

# ABSTRACT ACADEMY

The logo for 'Abstract Academy' is presented in two rows. The top row, 'ABSTRACT', features letters in a variety of bright colors (red, orange, yellow, blue, pink) with a visible brushstroke or paint texture. The bottom row, 'ACADEMY', uses a dark, almost black color with a similar textured appearance. The letters in both rows are bold and blocky. Within the 'A' and 'Y' of the second row, there are small white silhouettes of figures in motion, possibly dancers or athletes, which adds a dynamic and artistic feel to the design.

*At the Abstract Academy, competition is fierce. You and your fellow students vie for top marks with professors while trying to put your own spin on each assignment. The twist? Art school really broke the bank, so you must share a canvas with your rival classmates!*

## COMPONENTS



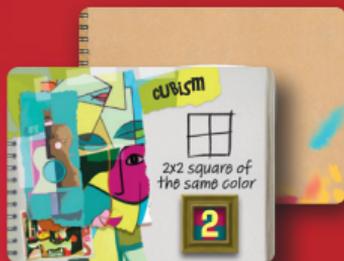
Teacher's Pet card



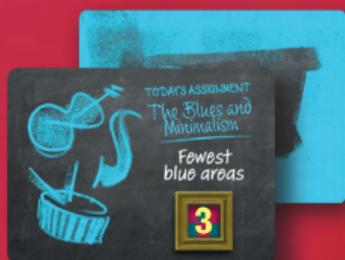
Canvas deck (54 cards)



Professor Deck (7 cards)



Inspiration deck (12 cards)



Blue Assignment Deck  
(5 cards)



Red Assignment Deck  
(5 cards)



Yellow Assignment Deck  
(5 cards)



Reference cards (4)



These rules

## GOAL

Earn the most points over 3 rounds by playing Canvas cards to create color & spatial patterns

## SETUP

1. Separate and shuffle all decks. Place them within easy reach of all players.
2. Each player draws a hand of 3 Canvas cards.
3. The player who most recently took a class takes the Teacher's Pet card.

## GAMEPLAY

Abstract Academy is played over 3 rounds.

At the start of each round, each player draws 1 Inspiration card and adds it to their hand. Then the Teacher's Pet draws the following cards and places them face up to form a scoring line in the play area.

**Round 1** – Color Theory: 1 Assignment of each color, drawn & placed in any order

**Round 2** – Composition: 2 Professor cards

**Round 3** – Final Project: 1 Professor card and 2 Assignment cards of any color, drawn & placed in any order



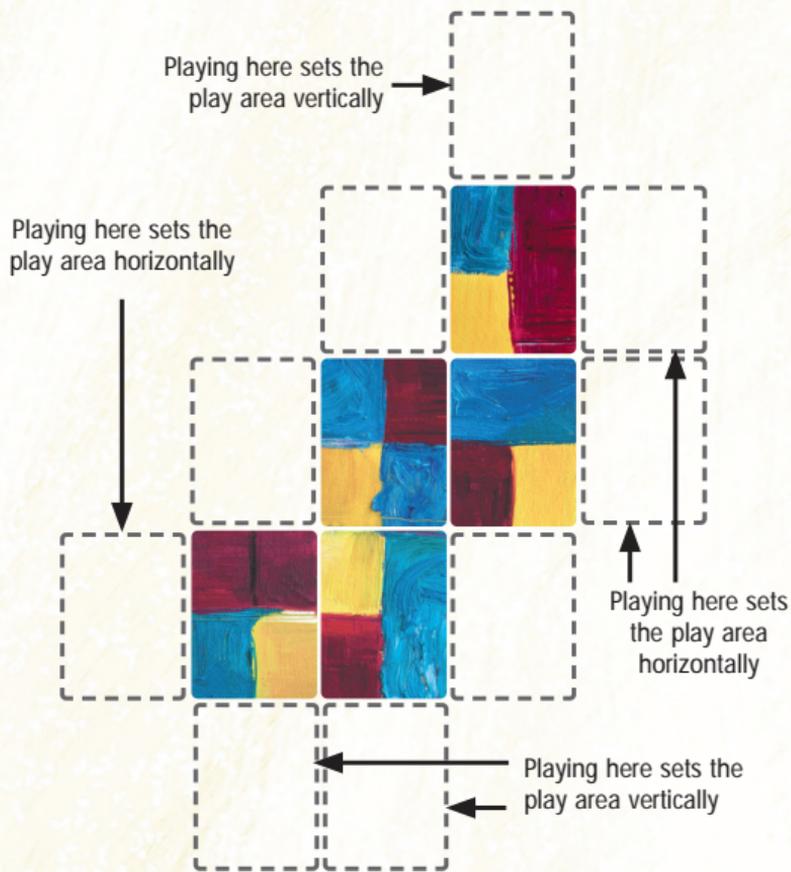
With the scoring line set, the Teacher's Pet takes the first turn and play continues clockwise.

