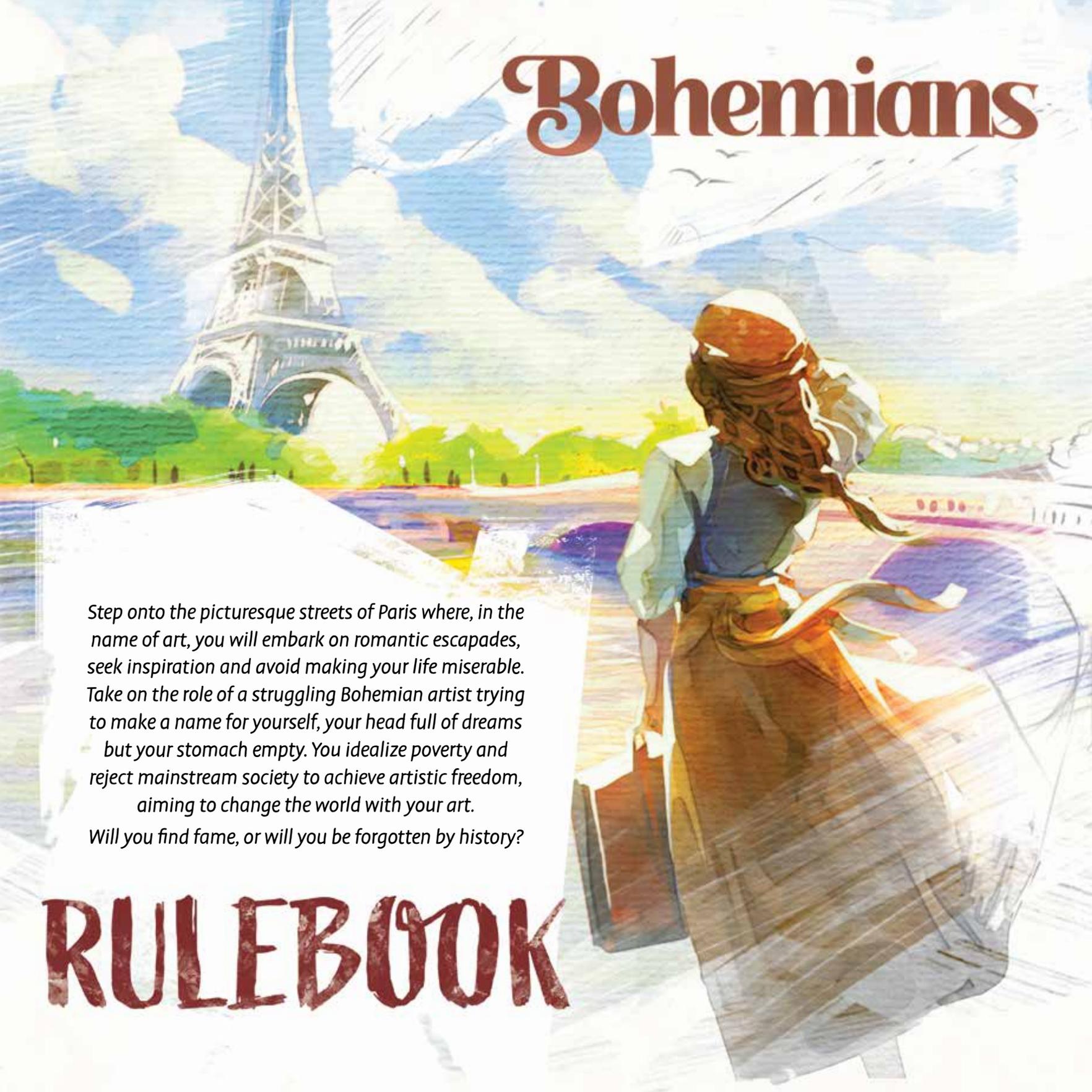


# Bohemians



*Step onto the picturesque streets of Paris where, in the name of art, you will embark on romantic escapades, seek inspiration and avoid making your life miserable. Take on the role of a struggling Bohemian artist trying to make a name for yourself, your head full of dreams but your stomach empty. You idealize poverty and reject mainstream society to achieve artistic freedom, aiming to change the world with your art. Will you find fame, or will you be forgotten by history?*

# RULEBOOK

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# LIST OF COMPONENTS



x4

## ROUTINE BOARDS

The board defines the personality of the artist - Le Romantique (The Romantic), Le Vagabond (The Vagabond), L'Excentrique (The Eccentric), Le Visionnaire (The Visionary).

