Everyone’s a Critic

You can’t please everybody.
Luckily, you don’t have to.
You just have to please the Critic.

2 PLAYERS, SEE BACK / 3+ PLAYERS, SEE INSIDE
HARMONY  TRAGEDY  PEACE
HUMOR  AWE  UNIQUENESS
LUST  INFINITY  BIRTH
REVOLUTION  TURMOIL  TRUST
FEAR  DARKNESS  LIGHT
ZEST  LONELINESS
CONTRADICTION  DEATH
RADICALISM  FREEDOM
INSANITY  ILLUSION
TACKINESS  LOVE
**2 PLAYERS**

*Play time per round: 5–7 minutes*

**THE CHALLENGE**

Through careful description and clever wordplay, the Artist must get the Critic to guess the secret Theme without using the Theme word itself.

**THE SETUP**

This game is designed for two players—one playing the Critic and the other playing the Artist. The game can be played in any gallery.

**HOW TO PLAY**

The Artist secretly chooses a Theme (see inside), then hands the booklet to the Critic.

The Critic points to any artwork in the gallery.

The Artist describes how the work of art reflects the secret Theme without using the secret Theme word as part of the description. **HINT:** Don’t see the Theme in the work, Artist? You’ll need to get creative!

The Critic has one chance per artwork to guess the correct Theme. If the Critic is right, the Artist earns 1 point. If the Critic is wrong, the Critic chooses another work for the Artist to describe.

If the Critic has not guessed the correct Theme after three artworks, the Artist gets no points and the players switch roles.

**HOW DID YOU DO?**

- **2 PTS** = Starving Artist
- **4 PTS** = Artist in Residence
- **8 PTS** = Art Superstar
THE CHALLENGE
The art world can be brutal. In this game, Artists must outwit and outplay their rivals by persuading the Critic that their artwork best exemplifies the Theme.

THE SETUP
For each round, one player is the Critic and everyone else is an Artist. The game can be played in any gallery.

HOW TO PLAY

The Critic chooses a Theme, then demands that each Artist find and present an artwork that reflects the Theme.

The Artists explore the gallery, each in search of one exemplary artwork. After a few minutes, the Critic gathers the Artists.

Taking turns, each Artist tries to persuade the Critic that his or her artwork is the best reflection of the Theme. HINT: It’s all in the details!

The Critic quiets the bickering Artists and picks a winning artwork. The triumphant Artist earns 1 point. Another player becomes the Critic for the next round. At the end of game play, the player with the most points wins!

HOW DID YOU DO?
2 PTS Starving Artist
4 PTS Artist in Residence
8 PTS Art Superstar