

# BELRATTI

IS THIS ART OR CAN IT GO?

For 3 - 7 players,  
ages 8 and up



**MULTI  
AWARD WINNING!**

Winner of the Hippodice Award  
2018

Nominee in the Best Party Game  
category of the Golden Geek  
Awards 2018

Longlisted for Spiel des Jahres 2019

Winner of the 'À la carte' card  
game award 2019

FOR DECADES, THE ART FORGER BELRATTI HAS USED HIS EXTRAORDINARY TALENT TO PAINT ARTWORKS IN THE STYLE OF OTHERS. HE IS ABLE TO FOOL THE ART WORLD AND ADOPT THE ARTISTIC SIGNATURE OF EVERY PAINTER. TODAY BELRATTI SEES ANOTHER OPPORTUNITY TO SMUGGLE HIS FAKES INTO THE MODERN ART MUSEUM, AS THE DIRECTOR, DR CAT WOULD LIKE TO ADD TWO MORE ROOMS. TO FILL THESE ROOMS, SHE IS SEARCHING FOR SUITABLE ARTWORK AND THE PAINTER, OWL RECKONS HE CAN PROVIDE THEM. BUT WATCH OUT! BELRATTI WILL TRY TO SNEAK HIS MASTERFUL FORGERIES IN, TOO. WHETHER HE MANAGES TO OUTWIT DR CAT AND OWL IS ENTIRELY UP TO YOU!

## GAME MATERIALS

200 Cards:



192 Paintings



7 Character cards  
(4 Museum director Dr Cat,  
3 Painter Owl)



1 Belratti card



5 Jokers



5 Paint brush tokens  
(only for game variant  
'Masterpieces', from page 9)

**KOSMOS**

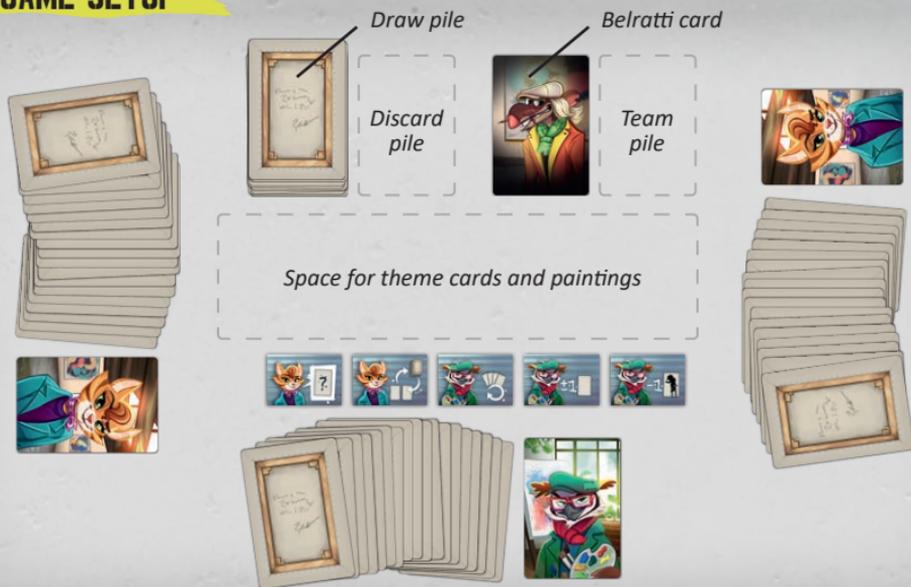
## WHAT'S THE GAME ABOUT?

Together you try to recognise the fake paintings made by the art forger Belratti so that they do not end up in the museum. You all play together as a team against Belratti!

Some of you take on the role of the painter, Owl. You attempt to persuade the museum director, Dr Cat, to include your paintings in her museum.

At the same time, the rest of the team plays the museum director, Dr Cat. You decide which images are included in the collection. Your goal is to identify Belratti's forgeries, so they don't end up in the museum.

## GAME SETUP



-  Lay out the five jokers face up.
-  Place the Belratti card at the edge of the playing area
-  Shuffle the paintings and deal a certain amount of them **face down** to each player as hand cards.

The number of hand cards depends on the number of players:

Number of players	3	4 - 5	6 - 7
Hand cards per player	18	9	6

Stack the remaining paintings as a face-down draw pile.

 Now distribute the character cards (Dr Cat and Owl):

Number of players	3	4	5	6	7
Museum director - Dr Cat	2	2	3	3	4
Painter - Owl	1	2	2	3	3



In a clockwise order, first distribute the Dr Cat and then the Owl cards to everyone. So several of you play together as Dr Cat or Owl.

**After each round, pass your character card to the person to your left. During the course of the game you will all play as Dr Cat and Owl several times.**

## COURSE OF PLAY

Each round consists of four phases.

### Phase 1 – Museum directors request paintings



The museum directors begin the game by laying out two paintings from the draw pile as theme cards in the middle of the table. The two theme cards each represent an independent topic for which the museum directors request paintings from the painters.