*Description on page 6.*



x1

## ATELIER BOARD

*Description on page 13.*



x4

## ATELIER TOKENS

DOUBLE-SIDED



x4

## REMINDER TOKENS

DOUBLE-SIDED

x1

## FIRST PLAYER TOKEN



NOTE



IMPORTANT



EXAMPLE



x4

### STARTING DECKS

4 DECKS OF 10 CARDS EACH

The deck defines the artist the player will play – a Composer, Painter, Sculptor, or Poet.

Description on page 6.



x40

### HABIT CARDS

Description on page 6.



x10

### REVOLUTION CARDS

Habit cards used for 3- and 4-player gameplay only.

Description on page 6.



x13

### ACHIEVEMENT CARDS

Description on page 6.



x21

### MUSE CARDS

Description on page 7.



x29

### HARDSHIP CARDS

Description on page 7.



x4

### JOB TILES

DOUBLE-SIDED

Defines how the artist earns their living day by day.

Description on page 7.

## SOLO AND COOPERATIVE VARIANTS COMPONENTS

Description on page 15.



x12

### SOLO VARIANT CARDS



x3

### TIME SPIRIT SCENARIOS

# GAME PREPARATION

## PUBLIC AREA - THE MARKET:

- 1 Create the Habit deck:
    - 2 players - shuffle the Habit cards,
    - 3 and 4 players - shuffle the Habit cards and Revolution cards together.
  - 2 Put the Habit deck in the middle of the table face-down, and draw 4 cards from the deck face-up next to it.
  - 3 Shuffle the Muse deck, put it face-down and draw 4 cards face-up next to it.
  - 4 Shuffle the Hardship deck, and put it face-down nearby.
  - 5 Create the Achievement deck:
    - 2 players - remove four Achievement cards with **3+** **5.1**,
    - 3 and 4 players - include all Achievement cards.
- Arrange them face-up in ascending order, with the card **FIRST ART PIECE SHOWN TO FRIENDS** on top of the deck.
- 6 Place the Atelier board and place the Atelier tokens of chosen players' colors on the "0" space.





## PLAYER SETUP:

Each player receives (randomly):

- a Routine board,
- a starting deck for Painter, Poet, Composer, or Sculptor (shuffle it),
- Job tile (choose any side of the tile).

A random player gets the First Player token. The player sitting to the left of him gets 2 on the Atelier board, the next player gets 3 , etc.

Each player resolves the additional set up rule presented on the Job tile.

