

Canvas Reflections



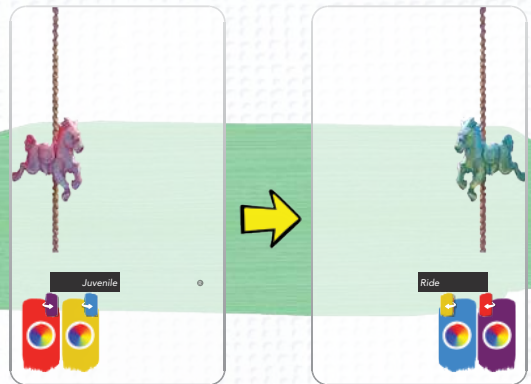
! This expansion requires the Canvas base game. This rulebook only contains the new rules for the expansion. Read the base game rulebook first.

Overview

Paint from a new perspective! In *Canvas: Reflections*, the artistic puzzle has a new layer – **Mirror Cards**. These reversible cards add deeper strategy and also give you increased flexibility to string together combinations of Elements. Additionally, the new board provides players with a wider selection of Art Cards. This offers more choices (even when you're running low on Inspiration Tokens), and allows you to plan further ahead.

New Icons

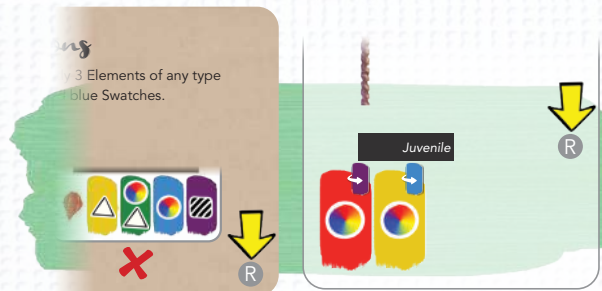
Mirror Icons (↔) indicate that the card may be flipped. On the other side of the card, the same icons will appear on the reverse Swatches. You may freely flip cards on the board or in your hand at any time.



Gold Bonus Icons let you take a Gold Ribbon (🏆) for each matching Element **adjacent** to it. Each Gold Ribbon is worth 3 points. Gold Bonus Icons are not Elements.



All cards in *Canvas: Reflections* are marked with a small **"R" Symbol** (®) so that you can easily separate the expansion from the base game.

