Gallery at Studio 5

a game of perspective by Rich Durham
inspired by the J.G. Ballard story "Studio 5, The Stars"

For 2-6 players, in fewer than 30 minutes

You are artists in residence, staying at the famous Vermillion Sands resort and arts colony. It is time for the annual gallery show of 2123, and you are working as curators of the show. What pieces will best show off the virtuosity of the residents? Curate the show for maximum glory of the form to earn the respect of your peers, and diverge from the norm to appease the Muses.

In 2123, art is created by computer through an Auto-Realised-Transcription process intiated by manual settings. Curation now often consists of agreeing on ideal expressions, however there is another wrinkle: the muses, longing to rekindle the soul in arts, also reward the most divergent and wise of the artists with a renewed spirit for creation.

Summary of the game

The gallery opens in 3 days (rounds of play). Each day your group will be sent a packet of art from which your group will select pieces for the show by vote.

Mutual agreement on which pieces should be selected provides "**respect**," but secretly - if you are moved by the muses and can predict the majority while dissenting with you vote, you will earn "**spirit**" from the muses.

When the gallery opens, any artists with less **spirit** than **respect** lose. Of the remaing artists, the one with the most **respect** wins.

Setup for play

(See Appendix 1 for images of components)

1. Shuffle the ART deck and place facedown between players
2. Place the Voting mat in between all players
3. Each player takes a Prediction mat and set of matching tokens
4. Randomly distribute player turn order tokens on the corresponding track of the Voting mat
   Tokens: 1 turn order token; 4 Prediction tokens (A-D), and a number of voting tokens: 3 "Perfect" tokens, 3 "Creative" tokens, and 2 "Thought" tokens to bluff with

Gameplay flow

The game ends after 3 rounds. Each round consists of 3 general phases:

1. **Recieve ART** - Place 4 new ART cards on Voting mat
2. **Curation** - Secretly place voting tokens
3. **Score the Gallery** - Reveal tokens and score respect and spirt

Phase 1: Receive ART

1. Player at front of turn order track draws 4 cards from the top of the ART deck and places them on the Voting mat in the empty card spaces labeled A through D.
2. The back of the ART card on top of the deck will show a word describing the "**Theme**" for the day. This is used to determine which ART should be considered "**Perfect**" (see Phase 2: Curation).

Phase 2: Curation

During this phase, players will openly debate the ART to determine which will make it into the gallery, secretly make their votes, and try to predict what the majority choices are.

1. **Debate the merits of each ART.** Discuss in terms of the day's **theme**, and which is the most **creative**.
   These are completely up to the players' interpretations, and can be an honest debate - although the muses will reward those who predict the winner while simultaneously dissenting.
2. **Place tokens:** When ready, going in turn order, each player:
   1. Places 1 or more of their voting tokens facedown next to a single ART card.
   2. This repeats until each player has had a turn to place 1 or more tokens.
   3. If any players still have more than 2 tokens (likely), repeat with another round of placing tokens until each player has 2 or fewer Voting tokens.

There are 2 rules to follow when placing tokens:

- A player may NOT place tokens next to an ART card they have already placed tokens next to.
- If a player has only one possible ART card left for placement, they must place tokens until they have 2 or fewer tokens.

Types of Voting tokens

There are 3 types of tokens to place.

Perfect tokens - Place this token next to the ART that you think is the best match to the day's **theme**. The ART with the most Perfect tokens will be declared the Perfect match to the day's theme, and the players who placed there will receive Respect. However! by diverging, you could earn **spirit** from the muses.

Creative tokens - Place this token next to the ART that you think the group thinks is the most creative. The ART with the most Creative tokens awards **respect** to the players that chose it. If you diverge, you could earn **spirit** from the muses. See phase 3.

Thought tokens - these don't mean anything, and are used to disguise where you've placed your other voting tokens.

3. **Predictions:** When all players are finished placing tokens, each player secretly tries to predict which of the ART cards has the highest number of **Perfect** tokens, and which has the highest number of **Creative** tokens.

   They do this by placing their Prediction tokens (A-D) matching that ART's letter on their Prediction mat in the space lableled "**Perfect theme**" and "**Most creative**."

   For example, Nina sees a large stack of tokens next to ART D, and based on the discussion, thinks that ART D will be the one chosen as the Perfect match to the day's theme. Needing some Respect points, she places her **D-Prediction token** on her "**Perfect theme**" space.

What the Muses desire

The muses are playing slightly different game. They wish for the artists to be both wise, and to seek a deeper truth. In return, they will reward these players with **spirit. To be eligible to win the game a player needs more spirit than respect.**

To earn **spirit** from the muses, a player:

1. Needs to successfully predict which ART has the majority of that token (eg. Perfect tokens, or Creative tokens)
2. Needs to have placed their Voting tokens in ART that does **NOT** have the majority of that token.

