

Canvas

Finishing Touches



1-5



14+



30

! This expansion requires the Canvas base game. It may be played with or without the Reflections expansion. This rulebook only contains the new rules for the Finishing Touches expansion. Read the base game rulebook first.

Overview

A new gallery in town is seeking paintings for their exhibit of works that best exemplify the Elements of Design. Compete with the other artists to get your artwork in one of the **Frames** on the gallery walls.

New Icons

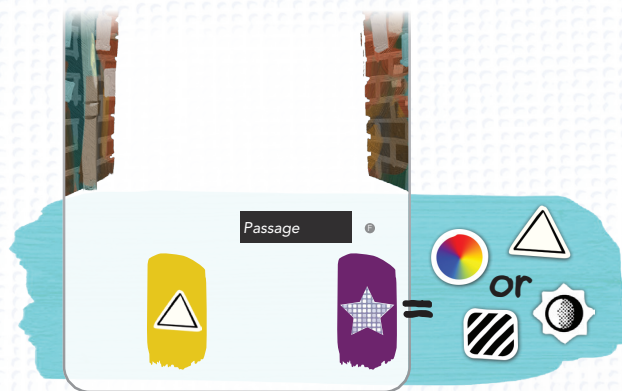
Creativity Icons (★) are wild Elements.

When completing a painting, choose 1 of the 4 Elements (●, △, ▨, ⊙) for the Creativity Icon to represent. It can only represent 1 Element (not a different Element for each Scoring Card).

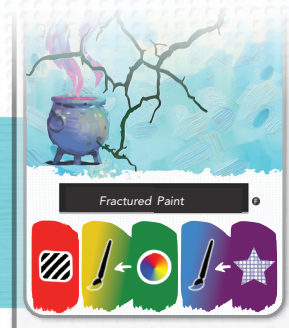
Blend Icons (🖌️) are treated as the same

icon(s) in the adjoining Swatch. Blend Icons can be used to duplicate any kind of icon including Elements, Bonus Icons, and Creativity Icons.

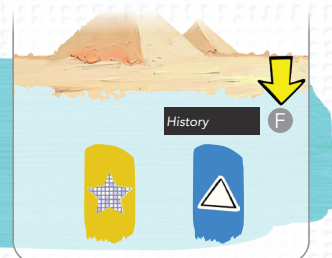
When blending a Creativity Icon, you may choose for the blended Creativity Icon to represent a different Element than the original Creativity Icon.



Here, the Blend Icon in the yellow Swatch counts as a ● and the Blend Icon in the blue Swatch counts as a ★.

