ARTLINK!™

FARNESINA

3 – 5 players, aged 8 and up

*The artworks of the **Farnesina Collection** are available for a series of themed exhibitions. You are in charge! Can you work together to choose paintings and sculptures for the perfect exhibition without knowing what the others are working on?*

Contents

◆ 110 cards
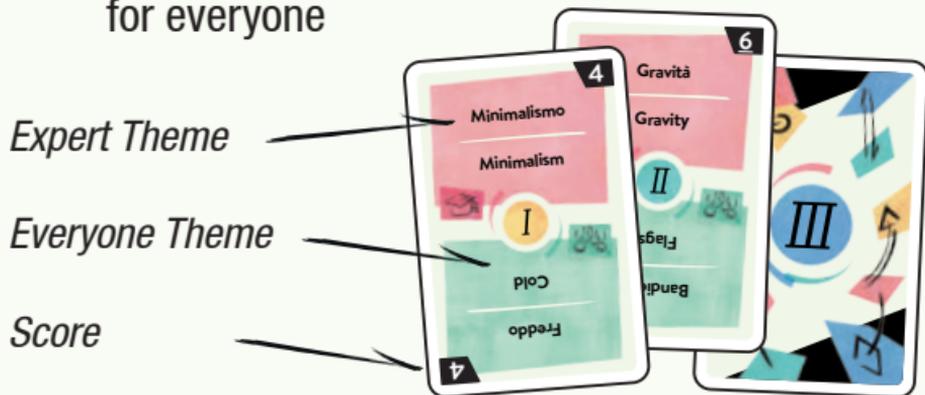
- 6 **Exhibit** cards, numbered from 1 to 6

- 6 **Theme Number** cards, numbered from 1 to 6

- 6 **Guess** cards, numbered from 1 to 6

- 42 **Theme** cards, divided into three levels: I, II, III, with a red side for experts and a green side for everyone

Expert Theme

Everyone Theme

Score

- 49 **Artwork** cards, from the Farnesina Collection

- 1 **Turn Marker** card, with a scoring table on the back

◆ These rules

Setup

- Place **Exhibit cards** 1 – 6 in the middle of the table (1 – 5 if playing with 3 players—remove card #6 from the game) in ascending order from left to right, with the green side up.

- Separate the **Theme cards** into three decks: level I, level II, and level III. Shuffle each deck and place them face down on the table.

- Take 6 Theme cards (only 5 with 3 players) from the level I deck and randomly place 1 **below each Exhibit card**. That way, each Theme is assigned to a random number. For an easier game, tuck the Theme cards underneath the Exhibit cards so that the **green sides** are visible; if you feel like an expert, use the **red sides**.

- Shuffle the **Artwork cards** and **Theme Number** cards separately. Each player receives 5 Artwork cards and 1 Theme Number card. Keep these cards secret.

- Set the **Guess cards** aside for the moment.

- The youngest player receives the **Turn Marker** card.

Example: Set up with expert themes.

Goal of the Game

This is a **cooperative** game: you are all on the same team trying for the highest score. The game is played over **3 rounds**. Each round, every player gets a Theme Number that matches one of the Exhibit cards. You then try to add Artwork to your "exhibition room" (in front of you on the table) that matches the Theme under that Exhibit card. Once every player has 4 Artwork cards in front of them, you take turns guessing which Theme was assigned to another player by playing Guess cards in front of them. If you guess right, you score points. If not, an Exhibit card is flipped over. If all of them are flipped, the game ends early and you will lose out on a lot of points!

The Game

Each round is divided into 3 phases:

1. **Set Up Rooms**: During the first phase, all players play at the same time. Pay attention to what the other players play and help them fill their rooms with Artwork that suits the theme you think they have been assigned.
2. **Guess Themes**: During the second phase, players play in turns. During your turn, try to correctly

guess the theme of another player's room.

3. **Evaluation**: During the third phase, all Theme and Guess cards are revealed and points are awarded for each theme guessed correctly.

1. Set Up Rooms

- **Place**: At the same time, all players select an Artwork card from their hand and place it **face down** in front of them in their "exhibition room". When all players are done, those cards are revealed. During this phase, you should play Artwork that matches, to your judgment, your assigned theme (your theme is the one under the Exhibit that matches your Theme Number card).

- **Pass**: Also playing at the same time, each player then passes 4 Artwork cards face down: **2 to the player on their left** and **2 to the player on their right**. The goal is to pass cards which you think they will use. Players add the passed cards to their hands.

- **Draw**: Finally, each player draws **1 card** from the Artwork deck and adds it to their hand, bringing the total back to 6 (5 Artwork, 1 Theme Number card).

