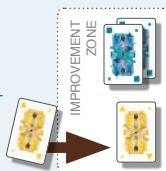
When you add the last missing color to the current Masterpiece (the final touch!). You take the *Masterpiece*, flip it over and place it in front of you. Your money increases by the amount depicted in the **corner** of the painting.



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

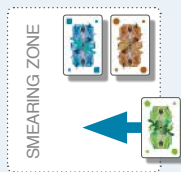
OR

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\$.



You play the 3rd card in the Smearing Zone. You have ruined the *Masterpiece* and conceded it to your opponent(s). But, that *Masterpiece* is considered unfinished, and is given to your opponent(s) face up, indicating it is of lesser value.

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



Note: in a 3-player game, an unfinished *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

A new turn always begins in the same way, be it after an action of **Improvement** or of **Smearing**:

- 1 • Discard all the cards in both the Improvement and the Smearing Zone.
- 2 • Draw the topmost *Masterpiece* and place it next the drawing pile: it is now the new current *Masterpiece*.
- 3 • **The player who just played the last improvement or smearing card keeps playing and starts the new round** (after refilling his hand to 5 cards).

END OF THE GAME

The game ends as soon as a player (or, in a 4-player game, a team) has collected \$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

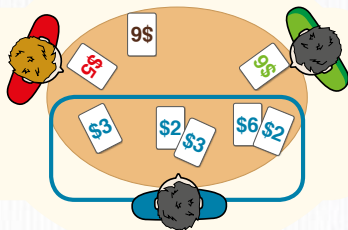
- In a 3-player game, your money includes all the money from the *Masterpieces* you completed plus the money you share with your neighbors from Unfinished Masterpieces (cards between the two players).

IN THIS EXAMPLE, **BLUE** HAS A 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 and build a new draw pile.
- It is strictly forbidden to pass. On your turn, you **must** play at least 1 card, be it to the Improvement Zone or the Smearing Zone.
- When you complete or concede a *Masterpiece*, you refill your hand back to 5 cards and you get a bonus turn.
- The face up draw pile for the *Masterpieces* 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, where I designed over 1,000 cards, worked on 30 Magic expansions, and designed many popular mechanics such as Slivers. I am well known for trading card games and 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, big sucker for dumb jokes and 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 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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GAME DESIGN BY MIKE ELLIOTT

ARTWORK BY PANDALUNA



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