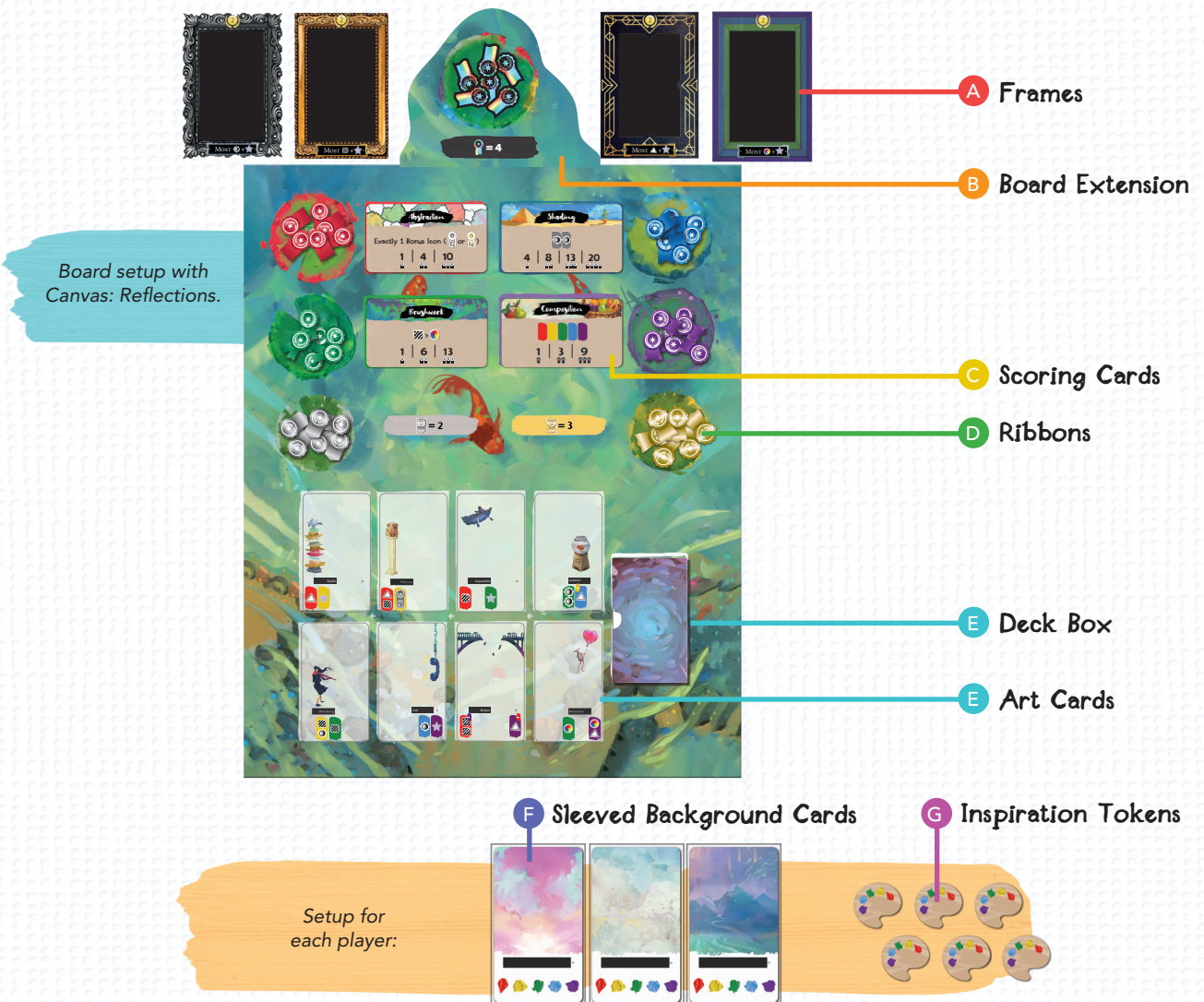


All cards in *Canvas: Finishing Touches* are marked with an **"F" Symbol** (F) so that you can easily separate the expansion components.



Setup

- A** Stand the **Frames** next to the Board/Canvas Mat.
- B** Place the **Board Extension** along the edge of the Board/Canvas Mat.
- C** Place any combination of 4 **Scoring Cards** from the base game and the expansion(s) on the Scoring Card spaces, or use a Scenario setup found on the backs of the rulebooks. Some expansion Scoring Cards do not synergize well with previous cards. The backs of the Scoring Cards show which combinations are not recommended.
- D** Place the **Ribbons** in piles in their designated areas.
- E** Shuffle the base game and expansion **Art Cards** together and fill the **Deck Box** with as many cards as will fit. (The Deck Box will hold ~70 Art Cards, which is more than enough to play the game without running out of cards.) Place the Deck Box on the deck space. Draw and place an Art Card face-up onto each card space.
- F** Place each **Background Card** in a sleeve. Each player takes 3 sleeved Background Cards.
- G** Each player takes 6 **Inspiration Tokens** (4 if playing without *Reflections*).



Rule Changes

Follow the base game rules with the following exceptions. After you Complete a Painting and take Ribbons, check to see if your painting qualifies to be placed in a Frame:

- **You may place your painting in an empty Frame** if your painting has at least 1 of the Frame's indicated Element and/or a Creativity Icon (★). Place the Frame in front of you facing outward so that other players can see it.
- **Or, you may replace a painting in a Frame** if your painting has a greater combined total (the Frame's indicated Element + Creativity Icons) than the painting currently in the Frame. Remove the painting from the Frame and return it to its owner. Take the Frame and place your painting inside.
 - **If tied** (both paintings have the same combined total), replace the painting if your painting has a greater number of the indicated Element (ignoring the Creativity icons).

• MOST  + ★ •

To place in this empty frame, you need at least 1  or ★.

Scoring:

- Take a Platinum Ribbon () whenever you place a painting in a Frame. A Platinum Ribbon is worth 4 points.
- At game end, score 2 points per Frame with your painting.

Clarifications:

- When checking if your painting can be placed in a Frame, **always count Creativity Icons regardless of which Element they represented in the Complete a Painting step.**
- If your painting qualifies for multiple Frames, choose 1 of the Frames.
- You may replace your own painting in a Frame and still gain a Platinum Ribbon.
- Always keep your Platinum Ribbons, even if another player takes a Frame from you.



Evy completes a painting that has 2  plus 1 ★ (=3 total). She chooses to place it in the empty Texture Frame. Evy gains a Platinum Ribbon.



Later, Nathan completes a painting that has 1  plus 3 ★ (=4 total) which is greater than Evy's painting with 2  plus 1 ★ (=3 total), so he takes the Frame. Nathan gains a Platinum Ribbon.

Solo Puzzle / Painting with Vincent Changes

Follow the base solo rules with the following exceptions. To take a Frame, your painting must have a total of at least 3 of the shown Element plus Creativity Icons. A Frame is worth 2 points at the end of the game. But, only gain a Platinum Ribbon if your painting has at least 4 of the indicated Element plus Creativity Icons. If playing with one of the difficulty levels or scenarios from a previous rulebook, add 10 to the target score.

Scenarios

Choose one of the following setups that features interesting card interactions. If any player's score meets or exceeds the goal (🎯), the Scenario is completed! Color in the paint blob (👉) beside the Scenario.

Simplified

28

Family Game 3

Ideal for families and new gamers, this very simple setup covers all the basics.

Abstraction F

Proportion

none

none

Standard

42

1st Time Playing 3

This set of cards introduces some new content and is suitable for new players.

Composition

Motif F

Proximity

Saturation F

Complex

45

Minimalism

Sometimes just a few Elements can have a big effect.

Abstraction F

Balance R

Emphasis

Motif F

35

What're the Odds?

Try to string together this "odd" combination of Scoring Cards.

Emphasis

Focus R

Irregularity F

none

43

What's New

Try all the new types of puzzles in Canvas: Finishing Touches.

Abstraction F

Continuation F

Harmony F

Motif F

47

No Elements 2

These cards do not require specific Elements, making all Art Cards more balanced in value.

Abstraction F

Continuation F

Harmony F

Irregularity F

38

3's the Magic Number

Think in 3's to score these 3 objectives.

Harmony F

Movement

Style

none

45

Designers Recommend

Use any 2 cards with single Elements, 1 card that combines the remaining 2 Elements, and 1 card without specific Elements, like this example:

Irregularity F

Proximity F

Repetition F

Saturation F

50

Spatial 3

This advanced setup pushes the spatial puzzle of Element placement even further.

Adjacency R

Impasto F

Shading F

Space

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Graphic Design by Jeffrey Chin

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