Example of a prediction to gain spirit:

Nina wants to appease the muses and earn spirit. Nina tries to convince the group that ART D is the most Perfect, but she secretly places her Perfect tokens next to ART B and ART C.

In the Prediction step, she still chooses her D-Prediction token, because she still thinks that has the majority.

If her **Perfect theme** Prediction is right, she will score 1 **spirit** for each of her Perfect voting tokens that are NOT part of the ART-D majority. In other words, Alice will have appeased the muses and she will earn spirit (see phase 3).

Phase 3: Score the Gallery

In this phase, players will check the majority votes and player predictions to award **respect** and **spirit** points.

1. All players reveal Prediction tokens they placed on their mats.
2. Reveal all tokens on the Voting mat.
   - **Pefect theme:** ART with the most Perfect tokens scores for **Perfect theme (ties each count as majority)**
   - **Most Creative:** ART with the most Creative tokens scores as **Most Creative (ties each count as majority)**
3. After scoring, reorder turn order markers from highest to lowest **respect**. Tied players don't move in relation to each other

Award points to players for Perfect and Creative voting tokens (Thought tokens never score)

- 1 **Respect** if your Prediction token correctly picks majority
- 1 **Respect** per Voting token you have at ART with majority
- 1 **Spirit per** Voting token NOT at ART with majority, ONLY IF your prediction token is also correct.

(Important: If ART tie for majority, they all count as 'majority')

Game End

Go through the phases 3 times (ie. 3 rounds). After awarding points in the final round, the game ends. Each player tallies their **respect** and **spirit** points.

The winner must appeal to the muses, or be resigned to only create with an auto-realisation-transcriber. However, to change the art world, they must also have respect from their peers, or their lone voice will go unheard.

Winning the game

All players with less spirit than respect lose the game.
(ie. Players with more spirit than respect *might* win the game).

Of players that have more spirit than respect, the one with the most respect wins. In case of a tie, all tied players win and the remainder fade into obscurity.

Optional Rule for extra chaos

For some extra flavour once the subtlies of negotiation are under control, add in this sneaky rule:

During phase 3 after Prediction tokens are revealed but before Voting tokens are:

- In reverse turn order (ie. starting with least respect):
  a player may lower their **spirit** by 1 to discard one of their played Predication tokens and replace it with an unsed one.
  A player may pay 2 spirit to discard both of their Prediction tokens.

Appendix 1: Print and Play components

This document contains most of the things you'll need to play, but will require assembly. You'll need to cut out most of the tokens and cards, or supply your own.

What you'll need

- Scissors
- Clear card sleeves (64) or glue to stick front/back
- 1 small token for each player to track turn order (or printed)
- 2 small tokens per player that are different from each other, for tracking respect and spirit on their **Prediction mat**.

Assembly of Cards and Mats

Print sheets: colour, landscape, single-sided

Cards

1. Cards are laid out 4 to a page, with front and back opposite each other in the top and bottom rows.
2. Cut out each column to contain a word a picture (ie. leave uncut the line between the word and picture).
3. Fold the column along the remaining line so you have a picture on the 'front' and a word on the 'back' of the card.
4. Put the card in a card sleeve, or use glue to stick them together.

Prediction mats

1. There are Predication mats for 2 players on each page.
2. Cut out the mats by cutting down the page on the line between them.

Voting mat

1. There's 1 voting mat in the game shared by the players. It does not need assembly after printing.

Assembly of Tokens

Print sheets: colour, landscape, double-sided, flip on long

Tokens

1. Tokens are in coloured blocks, each block with 12 tokens for a single player and 1 round turn order tracking token (if you don't suply your own).
2. Cut out each token on dotted lines. If printed correctly, they will have the same colour on both sides.