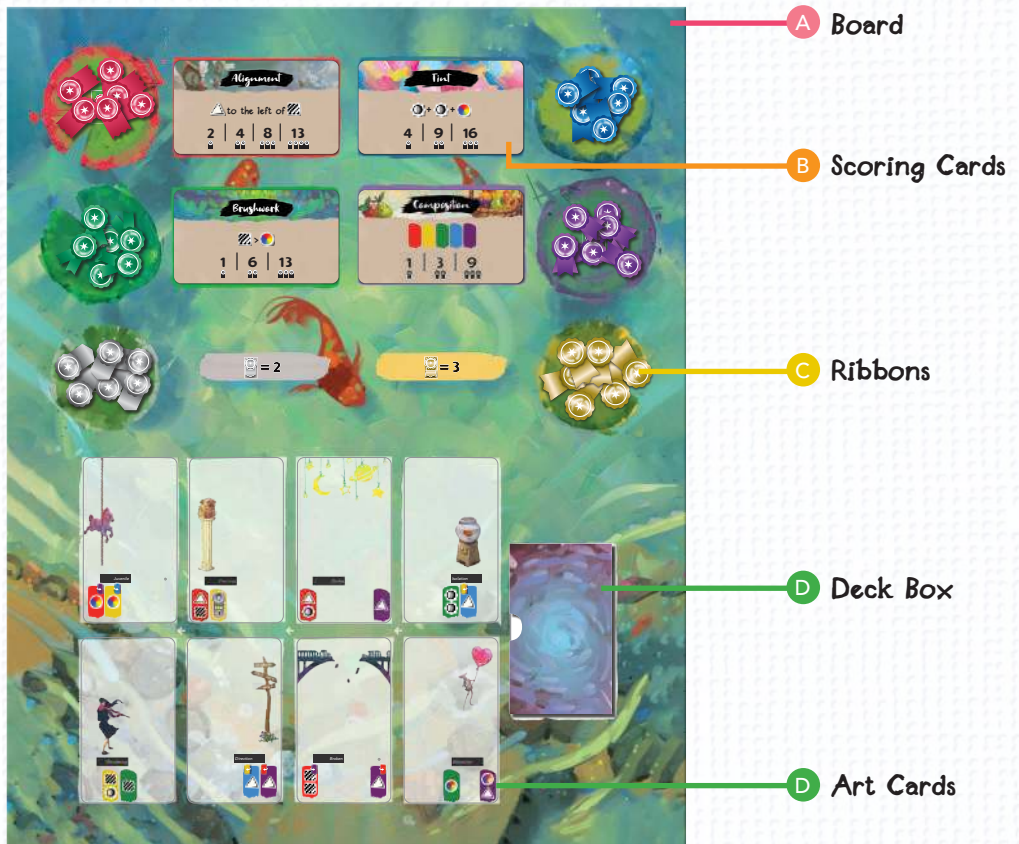


Setup

- A** Place the **Board** in the center of the play area.
- B** Place any combination of 4 **Scoring Cards** from the base game and expansion on the Board's colored spaces, or use a Scenario setup found on the last page of the rulebook.
- C** Place the **Ribbons** in piles on the matching Ribbon icons on the Board.
- D** 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 about

70 Art Cards, which is more than enough to play the game without running out of cards.) Return any remaining Art Cards to the box. Place the Deck Box on the deck space. Draw and place 8 Art Cards face-up on the spaces to the left of the Deck Box.

- E** Place each **Background Card** in a sleeve. Each player takes 3 sleeved Background Cards. Return the remaining Background Cards and sleeves to the box.
- F** Each player takes 6 **Inspiration Tokens**. Return any remaining Inspiration Tokens to the box.



Setup for each player:



Rule Changes

Follow the base game rules with the following exceptions. When taking an Art Card, you may take either card in the column farthest from the deck for free, or you may take a card from another column by placing an Inspiration Token (🎨) on **all the cards in the columns to its left**. Next, slide each remaining card in the row (and any tokens on it) away from the deck to fill in the empty space. Draw a new Art Card from the deck and place it in the now empty space next to the deck.



On Abby's turn, she wants to take the card outlined in yellow. She places Inspiration Tokens on the 4 cards to its left and then takes the card.

Next, Abby refreshes the available Art Cards by sliding them to the left to fill in the empty space. She draws a new card and places it in the space next to the deck.

Painting with Vincent Changes

Follow the base Painting with Vincent rules with the following exceptions. You can use this variant as a solo mode or in a 2-player game to increase the turnover of the available cards. Players and Vincent each begin with 6 Inspiration Tokens. Vincent goes last in turn order. On Vincent's turn, if the result of the toss is an even number of face-up tokens, he takes from the top row. If there is an odd number of face-up tokens, he takes from the bottom row and saves 1 of the face-up tokens. At most, Vincent can spend 6 tokens.

Result of toss



On Vincent's turn, his Inspiration Tokens are tossed and 5 land face-up. A face-up token is placed on each of the 4 Art Cards in the first 2 columns. Vincent takes and discards the third card in the bottom row because he has 1 unspent face-up token. (Refer to the same example image above.)

Solo Puzzle Changes

Follow the base Solo Puzzle rules with the following exceptions. You start with 6 Inspiration Tokens. Create a separate supply pile of 6 Inspiration Tokens next to the leftmost Art Cards. Any skipped Art Cards (from both rows) are discarded from the game. After taking an Art Card, slide both rows of remaining Art Cards all the way to the left. Beginning with the top row, draw cards to refill all empty spaces. Whenever you take either of the leftmost Art Cards, gain 1 Inspiration Token from the supply.

Masterpiece Variant



The Best in Show Ribbon is awarded to the player with the most points. Then, each player displays one of their paintings and explains its meaning. As a group, discuss the artwork presented and award the Masterpiece Ribbon to the player with the best painting. The painter of the Masterpiece and the winner of Best in Show share victory.

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

20

Family Game 2

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

Composition

Unity

none

none

Standard

32

First Time Playing

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

Alignment

Brushwork

Composition

Tint

Complex

35

Spatial 2

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

Adjacency

Alignment

Proximity

Space

27

Pairs

Sets of 2 are the key to winning!

Adjacency

Repetition

Rhythm

none

33

What's New

Try all the new types of puzzles in Canvas: Reflections.

Adjacency

Alignment

Balance

Focus

37

Precision

Make sure you get the exact right number of Elements.

Balance

Consistency

Emphasis

Focus

30

Recipes

Try to string together all the Element combos!

Repetition

Tint

Variety

none

35

Balanced 2

This balanced setup mixes old and new, Elements and non-Elements, spatial and non-spatial.

Balance

Brushwork

Proportion

Symmetry

40

Relativity

The quantity of each Element needed depends on which other Scoring Cards you are completing.

Balance

Brushwork

Consistency

Hierarchy

Game Design by Jeffrey Chin & Andrew Nerger

Illustration by Luan Huynh

Graphic Design by Jeffrey Chin

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