On your turn, you must:

1. Place a Canvas card from your hand into the shared canvas.
2. Draw a Canvas card. If the Canvas deck runs out, shuffle the discards to form a new deck.

Except for the first card, each Canvas card must be placed orthogonally adjacent to and in the same orientation (portrait or landscape) as previously played Canvas cards.

Canvas cards must also be placed within a 4 x 4 grid. The edges of this grid are not set at the start of each round. Once a fourth card is placed in any row or column, that axis is locked. The cards in that row or column define the outer edges of the grid on that axis for the rest of the round. Once the edges of the grid are known, no Canvas cards may be played beyond those borders for any reason.



*Example 1: Valid placement options*

## COLOR AREAS

Each Canvas card is divided into 4 Quadrants, and each Quadrant is one of 3 colors: blue , red , or yellow .

Each set of orthogonally adjacent Quadrants of the same color is a single Color Area.

A Color Area's size is equal to the number of Quadrants within it. A Color Area may be any size, from 1 Quadrant to 10+ Quadrants.

Each Canvas card has  
four Quadrants



Quadrants combine with like  
colors to make Color Areas

Color Areas can span  
between cards



Example: Yellow Color Area  
Size = 5 Quadrants

*Example 2: Quadrants & Color Areas*

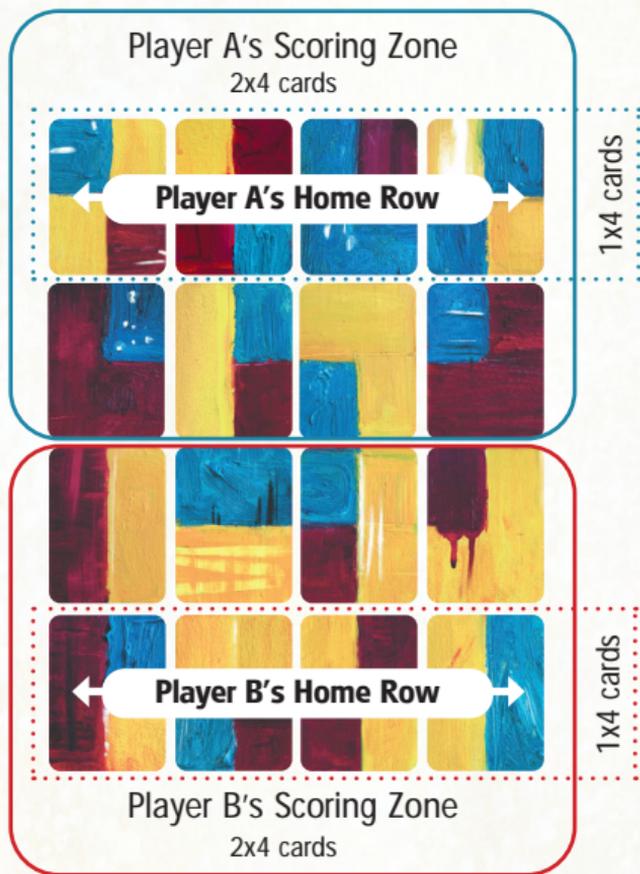
## HOME ROWS & SCORING ZONES

Once the column axis between two players is locked, the rows between the players gain special rules:

- The row closest to you is your Home Row. Only you may play into your Home Row. Exception: You may play into another player's Home Row when you have no other valid options.
- The TWO rows closest to you are your Scoring Zone. You may only use Quadrants in your Scoring Zone to claim Inspiration, Professor, and Assignment cards.



## Player A



## Player B

Example 3: Completed 4 x 4 grid at the end of a round

## END OF ROUND & SCORING

A round ends when you complete a 4 x 4 grid of 16 cards. At the end of each round, your Scoring Zone is used to determine the cards you may claim. Scoring is resolved in this order:

- 1. Inspiration card:** You may reveal 1 Inspiration card from your hand. If the exact spatial pattern on the card is in your Scoring Zone, you score **2 points**. It does not matter if the Color Area is Blue, Red, or Yellow, so long as it **exactly** matches the pattern. You may rotate an Inspiration card to match its pattern.
- 2. Assignment cards:** Assignment cards are claimed in order, left to right. The player with the best match for the objective on each card using **only one color** in their Scoring Zone scores **3 points**.
- 3. Professor card:** Professor cards are claimed in order, left to right. The player with the best match for the objective on each card using **one or more colors** in their Scoring Zone scores **5 points**.

