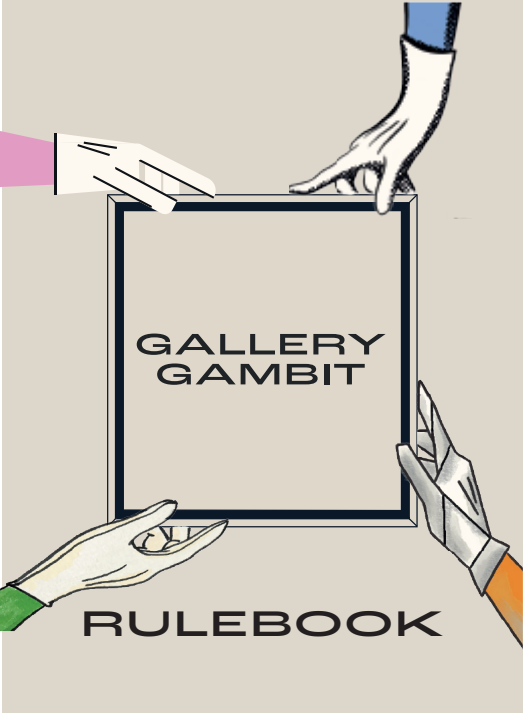




**GALLERY
GAMBIT**

RULEBOOK

COMPONENTS

- 54 playing cards, including Jokers
- 2 Player Aid cards
- Scorepad
- 5 Player boards

INTRODUCTION

In Gallery Gambit, players are gallery owners competing to assemble the most striking art collections. By drafting cards from a shared Market, you'll build three personal Exhibits, each with a fixed size and its own scoring potential.

Every choice matters. Gallery space is limited, the best cards are visible to everyone, speed is of the essence, and timing your acquisitions is just as important as the collections you create. Complete your Exhibits efficiently, outmaneuver your opponents, and prove you have the sharpest eye for art.

After three Rounds, the player with the highest total score wins.



2-5
PLAYERS



15
MINUTES



AGES
10+

SETUP

BEFORE YOU START

Remove cards from the deck based on player count:

5 players: Keep all cards

4 players: Remove the 2s and 3s

3 players: Remove the 2s through 5s

2 players: Remove the 2s through 7s

ROUND SETUP

1. Shuffle the deck of playing cards.
2. Deal one card face down into each player's Private Collection space. The player may look at this card at any time.
3. Deal one card to each player's hand.
4. Deal a Market of face-up cards based on the player count:
 - 2 or 4 players: Deal 3 cards.
 - 3 or 5 players: Deal 4 cards.
5. Place the remaining deck nearby and leave space for a discard pile.
6. Each player starts with three empty Exhibits in front of them. Each Exhibit has a fixed card capacity:
 - **Exhibit A:** up to 2 cards
 - **Exhibit B:** up to 3 cards
 - **Exhibit C:** up to 4 cards
7. Choose a starting player.

EXAMPLE SETUP FOR TWO PLAYERS

PLAYER 1



PLAYER 2



OBJECTIVE

Fill your Exhibits with Valid Sets of cards and outscore your opponents. After three Rounds the player with the highest total score wins.

VALID SETS

Ordered from best to worst are the Valid Sets:

1. **Run in the same suit:** All cards in the Exhibit are of the same suit and have consecutive ranks
(example Exhibit B: 6 ♥, 7 ♥, 8 ♥)
2. **Same rank:** All cards in the Exhibit have the same rank
(example Exhibition A: 6 ♥, 6 ♠)
3. **Run:** All cards in the Exhibition have consecutive ranks (example Exhibit B: 6 ♣, 7 ♦, 8 ♣)
4. **Same suit:** All cards in the Exhibition are of the same suit
(example Exhibition A: 6 ♣, 10 ♣)

Note: Jokers are ‘forgeries’ (wildcards) that substitute for any rank or suit. The downside of using a Joker is that an Exhibit with a forgery cannot receive Bonus Points.

ROUND STRUCTURE

The starting player starts the Round by taking a Turn, then players continue taking Turns in clockwise order.

TURN STRUCTURE

On your Turn, follow the steps below.

STEP 1 (optional):

Discard a card from one of your Exhibits.

STEP 2: Choose one of the following actions:

- 1. Draft & Play:** take a card from the Market into your hand, then place either card from your hand into one of your Exhibits.
- 2. Private Collection:** Instead of taking a card from the Market, play your hidden Private Collection card directly into one of your Exhibits.
- 3. Gambit:** Manipulate the galleries in one of three ways:
 - I. Move** one card to another of your own Exhibits.
 - II. Swap** two cards between your own Exhibits.
 - III. Sneaky Trade:** Swap one of your cards with a visible card in an opponent's Exhibit that's not filled to capacity. The opponent chooses where to place their received card. The received card cannot be traded in their next turn.

When the Market is empty, deal a new Market.

Note: Exhibit capacities (2/3/4) are strictly fixed and may never be exceeded.

PLAY EXAMPLE: DRAFT & PLAY



GAMBIT EXAMPLE: MOVE



END OF A ROUND

As soon as one player fills all three of their Exhibitions to capacity, each other player gets one final Turn.

After the final Turn, the Round ends. Proceed to Round scoring.

SCORING A ROUND

Each Exhibit with a Valid Set awards base points equal to its capacity:

Exhibit A: **2 pts**

Exhibit B: **3 pts**

Exhibit C: **4 pts**

EXHIBIT BATTLES

Compare matching Exhibits (A vs A, B vs B, C vs C). The player with the best Set scores extra bonus points.

Important: An Exhibit containing a **Joker** automatically loses its Exhibit Battle. It's a forgery and can be spotted as a fake.

If only one player has a Valid Set in a particular Exhibit, they win that Exhibit and score the bonus points.

Bonus:

Exhibit A: **4 pts**

Exhibit B: **3 pts**

Exhibit C: **2 pts**

Exhibits are compared according to the following Sets (best to worst)

1. Run in the same suit
2. Same rank
3. Run
4. Same suit

The highest card breaks ties when comparing the same Set, then the second highest, etc.

If the Set and card ranks are exactly equal: All tied players split the points, rounded down.

If this is the third Round, the game ends. If not, gather all the playing cards (except those removed at the start) and set up a new Round. The player with the lowest score starts the Round.

SCORING EXAMPLE

PLAYER 1

14 POINTS

LOSE
2 PTS



WIN
6 PTS



WIN
6 PTS



PLAYER 2

9 POINTS

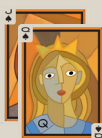
WIN
6 PTS



LOSE
3 PTS



INCOMPLETE
0 PTS



10

END OF THE GAME

You play three Rounds in total. After the third Round, the points of all Rounds are totaled together. The player with the highest total wins.

In the case of a tie: share the victory (or play again)!

CREDITS

Design: Robin Stokkel & Simone Luijk

Illustrations: Julia July Design

Graphic Design: Julia July Design

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SCAN
TO STAY
UPDATED

VALID SETS

EXAMPLES, FROM HIGH TO LOW:

RUN IN THE SAME SUIT



EXHIBIT A



EXHIBIT B



EXHIBIT C

SAME RANK



EXHIBIT A



EXHIBIT B



EXHIBIT C

RUN



EXHIBIT A



EXHIBIT B



EXHIBIT C

SAME SUIT



EXHIBIT A



EXHIBIT B



EXHIBIT C