The museum directors now determine how many paintings the painters should place face down on both themes. Only a number **between 3 and 7 paintings** may be requested.

*Note: The theme cards must not be discussed, only the number of required paintings.*

## Phase 2 – Painters select artworks



The painters may only see their own hand cards when selecting their paintings. At the end of the selection, all painters have to play as many paintings as a group as the museum directors have asked for. To do this, the painters agree on who will paint how many artworks. The painters are not allowed to talk about the paintings themselves, but only about whether a painting fits well or not, with the two theme cards.

✓ *For example, you can say: “I have a picture that fits perfectly ... maybe even two, or three if you don’t have anything better.”*

✗ *For example, you can’t say: “I have a picture of an animal that fits perfectly!” or “If we go by the painting’s colour, I have lots that match the same colour.”*

**When making a selection, each painter must secretly decide for themselves which painting they assign to which theme.** It is helpful to create associations and similarities between your own paintings and a theme card. If a painter does not find suitable painting, they do not have to play any paintings as long as the required number is guaranteed by other painters.

**Once the painters have come to an agreement, they lay out the required number of paintings face down.** For the further course of the game it is important that the painters remember which paintings they have placed face down and which theme card they are matched with!



**Then, draw four random face-down pictures from the draw pile and shuffle them with the painters’ cards.** These are the four forgeries that Belratti wants to smuggle into the museum.

### Phase 3 - Museum directors choose paintings for the museum



Now the shuffled paintings (those chosen by the painters and the four forgeries) are revealed. In this phase, the museum directors try to correctly assign the paintings to the two theme cards. Together, the museum directors want to find out which paintings originate from the painters and to which theme card they were assigned. At the same time, they try to identify Belratti's fakes to prevent him from smuggling them into the museum. The museum directors are allowed to openly discuss their thoughts.

*Note: Hints from the painters are NOT allowed!*

Finally, the museum directors explicitly assign the paintings that they believe to originate from the painters to the theme cards and sort out four alleged forgeries.

*Tip: As Dr Cat, it is helpful to discuss the possible associations that the painters may have.*



### Phase 4 - Painters evaluate

The painters now check the paintings that have been chosen by the museum directors. In turn, each painter shows which paintings they chose:

- ✓ The entire team gets one point for each painting assigned to the appropriate theme card. These paintings are placed on the team pile at the edge of the playing field.
- Unfortunately, there is no point for a painting assigned to the wrong theme card. These paintings are placed on the discard pile.
- ✗ Belratti receives one point for each forgery assigned to a theme card. The forgeries are placed on the Belratti card.

## Example round: Paula, Charlie and Thomas are playing a 3-player game

1. They draw the duck and pot plant as theme cards.



Paula and Charlie are both playing as the museum director, Dr Cat. They ask the painter, Owl to provide 3 paintings.

**3 PAINTINGS PLEASE!**



2. Thomas has chosen 3 paintings from his hand cards and played them face down: The magic lamp and the yellow cup match the duck. The clover goes with the potted plant.



Next 4 Belratti paintings are drawn from the pile and shuffled in.

Now all 7 cards are revealed.



3. The museum directors examine the 7 revealed cards and choose the fish, the clover and the yellow cup. They place the fish and the yellow cup next to the duck and the clover next to the potted plant.
4. Now Thomas evaluates the paintings: The fish is unfortunately wrong. This will be placed on the Belratti card. The yellow cup and the clover are correct. Both cards will be placed on the team pile.

## PREPARING THE NEXT ROUND

The two theme cards are placed on the discard pile. The cards in the discard pile are out of the game.

The painters top up their hand cards with paintings from the draw pile (according to the number of players).

Pass your character card to the player on your left.

The next round begins with phase 1.

*Draw pile empty? Shuffle the discard pile and place it ready as a new draw pile.*

## END OF THE GAME

If there are **6 or more paintings on the Belratti card** at the end of a round, the game is over. Now it is time for the end scoring. To determine your score, you count the paintings in the team pile, each painting counts as 1 point.

**If you have reached 15 points or more, you win the game and Belratti is defeated!**

But how successful was the collaboration between Dr Cat and Owl? The museum visitors will tell you:

PAINTINGS IN THE TEAM PILE	
OVER 30	"A PAINTING FOR THE GODS!"
25 - 29	"HITS EVERY ARTISTIC RULE."
20 - 24	"GREAT ART COMES WITH PRACTICE."
15 - 19	"THAT COULD BE CALLED A PAINTING."
10 - 14	"IS THIS ART OR CAN IT GO?"
0 - 9	"POINTLESS ART"

## THE JOKERS

In each game round, the museum directors and painters can use jokers and carry out the corresponding action. Then the joker used is turned over to show the numbered back. It cannot be played again for the time being. Any number of jokers can be played per round. They have different functions. Since the jokers can be played by either museum directors or painters, they are used in different phases:

## Jokers for Dr Cat



### *Swap theme cards*

In phase 1 – the face-up theme cards are replaced by two new images from the draw pile. You may also exchange only a single theme card. The old theme cards are placed on the discard pile.



