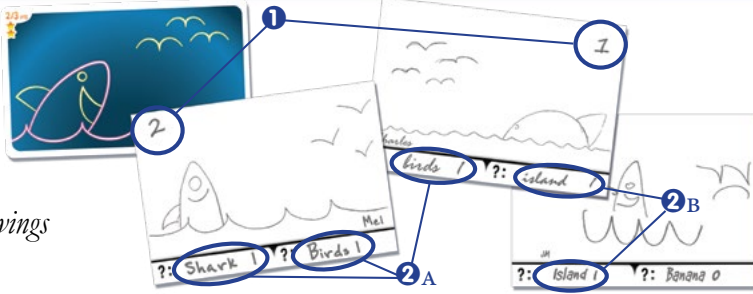


Example of
3 player's drawings



- ❶ - For the artistic score, the Maestro awards 2 points to the drawing they like best and 1 point for honorable mention. ❷ - They confirm the words "shark" and "birds" (1 point).
- ❷_A - They do not confirm "island" but 2 players wrote it down thinking there was an island in the drawing. The word therefore is worth 1 point.

! Points awarded to the Maestro (in the top corner of Oeuvre cards):

The Maestro scores 2 points if they talked during their performance. If they didn't talk and at least one player correctly guessed 2 elements of the oeuvre, then the Maestro scores 3 points (and claims the title of Grande Maestro). If not, the Maestro only scores 2 points as if they talked. The Maestro keeps their Oeuvre card as a reminder of their score.

END OF THE ROUND:

The Maestro chooses a player who has not yet been Maestro this game. This player will now take their turn as Maestro. The same player can become Maestro during multiple rounds if everyone agrees. It is mandatory in a 3 player game, as the game lasts four rounds.

END OF THE GAME

The game ends after four rounds
(four players have been Maestro).

However, players can choose to play more rounds if they wish.

Count your points!

When the game ends, your score is the total of:

- your points for each of your drawings (artistic merit + words)
- plus the points you received as Maestro.

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Valery Fourcade

Stephane Escapa

El Maestro

RULES

SETUP:

- ❶ Assemble the lectern and place it with the Oeuvre cards in the box as shown in the picture. Place the box at one end of the table so that the Maestro is easily visible by all players.
- ❷ Choose a player to be the first Maestro. They should stand a few feet behind the lectern so that players can easily see their movements. The Maestro selects (or draws randomly) an Oeuvre card and places it on the lectern so that it is hidden from the other players. We suggest you start your first game with 1 star cards.
- ❸ The other players each take a player screen. They also take a drawing sheet from the notepad and a pencil that they place behind their screens.

PLAYERS



THE OEUVRE CARDS:

There are three levels of difficulty.

1 star: easy / 2 stars: medium / 3 stars: hard

MAESTRO

GAME OVERVIEW:

The Maestro needs to draw a picture which only they can see. **How do they do this? By drawing in the air with their fingers and using the Maestro's Signals to correctly assemble the shapes that they air draw!** After they have finished, each player will try to name two things they think they reproduced in their drawings.

A GAME LASTS 4 ROUNDS.

HOW TO PLAY A ROUND:

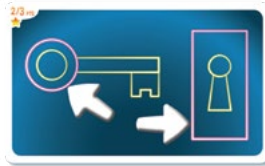
1. THE MAESTRO PERFORMS THEIR OEUVRE.

They should take a moment to think about how they will go about their performance. This will give them a better chance of being understood.

- The Maestro starts by drawing the forms that make up their oeuvre in the air with their fingers. This is called **Air Drawing**. (They may use one or both hands).

- The Maestro must start with the magenta colored shapes on the card.

In the example on the right, the first two shapes that the Maestro must Air Draw are the circle and the rectangle, in any order.



- The other players will try to reproduce on their drawing sheet what the Maestro is Air Drawing.



Example: The Maestro air draws a circle. The players should thus draw a circle on their drawing sheet.

"Ok, but where should I draw this circle?"



This is where the **MAESTRO'S SIGNALS** come into play. While air drawing shapes, the Maestro will give Signals to the players so that they can correctly place the shapes they are drawing in the right spots.

Place the "Maestro's Signals" sheet on the table, on the side with ★ in the corners visible, where it will be easily visible by everyone. This will provide an easy reference for the different signals and gestures. There are two ways to play with these signals (simple or advanced version):

SIMPLE VERSION: The Maestro is allowed to speak. They may say the names of the Signals while performing the corresponding gestures and may speak throughout their performance. The information is thus more precise and understandable. This version is recommended for the first few games.

THE GOLDEN RULE: IF THE MAESTRO IS ALLOWED TO SPEAK, THEY ARE STRICTLY FORBIDDEN TO SAY SIZES AND SHAPES!

The Maestro must therefore always air draw the shapes the right size.

Example: The Maestro is not allowed to say "triangle", "square", "small", or "large". They may however say, "This next shape will go ON the shape I just drew. And I put it right here" (accompanied with corresponding gestures).

ADVANCED VERSION: THE GRAND MAESTRO. The Maestro is not allowed to speak. If you are already comfortable with the signals, try this version. The Maestro is only allowed to mime. However, if they do this well, they may then **claim the title of Grande Maestro and score one extra point** (see page 4).

2. THE MAESTRO HAS COMPLETED THEIR OEUVRE

- The players each write two words at the bottom of their sheet and sign them. There are always at least two things in an oeuvre. Players have nothing to lose by guessing a word even if they aren't sure what they just drew.
- The Maestro reveals the Oeuvre card to the players.
- Each player reveals their drawing.

3. SCORING

1 Artistic Merit:

The Maestro awards 2 points to the drawing that they feel was done best and 1 point to a second drawing that they feel deserves honorable mention. **Note: The drawings frequently mirror the original. This does not matter.**

2 Words:

Each word guessed by a player is worth 1 point if

2A - The Maestro validates that word because it describes an element of the Oeuvre. *Note: If a player wrote the word "wasp" to describe a bee, the Maestro must award a point because this word describes quite correctly the element.*

2B - Or, if not validated, at least one other player wrote the same word.

This may happen if the Maestro did not do a good job performing their oeuvre. The Maestro's air drawing was of a sheep. Several players wrote "robot" because their drawings looked like a robot. Well ... then the word robot is worth one point to each of these players.

THE SCORE FOR A DRAWING IS ITS ARTISTIC SCORE PLUS THE POINTS FOR ITS TWO WORDS.