Voting mat

A B C D

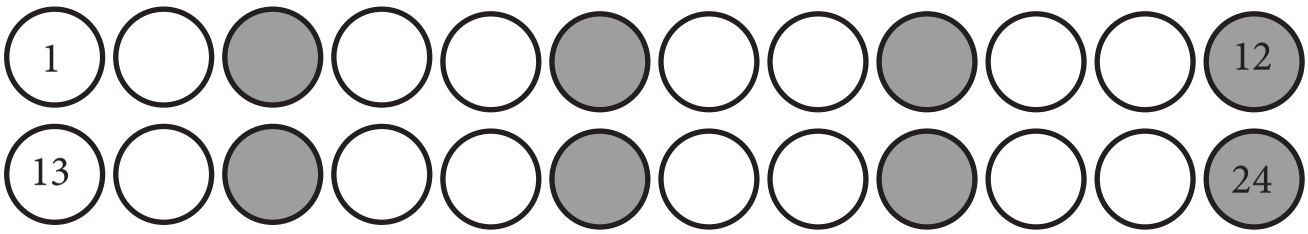
Respect - Turn order

Prediction mat

Perfect Theme

Most Creative

Respect and Spirit

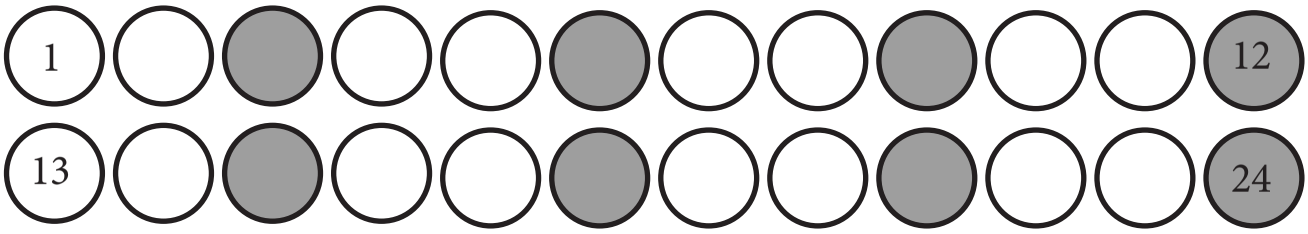


Prediction mat

Perfect Theme

Most Creative

Respect and Spirit

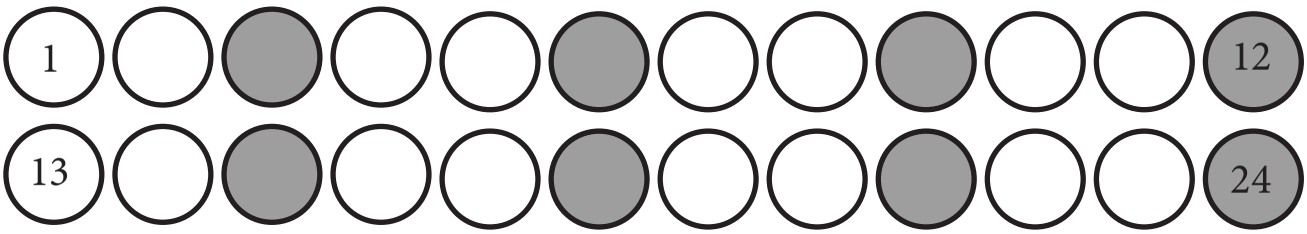


Prediction mat

Perfect Theme

Most Creative

Respect and Spirit

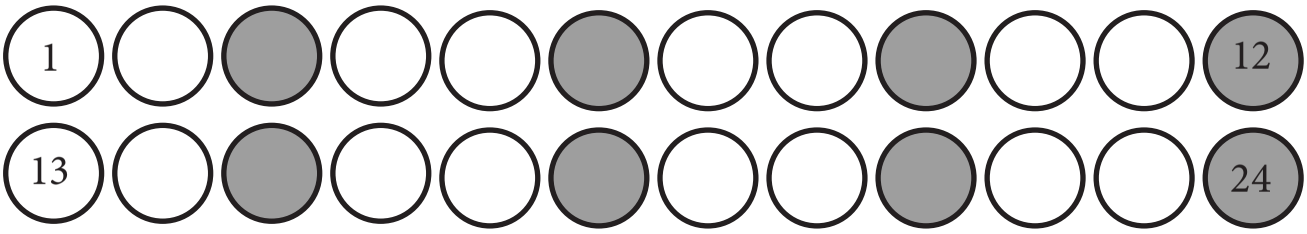


Prediction mat

Perfect Theme

Most Creative

Respect and Spirit