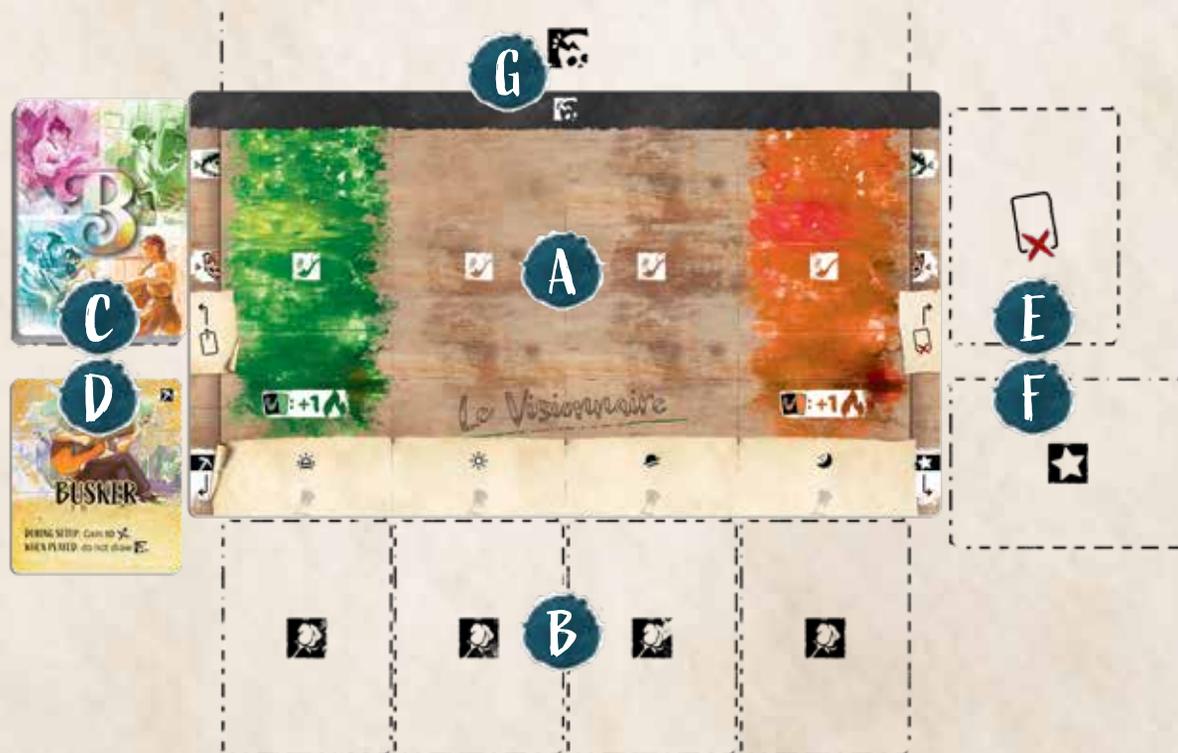


*If all players agree, they can also choose the combination of starting deck, Routine board and Job tile they want to play with, rather than selecting them randomly.*

## THE PLAYER AREA

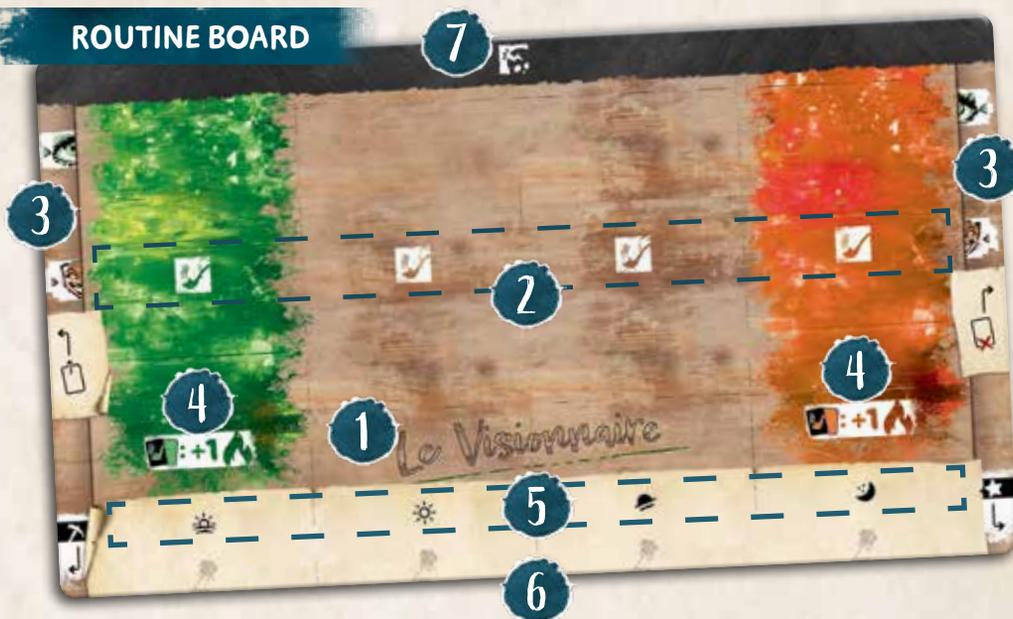
The player places the Routine board **A** in front of them. They leave space for:

- Muse cards **B** - below the board,
- a deck **C** and a Job tile **D** - on the left side of the board,
- a discard pile **E** and Achievement cards **F** - on the right side of the board,
- Hardship cards **G** - above the board.



