

CON ARTIST



A social deduction game centered around great artworks.

The Story

You and your friends, a panel of expert curators, collectors, and critics, are responsible for distributing a collection of great artworks to a museum, an art collector, and a nonprofit organization.



But there's a problem: **the manager of the auction house is actually a criminal Mastermind, and someone is a Counterfeiter!**



Game Play

In each round, the Mastermind selects 4 artworks to display for sale. The Mastermind then authenticates 1 piece of art for everyone to see and creates some buzz on 2 of the works.

Players deliberate and vote on 1 artwork to go to the museum and 1 to go to the mansion. The other 2 go to a nonprofit organization. Repeat these steps for 6 rounds, after which the game ends.



Players earn points for the value of purchased art and buzz. Whoever has the most points wins!

Characters

Curators work for the museum and like to build cohesive collections.



Collectors want to fill the mansion with valuable artworks of different themes.



Critics just want buzz, regardless of authenticity.



Counterfeiters want to get their fakes into the museum and mansion. They have an inside connection: the Mastermind.



The **Mastermind** runs the Auction House and works with the Counterfeiter to get fakes into the museum and mansion, so they can sell the real artworks on the black market.



Features

- Simple, straightforward rules
- Highly interactive
- No player elimination
- Multiple teams with overlapping goals
- Varied strategies ensuring high re-playability
- Moderate conflict and deception
- Educational

Components

1 board (18x14 - size flexible) • 4-10 scoring guides (6x3) • 111 Mini cards • 4 character token punch outs (1x0.5 rectangle) • 14 small stands • 1 "Authentic" token punch out (1" circle) • 1 90-second sand timer



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