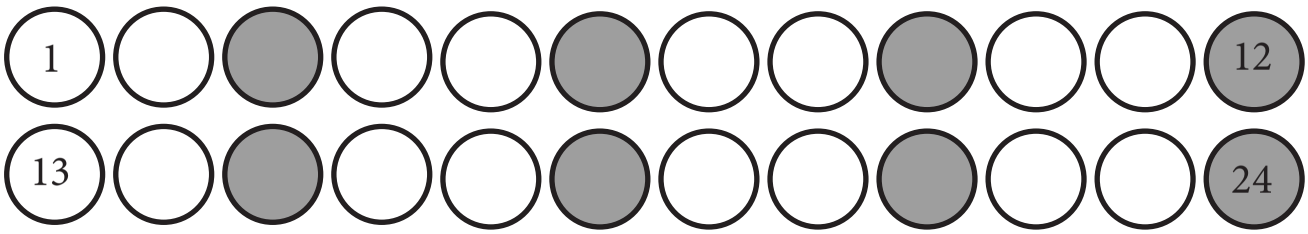


Prediction mat

Perfect Theme

Most Creative

Respect and Spirit

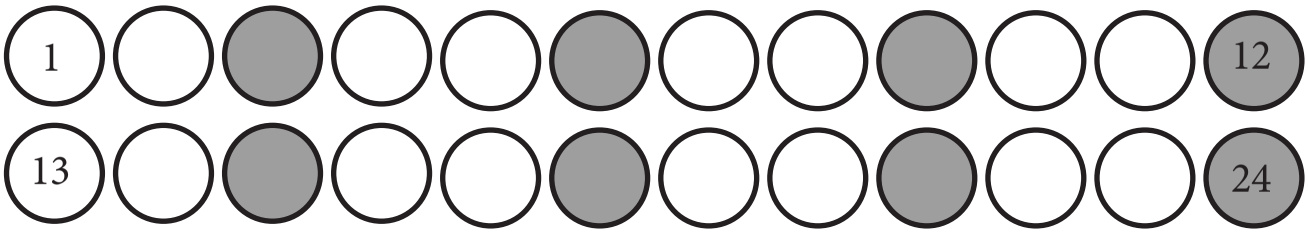


Prediction mat

Perfect Theme

Most Creative

Respect and Spirit



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			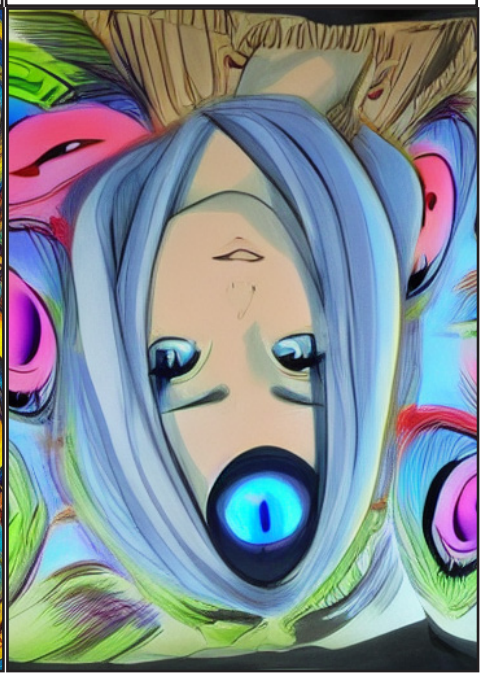

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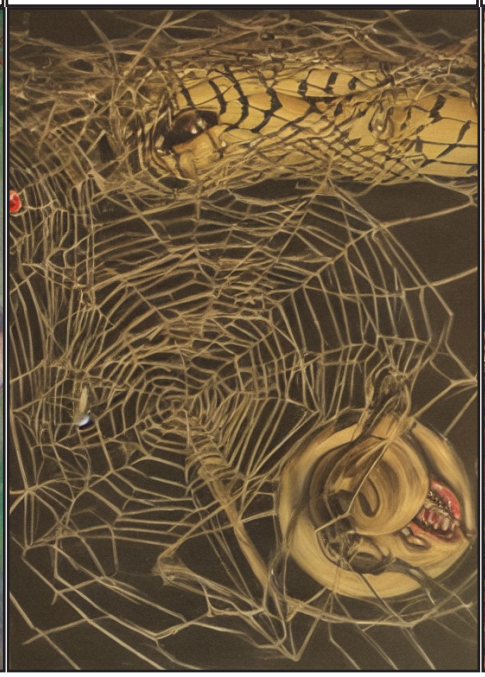
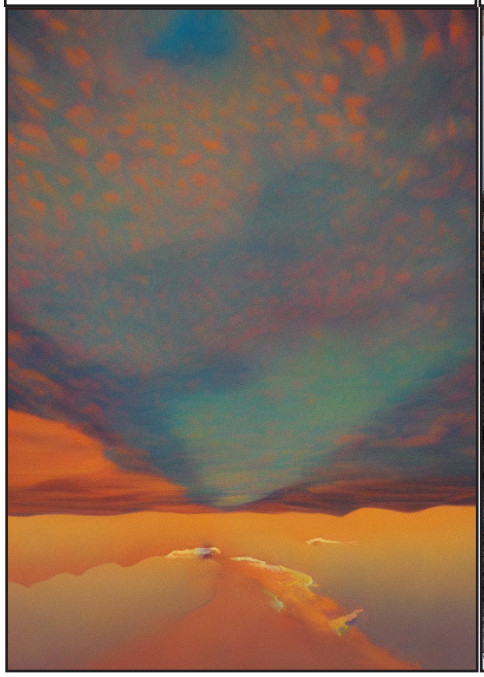
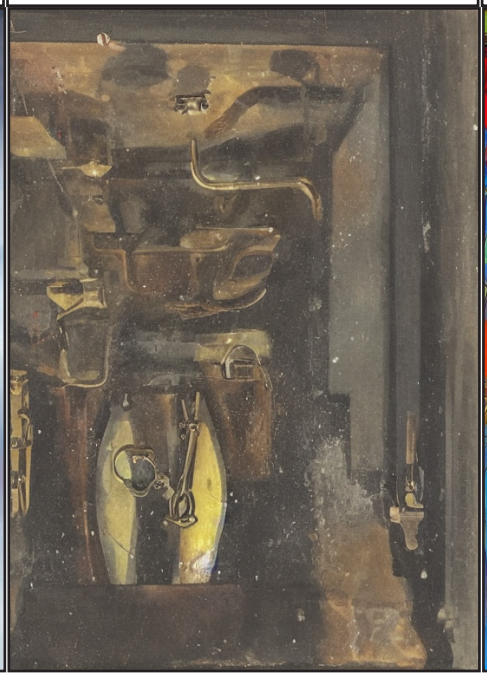
			