# DESCRIPTIONS OF COMPONENTS

## ROUTINE BOARD



- 1 Personality (in French)
- 2 Area for Habit cards
- 3 Inspiration icons
- 4 Inspiration bonus
- 5 Time of day
- 6 Area for Muse cards
- 7 Area for Hardship cards

## ACHIEVEMENT CARD



- 1 Name
- 2 Cost
- 3 Ability
- 4 Card type symbol
- 5 The minimum number of players at which the card takes part in the game

**?** Gaining Achievements is the goal of the game.

## HABIT CARD



- 1 Name
- 2 Cost
- 3 Ability **OR** Starting deck symbol (Painter, Composer, Sculptor, or Poet—only for Starting Habit cards)
- 4 Card type symbol
- 5 Card color (green, pink, blue, orange, white)
- 6 Inspiration icons



**?** Revolution cards are special Habit cards, used only in 3- and 4-player games.

## MUSE CARD



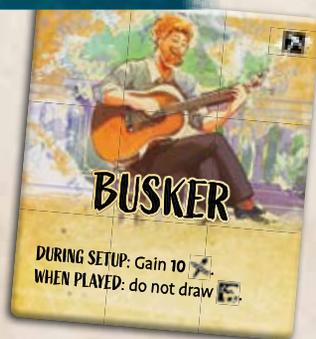
- 1 Name
- 2 Cost
- 3 Ability
- 4 Card type symbol
- 5 Draw another card icon
- 6 Placement restriction: indicates the time of the day where the card can or cannot be played

## HARDSHIP CARD



- 1 Name
- 2 Ability
- 3 Card type symbol
- 4 Draw another card icon

## JOB TILE



You can play a Job tile into your Routine like a Habit card - but unlike a Habit it has no Inspiration symbols and no color. It's only function is to prevent Hardships from coming into your life at the end of your Day Phase (see page 12). Is that worth it? That's up to you!

Each suit of Habit card represents a different aspect of the Bohemian life, and offers various gameplay strategies connected to that aspect. Cards in the same suit usually synchronize well, so focusing on one or two suits can be rewarding - but don't forget to be on the lookout for good combinations in unexpected places!

**Green** The Green suit represents discipline and single-minded dedication to your work as an artist. This suit is where you find most Focus icons. The abilities offered by these cards are mostly about gaining points in the Atelier, and scoring Achievements quickly.

**Pink** The Pink suit is all about the search for romance and following your desires. Playfulness is the most common icon here. Pink cards promote and reward frequent interactions with Muses, so pursuing this suit usually also entails going after some Muse cards.

**Blue** If you're looking for freedom, adventure and new discoveries, go for the Blue suit. These daring and whimsical Habits have mostly Curiosity icons on them. Blue abilities often let you draw more cards - for better or worse - and offer ways to manage your hand.

**Orange** The Orange suit centers around companionship, celebration and meeting up in the café. Orange is most rich in Expression icons. What better place to forget about your problems than in the artist café? And that's exactly what these cards do - they help you to manage your Hardships!

**White** The Revolution suit should be included only when playing with 3 or more players, because it focuses on interference with other players' plans. Many of its card abilities affect multiple players at once. Narratively, it adds themes of activism, social revolt and artistic rebellion. This suit has all icons in equal amount, and its cards can count as any color of your choosing.

# ROUTINE BASICS

Your player board provides space for your artist's Routine, with every turn representing a typical day in their life at a particular point in their career. Your Routine is made up of several parts:

- It contains 4 central spaces representing the times of day - these are meant for Habit cards, showing your artist's activities. Each space may hold exactly 1 card.
- It also shows 4 spaces below that, underneath your player board. This is where you can play Muses, people (or sometimes other things) who inspire and accompany you during your daily activities. Each space may hold exactly 1 card.
- Lastly, the area above your player board is meant for Hardships. This area is... rather large, to accommodate those unlucky souls who have to endure a lot during their days. You may have any number of Hardships above your player board.

**Muse abilities only affect the Habit card directly above them. This Habit card is referred to as the attached card by some Muse abilities.**



**A Muse with this symbol must be attached to a Habit card of the color shown.**

## GOAL OF THE GAME

The objective is to earn a **certain amount of Achievements** and become the most famous artist of your time. The game ends when a player gains their **fifth** Achievement card (or **fourth** in a four-player game!). Once this happens, players complete the current round, and the player with the most Achievement cards is declared the winner.