Repeat these actions until all players have played **4 Artwork cards** in their exhibition rooms.

2. Guess Themes

The player with the **Turn Marker card** now takes the 6 Guess cards (5 with 3 players) looks at them, and **plays one**, **face down**, **in front of another player**. They are trying to match that player's assigned theme. Then they pass all the remaining Guess cards, face down, to that player, along with the Turn Marker card. The player who receives the cards will do the same, assigning a Guess card to a player who still **doesn't have one** then passing the cards, and so on.

Continue until all players have 1 Guess card in front of them: the last player to receive one discards the leftovers and keeps the Turn Marker card.

Play continues with the next phase.

Attention: During this phase, Theme Number and Guess cards must NOT be revealed yet!

Example: Leonard, the youngest player, takes the 6 Guess cards and, observing the cards played by the other players, decides to guess Matthew's theme. He puts Guess card #3 face down in front of Matthew, then passes to Matthew all the remaining Guess cards (face down) and the Turn Marker card. Matthew now tries to guess another player's theme in the same way.


Matthew

3. Evaluation

Reveal the **Theme Number** and **Guess cards** in front of each player and compare them. If the **cards match**, excellent! The team scores the **points for the theme** and sets the Theme card aside. If the **cards do not match**, flip 1 Exhibit card **to the red side**, starting with the one on the left (#1) and discard the Theme card.

Attention: **For each mistake you must flip one Exhibit card**, if any are still available.

Example: *Matthew's exhibition room was assigned Theme #3, "Distant worlds." Leonard assigned Guess card #3 to him. The theme was correctly guessed! The team gains 3 points!*

Matthew
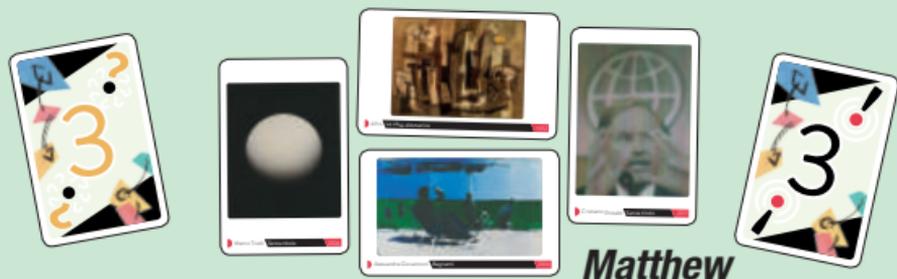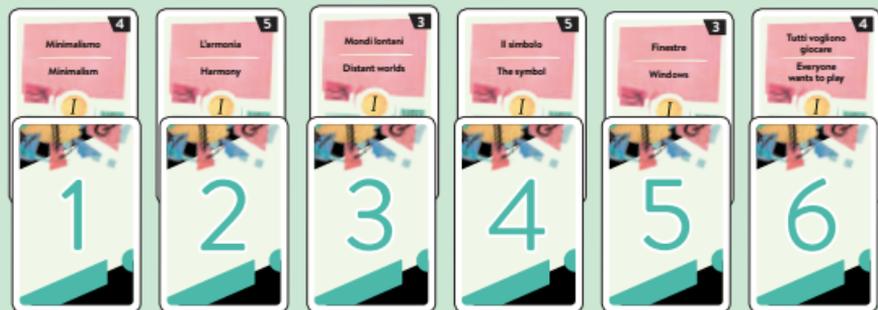
Lara's exhibition room was assigned theme #4, but Helen assigned her Guess card #5. Lara's room theme was not guessed correctly. Since this is the first mistake, the first Exhibit card is flipped over and the team does not score the points.

End of the Round

- **New Level**: If there is **at least** one Exhibit card still showing the green side at the end of the Evaluation Phase, the game continues. Discard all the current level Themes, shuffle all the Artwork cards back into the deck, and start a new round. Repeat the set up steps using the **level II** cards in the second round and **level III** cards during the third.

- **End of the Game**: If at any time the **last Exhibit card is turned to the red side** or when the **third round ends**, the game ends. Add up all the points from the correctly guessed themes: the total is the team score. Depending on the number of players, compare your score with the following table:

Title	3 players	4 players	5 players
Beginner	0-14	0-24	0-29
Apprentice	15-24	25-34	30-44
Expert	25-34	35-46	45-59
Gallerist	35-44	47-59	60-74
Art Critic	45 or more	60 or more	75 or more

ARTLINK!™
FARNESINA

Game Idea: Luca Rosa

Development: Domenico Di Giorgio

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Design: Andrea Guerrieri (cover and cards), Roberta Barletta

English Rules: Roberto Corbelli, William Niebling

Project Management: Domenico Di Giorgio

Project carried out in collaboration with the Ministry of Foreign Affairs and International Cooperation

Ministry of Foreign Affairs and International Cooperation

Sponsored and manufactured by Cartamundi
A heart for cards

For comments, questions and suggestions:
www.dvgiochi.com - info@dvgiochi.com

Collezione Farnesina

The *Farnesina Collection* is the contemporary art collection of the Ministry of Foreign Affairs and International Cooperation. Thanks to loans from museums, archives, foundations, and private collectors, it hosts about 500 artworks by over 250 Italian artists, featuring the most important names from the 20th Century to generations active in the 21st Century.