Lonliness	Hate	Love	Aspiration

Chaos	Control	Together	Companionship
			

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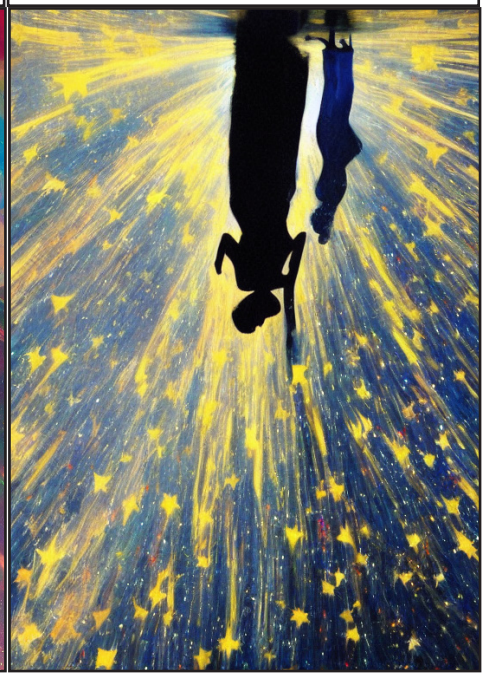
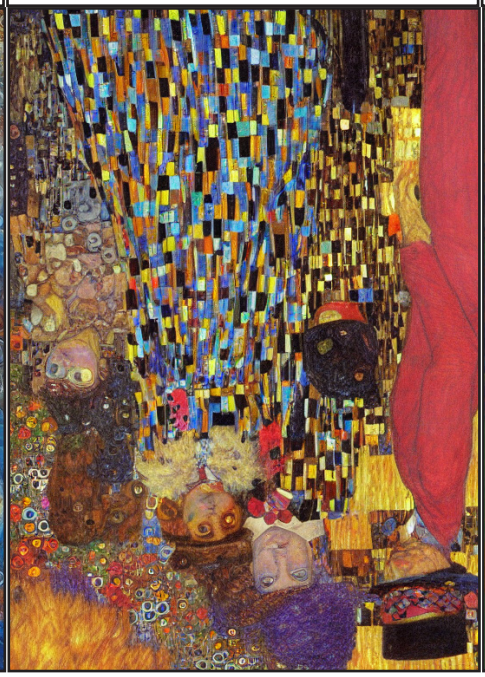
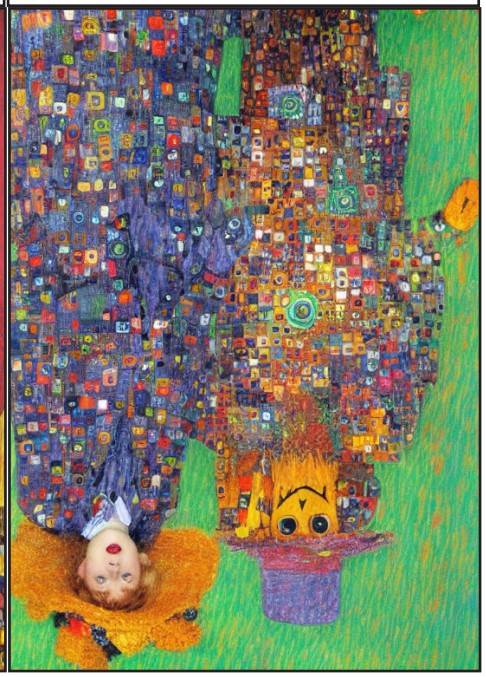
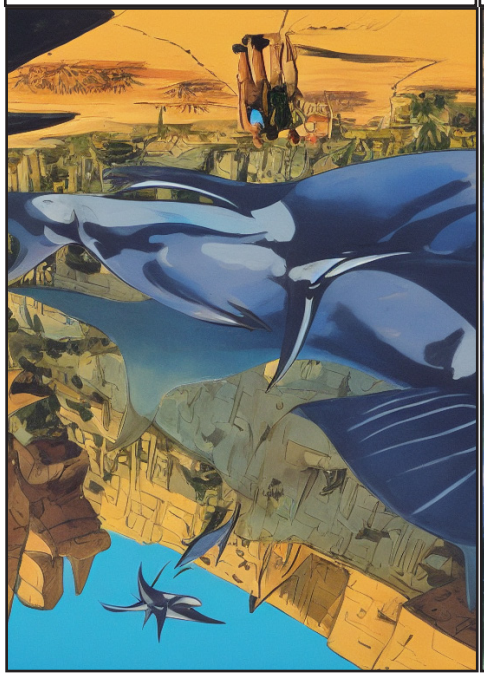
