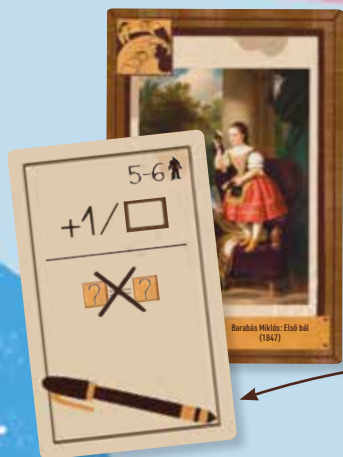




DESIGNED BY SZILVIA KISS
ILLUSTRATED BY DOROTTYA KRÁNICZ

PALETTA



Game components:

1 fabric game board

6 palettes

84 painting cards

40 objective cards

(see explanation at the end of the rulebook)

1 reference card

156 paint cubes in 9 different colors

*(24 each of blue, yellow, red, white, and
12 each of pink, light blue, green, orange, purple)*

1 starting player marker

1 draw bag

2 bowls

1 rulebook

1 informational booklet





Goal of the game

Do you know what a restorer does? When a painting in a museum fades or gets damaged, they repair it. Now you can try this craft yourself! For each painting in the game, you need to collect three specific colors in order to restore it. Your goal is to restore as many and as valuable paintings as possible, while also keeping an eye on the other players – see what they are collecting and how they are progressing, so they don't get ahead of you! If you also pay attention to what the museum needs for its new exhibition, you can earn bonus points.

Setup

1. Place the game board in the center of the table.
2. Give each player a palette.
3. Shuffle the painting cards and deal 2 to each player. This will be their private hand – during the game they may choose to restore these paintings, but they are not required to do so. Then reveal 5 painting cards face up onto the numbered spaces on the board. Place the remaining cards in a deck next to the board.
4. From the objective cards, select those that match the number of players indicated in the top right corner, as well as those without a player count. Shuffle them and place them face down in a deck on the blue dog icon. Then reveal 6 cards onto the shelf in the middle of the game board.

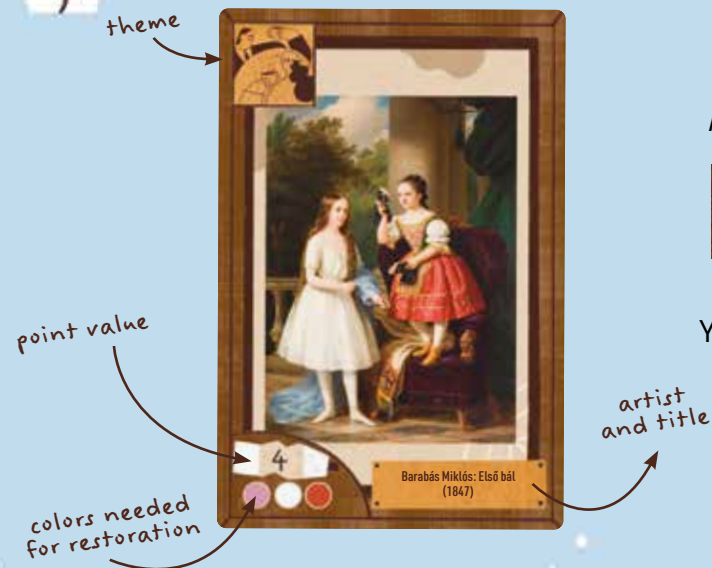
 **TIP:** If you find it difficult to pay attention to the objective cards as well, remove them for the first few games!

5. Place the primary color cubes (blue, yellow, red, white) into the draw bag, shake it, and draw them in groups of three onto the five paint spaces at the top of the game board. Place one bowl empty next to the board – this is where the used primary color cubes will go. The oldest player takes the bag and will refill the paint spaces on the board during the game.
6. Place the mixed colors into the other bowl next to the game board.
7. Choose the starting player – the one who painted something most recently. That player receives the small paintbrush.





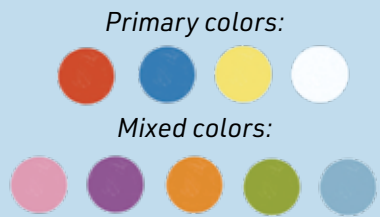
Info on the painting card



You can see 7 themes on them:



You can see 9 different colors on them:



Game Play

Starting with the first player and proceeding clockwise, each player may perform 1 action on their turn. They can choose from the following actions:

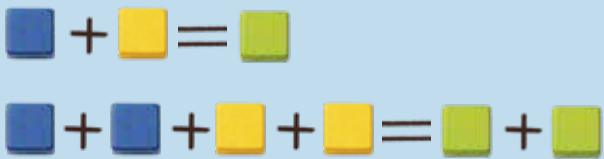
1. **Take a batch of paint from the game board.** When doing so, the player must take all three primary color paint cubes and, if possible, place them on their own palette. A palette can hold a total of 5 different colors (one color per small circle), and a maximum of 4 cubes per color. Cubes of the same color must be placed together in the same circle. If you cannot place all the new cubes on your palette, you may



choose to discard one or more cubes already on your palette after picking up the new ones (primary color cubes go back to the "used cubes" bowl, mixed color cubes go back to their own bowl). The taken batch of paint is then replaced with a new set of three cubes drawn from the bag. If the bag runs out, the used primary color cubes must be returned to the bag and can be drawn again.

