

ART SOCIETY

SOLO MODE

MITCH WALLACE

OVERVIEW

The Solo mode plays much like a standard two-player game, with a few key differences.

SETUP

1. Place the museum board in the centre of the table. Place the 4 prestige markers next to it.
2. Sort all paintings by their size. Shuffle each stack separately, then remove 1 painting from each of the 6s, 7s, 8s, and 9s stacks (10 total). Do not look at them; they will not be used in this game.
3. Place all decor tiles in a pile next to your play area.
4. Leave aside the 4 starting bid cards — they are not used in Solo mode.
5. Prepare your player board and marker as usual, but do not take a starting painting yet. The Bot does not use a player board. Instead, reserve an area of the table for the Bot's collected paintings (orientation does not matter). The Bot cannot commit a faux pas.
6. Shuffle the starting paintings. Draw 1 at a time and, for each, advance the corresponding prestige marker to the leftmost open space on the score track.
7. Select a score marker for the Bot and place it on "94" of the score track.
8. Choose your Bot opponent. Each Bot has its own deck of bid cards, starting painting setup, and scoring modifiers:

ARTHUR BOTFORD

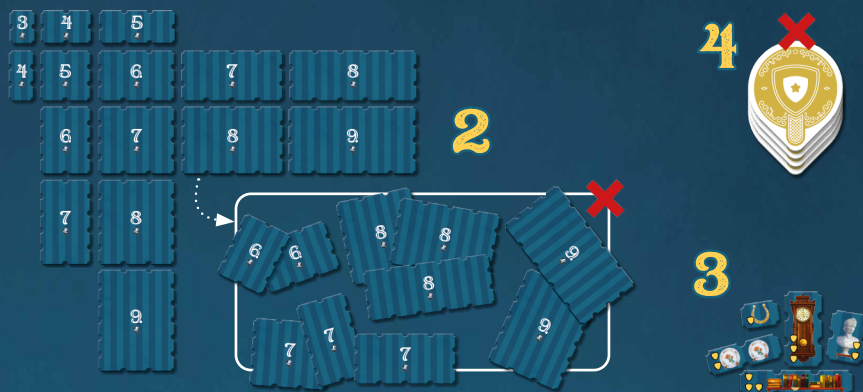
- **Bidding Deck:** Gather all cards with the numbers 3, 4, 5, and 6, plus two cards each of 7, 8, and 9.
- **Starting Paintings:** Give Arthur the starting painting of the same type as the prestige marker on the 1st score track space. You take the starting painting on the 4th track space. Place your starting painting as in the standard game.
- **Scoring Modifiers:** Arthur gains +3 Eyeline bonus points at the end of the game and uses a $\times 1$ Decor multiplier.

DOROTHY TALBOT

- **Bidding Deck:** Gather two cards each of 3, 4, 5, 6, 7, 8, and 9.
- **Starting Paintings:** Give Dorothy the starting painting of the same type as the prestige marker on the 2nd score track space. You take the starting painting on the 3rd track space. Place your starting painting as in the standard game.
- **Scoring Modifiers:** Dorothy gains +6 Eyeline bonus points at the end of the game and uses a $\times 2$ Decor multiplier.

OTTON VON MATIC

- **Bidding Deck:** Gather all cards with the numbers 7, 8, and 9, plus two cards each of 3, 4, 5, and 6.
 - **Starting Paintings:** Give Otton the starting painting of the same type as the prestige marker on the 4th score track space. You take the starting painting on the 1st track space. Place your starting painting as in the standard game.
 - **Scoring Modifiers:** Otton gains +9 Eyeline bonus points at the end of the game and uses a $\times 3$ Decor multiplier.
9. Once you have chosen your Bot opponent, shuffle the chosen deck and place it face down in the Bot's area.



8 Arthur Botford's Bidding Deck



GAMEPLAY

A. PREPARING THE AUCTION

- The player and the Bot opponent alternate, taking turns. The player always plays first.
- On your turn: choose 2 paintings to auction. They must have different prestige values on their backs.
- On the Bot's turn: draw the top 2 bid cards. These indicate the prestige values of the paintings to auction. It is fine if both are the same value. Discard the bid cards face-up and form the discard pile.
- If multiple painting shapes exist for a prestige value, you may choose which to use. If no painting of the required prestige value remains, discard the bid card(s) and draw again.
- If the Bot's deck runs out, reshuffle the discard pile to form a new deck.

B. PLACING BIDS AND ACQUIRING PAINTINGS

- You always choose first. Select 1 of the 2 auctioned paintings and place it on your board. All standard placement rules apply.
- There is no exchanging with the museum: if neither the chosen painting nor your assistant's painting can be placed, you must store 1 excess painting beside your board. Two excess paintings trigger game end (as in the standard game).
- The Bot automatically takes the other painting and adds it to its area. The Bot cannot commit a faux pas.

C. INCREASING PRESTIGE

Whenever the Bot acquires a painting:

- Advance the corresponding prestige marker by the painting's prestige value.
- Move the Bot's score marker down the score track by the same amount.

See Example 1.

ROUND END

After resolving the Bot's score marker:

- If it is above 0, begin a new round.
- If it has reached or passed 0, finish the current round and then proceed to final scoring.
- The game also ends if you complete your wall or if you have 2 excess paintings, just like in the standard game.

FINAL SCORING

A. YOUR SCORE

Score your wall as in the standard game. You lose 2 points for each uncovered corner on your wall and 2 points for each excess painting you may have. If you complete your wall, gain +5 points.

B. BOT'S SCORE

Score the Bot as follows:

- Wall Bonus: If your wall is incomplete, the Bot is considered to have completed theirs and scores +5 points.
- Eyeline Bonus: The Bot gains 3, 6, or 9 points, based on your chosen difficulty.
- Prestige Scoring: Score the Bot's collected paintings by prestige ranking of each type, just as in the standard game.
- Decor Scoring: Group the Bot's paintings by frame style. Identify the frame style with the most paintings and multiply that number by the Bot's Decor multiplier.

See Example 2.

C. DETERMINE WINNER

The player with the higher total score wins. In case of a tie, the player who has completed their wall is the winner.

EXAMPLE 1

On the Bot's turn:



If the Bot takes a Landscape painting with prestige value 7, advance the Landscape prestige marker by 7, then move the Bot's marker from 94 to 87.

EXAMPLE 2

Decor Scoring:



Dorothy's most common frame style is Gold, with 6 paintings. With a $\times 2$ Decor multiplier, this scores $6 \times 2 = 12$ points.

ADJUSTING DIFFICULTY

Once you've played a few games of Solo mode, feel free to experiment with the difficulty. Each Bot comes with default settings, but you can adjust them however you like:

- Your starting painting: Lowest-prestige = harder, highest-prestige = easier.
- Bot starting painting: A higher-prestige starting painting makes the Bot stronger.
- Eyeline bonus: Pick 3, 6, or 9 points for the Bot's end-game Eyeline bonus score.
- Decor multiplier: Choose $\times 1$, $\times 2$, or $\times 3$ for the Bot's Decor score.

These tweaks let you dial the challenge up or down until you find the level that's most fun for you.



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