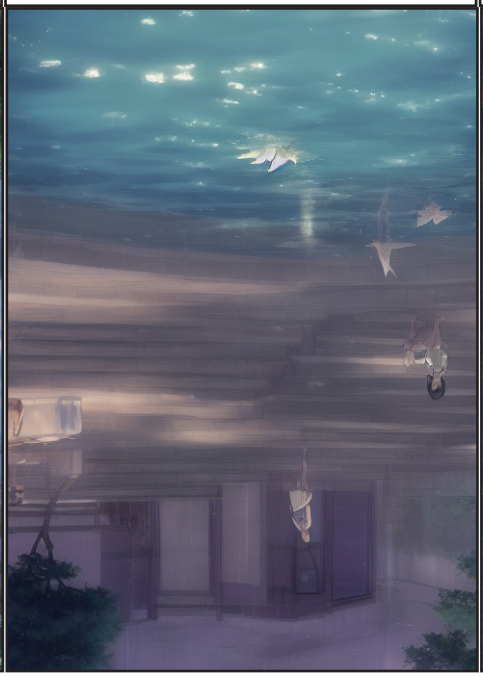
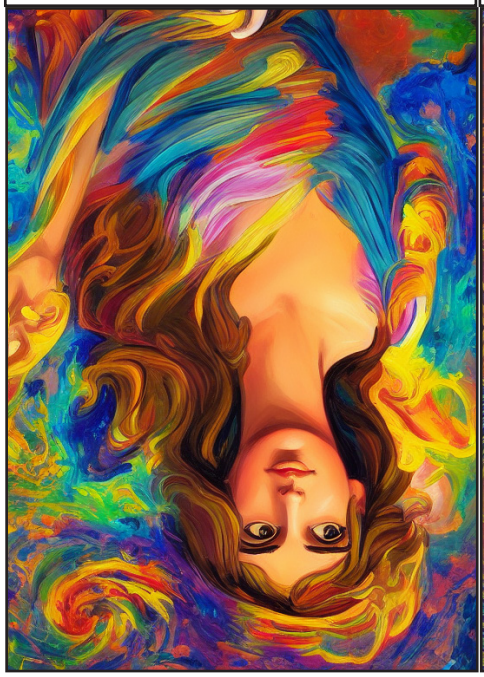
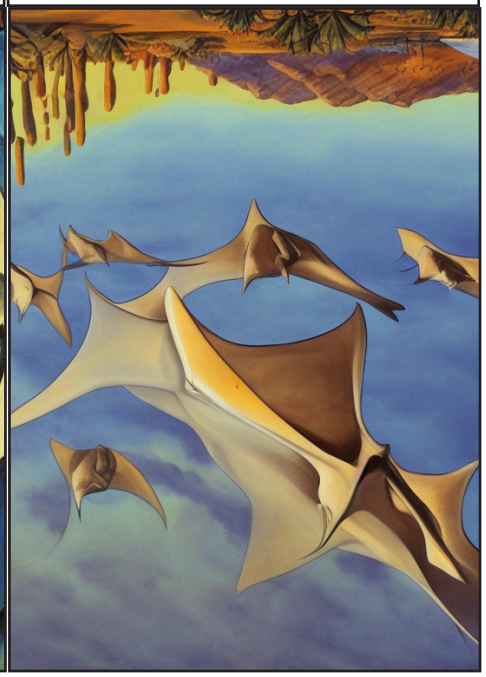
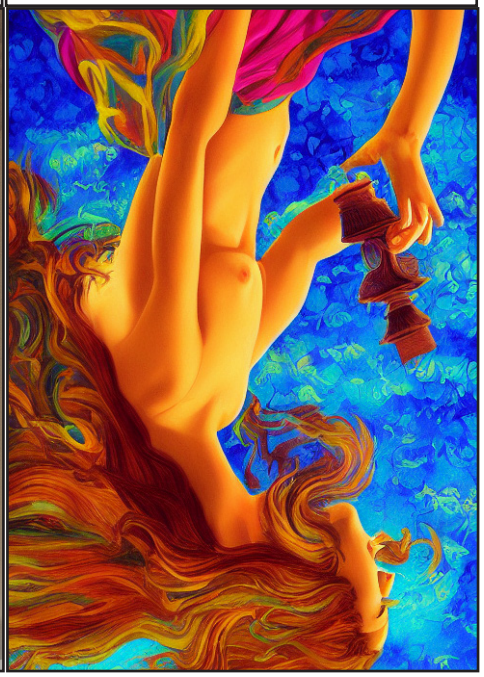
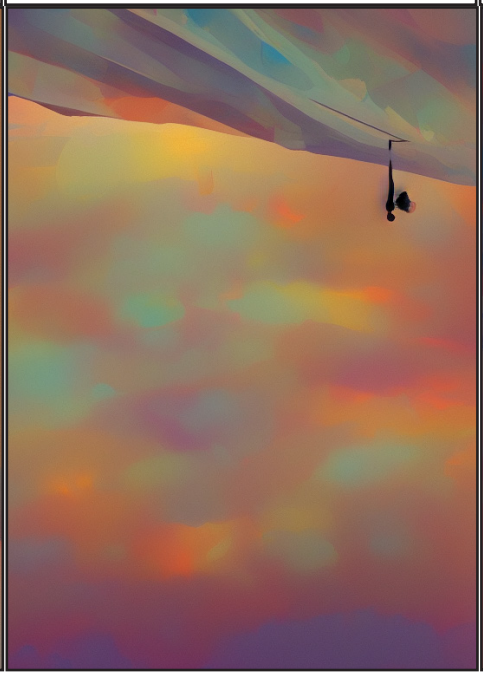
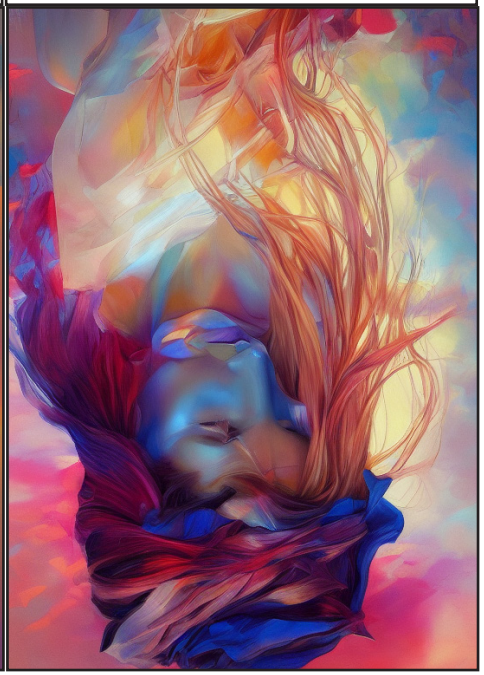
			