### *Query image*

In phase 3 – the museum directors can select a picture on display and ask the painters whether it is one of their choosing. The painters take turns answering this question with yes or no.

## Jokers for Owl



### *Belratti smuggles in one less forgery*

In phase 2 – you add one less forgery (i.e. 3 instead of 4 in the standard game).



### *Change required number of paintings*

At the beginning of phase 2 – the painters can increase or reduce the required number of paintings by 1. The painters have to play the new number of paintings.



### *Swap hand cards*

In phase 2 – all painters may discard any number of cards from their hand and draw new paintings from the draw pile accordingly.

## **“The perfect round” – Retrieving jokers!**

Jokers that have already been used can be retrieved at the end of a round if the team has managed to play a perfect round. In a perfect round, each painter’s painting was assigned to the correct theme card, giving the team full points.

Each joker shows a different number (from 3 to 7) on the back. This number indicates how many required paintings you need to complete a perfect round and retrieve this joker. Successful? Then the joker is turned over again. It can be used again in subsequent rounds. Jokers can be retrieved any number of times.

## GAME VARIANT: "MASTERPIECES"

In this faster variant, you play a maximum of 5 rounds.

You win together if your team have won 3 rounds - or you lose if Belratti was able to smuggle at least one forgery into each of 3 rounds.

In this variant, Belratti's forgeries come from your hand cards.

It is harder to get jokers to help you during the the game.

The **GAME SETUP** changes as follows:

-  Lay out the 5 paint brush tokens numbered 3 to 7 at the edge of the field.
-  Place the 5 jokers face down (with their number backs facing up).

The **GAME PLAY** in the individual phases changes as follows:

### Phase 1 + 2 – Painters place a paint brush token and select paintings



The painters decide on a number of **3 to 7 paintings** that they want to place face down on both themes. Then they take the paint brush token with the chosen number of paintings and place it face up in the middle of the table. Each paint brush token can only be used once! This means at each round you will need to place a different number of paintings face down.

As usual, the painters are not allowed to discuss the two theme cards, only the number of paintings they want to place. After the painters have agreed who will place how many paintings (adding up to the number on the paint brush token chosen), these are laid out face down.



**The museum directors now draw four face-down paintings from the remaining hand cards of the painters.** Namely, one from each painter in turn, until four cards have been drawn (Example: In a four-player game, the two museum directors draw two hand cards from each of the two painters.)

These are the four forgeries that Belratti wants to smuggle into the museum! Shuffle the four forgeries you drew with the paintings previously laid out face down.

*Tip: The painters should take care to memorise which cards they chose and which were added as forgeries. If you can't or don't want to remember, then secretly write down the small picture numbers of your chosen cards on a piece of paper.*



### Phase 3 - Museum directors choose paintings for the museum



This phase proceeds exactly as in the base game: All paintings are revealed and the museum directors make their choices.

### Phase 4 - Painters evaluation



The painters now check the paintings chosen by the museum directors. Each painter, in turn, shows which paintings they placed.

✓ Did the museum directors choose **all** of the painters' paintings correctly? Then your team has won the round! Place the paint brush token on your shared team pile.

**Note: In the game variant "Masterpieces" there is only correct or forgery! It does not matter if the hand cards are assigned to the correct theme cards!**

- ✗ Did the museum directors choose one or more forgeries? Then you have unfortunately lost this round! Place the paint brush token on the Belratti card.

### **Lost the round? – Activate a joker!**

If you lose the round, you activate exactly one joker.

Turn the joker face up, which shows the same number as the paint brush token previously played in this round. You can now use the active joker once, after which it is removed from the game.

### **PREPARE THE NEXT ROUND**

Just as in the base game.

### **END OF THE GAME**

The game ends as soon as there are three paint brush tokens on your team pile **or** on the Belratti card:

- ✓ Three paint brush tokens on your team pile? A true masterpiece! You have won together, Belratti is defeated.
- ✗ Three paint brush tokens on the Belratti card? The master forger has fooled you again. Unfortunately you lost. Perhaps you should try again ...



### Too difficult? Too easy?

 You can easily adjust the difficulty of your game – whether base game or variant – by shuffling in more or less forgeries. Try a game with only 3 (easier!) or even 5 forgeries (really hard!) in each round.

 Is the “Masterpieces” variant too difficult for you? Then make your game easier by turning 1 to 5 jokers face up at the beginning of the game.

*Note: You can only use these jokers once.*

*They will not be activated again if you lose a corresponding round.*

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Pfizerstr. 5–7, 70184 Stuttgart, Germany,  
kosmos.de

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683320-AN-1412023-GB