2. **Mix color.** According to the color-mixing guide shown on the game board, the player may create mixed colors from the primary colors on their palette. In one action, only one type of mixed color can be produced, but you may create multiple sets of it by using several pairs of primary color cubes. The used primary color cubes must be placed in the used cubes bowl. The newly mixed color cubes must be placed on your palette. If there is not enough space for the new color, you may make room by discarding cubes.

Example for color mixing



3. **Restore a painting.** The player may restore one painting from those displayed on the game board or from their private hand (the face-down painting cards in front of them). To do so, you must submit





the color cubes shown on the painting. The restored painting is placed face up next to your palette. The taken painting card must be replaced by revealing a new one from the painting deck onto the board.

4. **Take a painting card.** The player may take one of the painting cards displayed on the board to restore it later (for example, if they do not yet have the required paint cubes but want to secure the card for themselves). Place the card face down in front of you so it does not get mixed up with completed paintings (you may look at it at any time). A player may have a maximum of 3 unrestored painting cards at a time. The taken card must be replaced by revealing a new one from the deck onto the board.
5. **Discard and draw painting cards from the deck.** The player may discard any number of their unrestored painting cards and then draw new ones from the deck. Discard the paintings you do not wish to restore. Then draw cards from the painting deck until you have a maximum of 3 unrestored paintings (less is allowed). Discarding is optional. But it's important: you may only take a painting from the board without paying paint cubes if you have fewer than 3 unrestored paintings.
6. **Take an objective card.** The player may take one of the objective cards revealed on the game board and place it in front of them. Objective cards provide bonus points at the end of the game. (A detailed explanation of can be found at the end of the rulebook.)



End of the game and scoring

The game continues until a player restores a certain number of paintings, depending on the number of players:

- 2 players: 7th restored painting
- 3-4 players: 6th restored painting
- 5-6 players: 5th restored painting

At this point, the round is still completed, meaning the player sitting to the right of the starting player takes the final turn. Then, calculate your points: add up the point values of your restored paintings (unrestored paintings do not count) and add any bonus points from your objective cards.

The player with the most points wins the game. In case of a tie, the tied players share the victory.

The next four pages provide an example of scoring and a detailed explanation of the objective cards.

HAVE FUN!





SZILVI has $5+5+7+2+5 = 24$ points from her restored painting cards.

- Points from her objective cards:
 - 2 painting cards contain the color red $\rightarrow 2 \times 1 = 2$ points
 - She collected 3 landscape paintings $\rightarrow 3 \times 2 = 6$ points
- According to her 3rd objective card, all colors should be present on her painting cards, but she is missing white. Therefore, she gets no points for this.
- Total: 32 points.



LEVI has $5+7+5+5+5 = 27$ points from his restored painting cards.

- Points from his objective cards:
 - He collected 2 abstract paintings $\rightarrow 2 \times 2 = 4$ points
 - 4 identical mixed colors $\rightarrow 3$ points
- Levi achieved this with both light blue and pink, but as this conditional objective card can only be counted once, so he gets 3 points.
- Total: 34 points.



SÁRA has $5+5+5+4+4+4 = 27$ points from her restored painting cards.

- Points from her objective cards:
 - She gets 1 point per painting because she has no light blue on her painting cards at all $\rightarrow 6 \times 1 = 6$ points
 - She gets 4 points because she has at least 4 paintings with different themes
- Total: 37 points.

SHE WON THE GAME!





Objective cards

Only restored paintings count toward the points that can be earned with objective cards. There are two types of objective cards in the game.

Simple objective cards

Simple objective cards grant extra points for a specified color or theme – you receive 1 or 2 points for each restored painting of that color/theme you have.



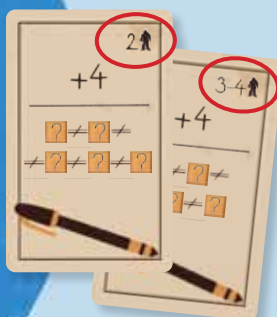
1 point for each restored painting that contains the specified color.



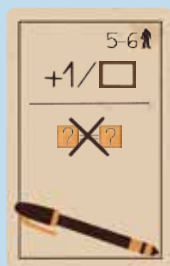
2 points for each restored painting that has the specified theme.

Conditional objective cards

Conditional objective cards grant bonus points **only**, if the given condition is fulfilled. Even if a player fulfills the condition multiple times, the points from the card can only be counted **once**.



4 points if – depending on the number of players – the player has 4 or 5 restored paintings with different themes.



1 point for each painting if ALL of the player's restored paintings have different themes.



3, 4, or 5 points – depending on the number of players – if all colors appear on the player's restored paintings.



3, 4, or 5 points – depending on the number of players – if the player has at least 3 restored paintings with the same theme.



3 points if – depending on the number of players – the player has at least 3, 4, or 5 restored paintings with the same mixed color.



1 point for each restored painting if NONE of the player's restored paintings contain the color shown on the objective card.



3 points if – depending on the number of players – the player has at least 3, 4, or 5 restored paintings with the same base color.



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