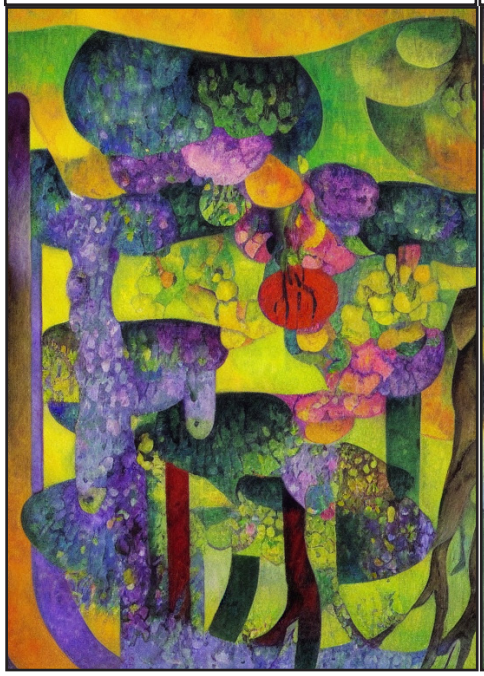
Institutions	Industry	Insurrection	Light
			

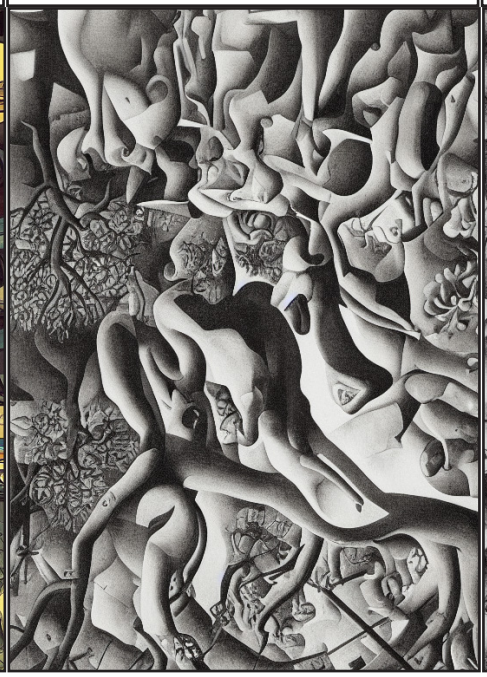
Placation	Criticism	Play	Trials
			

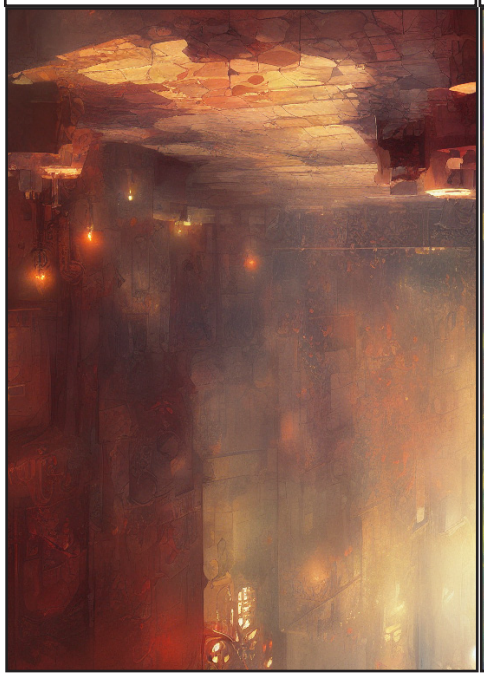
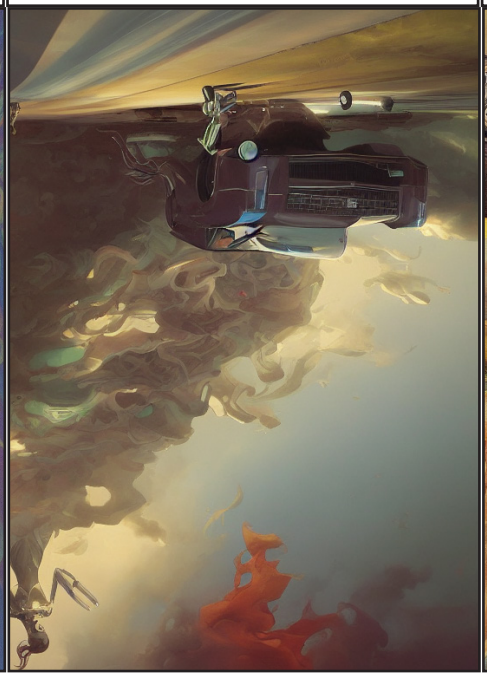
Experimental	Tension	Bliss	Ignorance
			

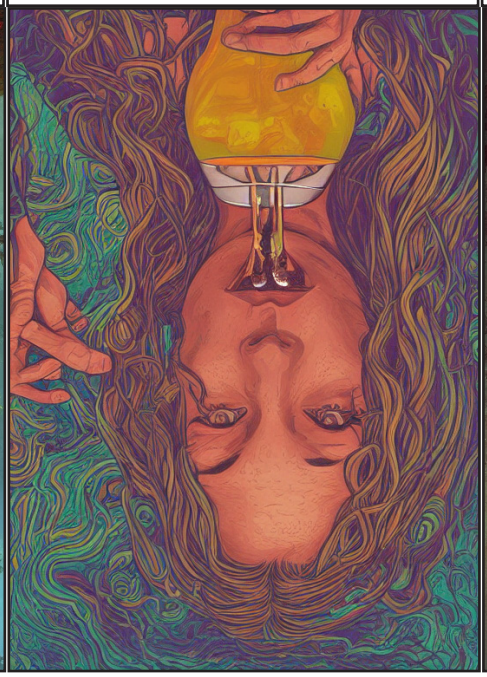