**Your claimed cards are placed face down next to you.**

When there is a tie and you have the Teacher's Pet card, you **must** give the Teacher's Pet card to your opponent and claim the contested card. The Teacher's Pet card may be passed multiple times in a single round.

### **After scoring, discard the current round's canvas.**

The game ends after 3 rounds. Total your score from claimed Inspiration, Professor, and Assignment cards. The player with the highest score is the star pupil and wins the game!

In the case of a tie, the player who claimed the most Professor cards wins. If there is still a tie, the player with the Teacher's Pet card wins.

### **PROFESSOR CARD CLARIFICATIONS**

**Longest Color Path:** Count the number of Quadrants along a single path of a single color in your Scoring Zone. This path may not double back on itself, and when the path splits only the longer of the two paths is counted.



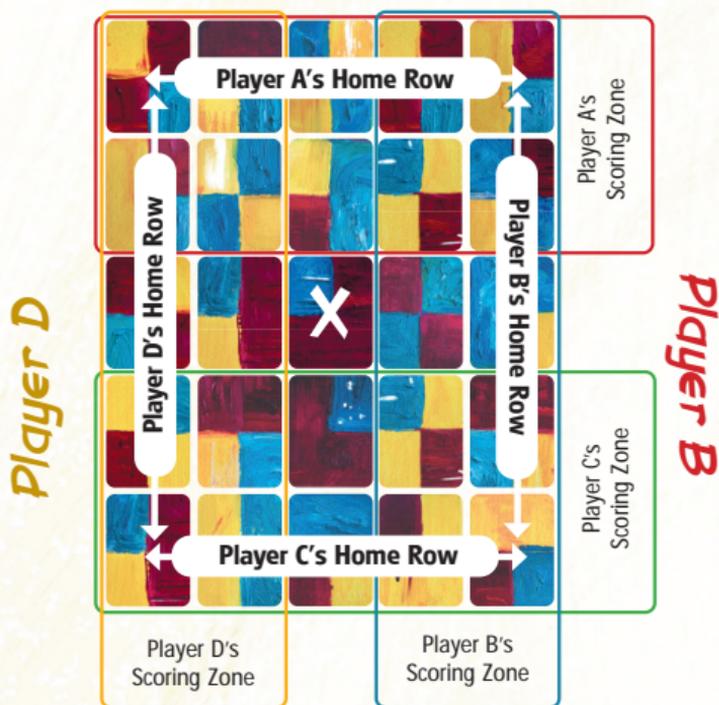


## CHANGES FOR FOUR PLAYERS

This variant has shared Scoring Zones and increased chaos! All the rules are the same, except that...

- The shared canvas is a 5 x 5 grid. Rows & columns are locked when 5 Canvas cards are played in each axis.
- At the start of each round, the shared canvas starts with the top card from the Canvas deck. The Teacher's Pet must play orthogonally adjacent to this starting card.
- Scoring Zones are still the 2 closest rows, but each player shares the 4 cards in each corner of the Canvas with their neighbor in each direction.
- When more than 2 players are tied to claim an Assignment or Professor card, and one of them has the Teacher's Pet card, that player **must** give the Teacher's Pet card to one of the other tied players and claim the contested Assignment or Professor card.
- When there is a tie to claim an Assignment or Professor card and none of the tied players have the Teacher's Pet card, no one claims the contested card and it is discarded.

## Player A



"X" is in no one's Scoring Zone

Example 5: Example of completed round with 4 players

## CREDITS

### **Game Design**

Molly Johnson, Robert Melvin,  
and Shawn Stankewich

### **Development**

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### **Production & Editing**

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### **Preliminary Graphic Design**

Justin Ladia

### **Special Thanks from Flatout Games**

The Seattle Area Tabletop Game Designers,  
Playtest Northwest, Blue Highway Games, and all of  
the many playtesters who helped make this game  
what it is today!

### **Special Thanks from Crafty Games**

Trevor May, for contributing his incredible work to  
this project, and to Dann May for suggesting his  
father help us bring Abstract Academy to life.



<b>Luck</b> ★★★★★	<b>Learning Ease</b> ★★★★★
<b>Strategy</b> ★★★★★	<b>Interaction</b> ★★★★★

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