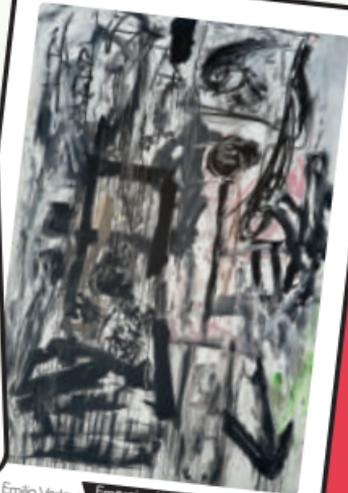*Artlink! Farnesina* seeks to introduce this collection to a younger audience (but not only them!) and enrich their experience in a unique and playful way. It is our hope that they will discover the protagonists of the Italian art scene while developing their imagination and creativity.

Arnaldo Pomodoro Sfera Grande 1966-1967

Emilio Vedova Emerging '82 - 10
... à l'Ouest rien de nouveau 1982

Lucca Games

ARTLINK! FARNESINA is the winner of the **Gioco Inedito Award** 2021, organized by **Lucca Crea** (the company responsible for Lucca Comics & Games) and **daVinci Editrice** (leader in the production of family board games under the name of **dV Giochi**), and realized in partnership with **the Ministry of Foreign Affairs and International Cooperation**. Gioco Inedito is the contest for non-professional game designers. In addition to the award, the designer wins the publication of this game, edited by Lucca Crea and daVinci Editrice.

Over the years, Lucca Comics & Games has become a true city festival set in the historic center of Lucca, a beautiful Tuscan city, and is one of the most prestigious international shows for the entertainment industry—for the number of people who attend, the variety of exhibitors, the scope of the events, and the fame of its guests.

You can find all the information about the competition on the website: **www.giocoinedito.com**

The Jury of the Gioco Inedito Award: Christian Greco (honorary chairman), Luigi Ferrini (chairman), Daniele Boschi (coordinator), Silvia Ceccarelli, Domenico Di Giorgio, Andrea Guerrieri, Andrea Parrella, Barbara Rol, Silvano Sorrentino. The jury can't do its job without its precious playtesters, who are kept busy with lots of activities to test and commenting on every game submitted: Gaia Barbaglio, Roberta Barletta, Luca Celli, Stefano Cultrera, Matteo, Andrea and Leonardo Di Giorgio, Giordano Di Pietro, Gabriele Falcioni, Serena Ferretti, Mirko Falchetti, Millo Franzoni, Paola Lamberti, Lorenzo Latella, Stefano Parducci, Andrea Romani, Andrés J. Voicu.

Gioco Inedito Roll of Honor

Lucca C&G – dV Giochi cooperation

Year	Title	Author	Honorary Chairman of the Jury
2004	Lucca Città	A. Zucchini	-
2005	F.A.T.A.	M. Mealli, G. Rabbini	-
2006	Borneo	P. Mori	-
2007	Amerigo	Din Li	Joe Nikisch
2008	Turandot	S. Castelli	Joe Nikisch
2009	Kaboom!	A. Guerrieri, A. Mambrini, R. Pancrazi	Bruno Faidutti
2010	The Gang	A. Lotronto	Leo Colovini
2011	Kalesia	Kong Chan	Roberto Di Meglio
2012	Shooting Star	V. Zini, I. Amoretti	Emiliano Sciarra
2013	Playa Pirata	L. Bellini	Eric M. Lang
2014	Green	L. Chipponi	Ignacy Trzewiczek
2015	Zoo Police	L. Tarabini Castellani	Andrea Angiolino
2016	Mucho Macho	Evin Ho	Antoine Bauza
2017	7 For the Queen	L. Tarabini Castellani	Roberto Fraga
2018	Penguinramids	G. Albini	Ryan Laukat
2019	Atelier Da Vinci	R. Battiato, M. Borzì	Marco Donadoni
2020	Chocochallenge	F. Latini	Paolo Mori
2021	Artlink! Farnesina	L. Rosa	Christian Greco