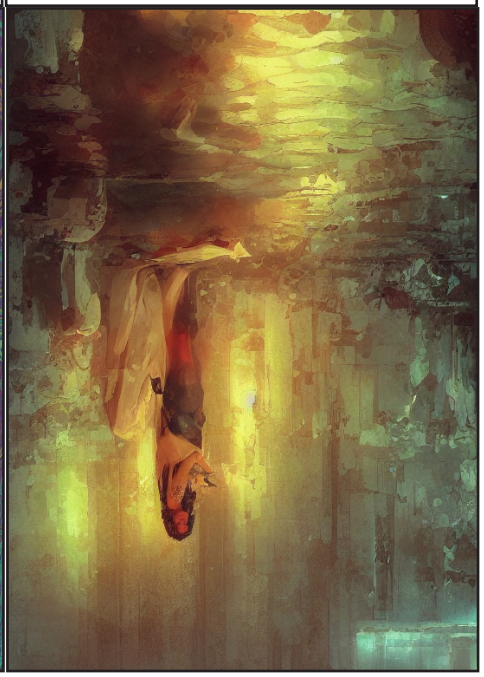
Joy	Gloom	Hope	Despair
			

Reminscing	Foreboding	Restlessness	Satisfaction
			

Lonliness	Hate	Love	Aspiration
			

Chaos	Control	Together	Companionship
			

Dark	Colour	Nothing	Absolute
			

Institutions	Industry	Insurrection	Light
			

Placation	Criticism	Play	Trials

Experimental	Tension	Bliss	Ignorance