If two or more players are tied with Achievement cards, the player who has more points in the Atelier wins the game. If there is still a tie, players share the victory!

**If the Achievement deck is depleted, and a player wants to gain another one as the round finishes, use any card as a replacement. When using another card as replacement, the cost is considered to be the same as the last Achievement (15 A).**

**Remember, a player can only gain 1 Achievement card per round.**

## FLOW OF THE GAME

Each round consists of 3 phases:

### 1. WAKE UP PHASE

- A. DRAW CARDS
- B. PLAN YOUR ROUTINE

### 2. DAY PHASE

- A. NARRATE YOUR DAY
- B. COUNT YOUR INSPIRATION
- C. SPEND INSPIRATION
- D. DUES OF THE DAY

### 3. SLEEP PHASE

- A. CLEAN UP THE BOARD
- B. PASS THE FIRST PLAYER TOKEN
- C. OPTIONAL: REFRESH THE MARKET

**Each Habit, Muse, Achievement and Hardship ability can be activated only once per round, unless stated otherwise by a card effect.**



# 1. WAKE UP PHASE

In the Wake Up Phase, each player plans their day. All players simultaneously **draw** until they have 5 Habit cards in their hand and then **play** them into their Routine to represent how they spend the day. Once all players have completed these steps, the Wake Up Phase ends.

## A. DRAW CARDS

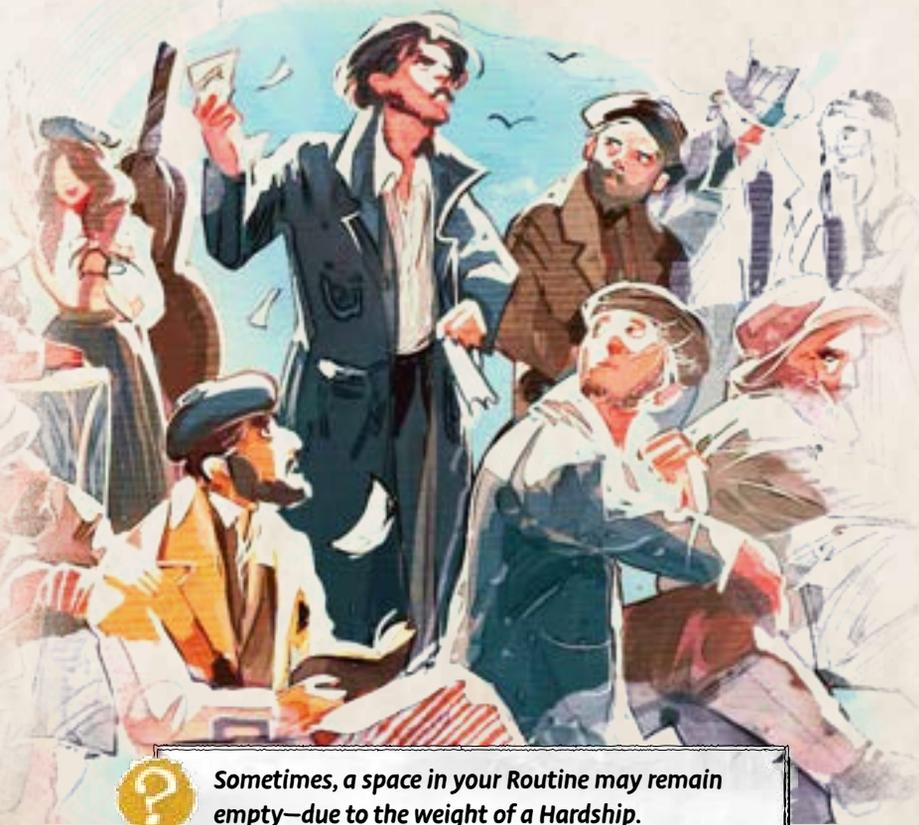
Each player draws cards from their deck until they have 5 Habit cards in hand. Cards with the  symbol—Hardship and Muse cards—do not count toward this limit. If a player draws a card with the  symbol, they immediately draw another card.

If, at any point during the game, a player is about to draw a card and their deck is empty, they shuffle their discard pile to form a new deck and continue drawing.

## B. PLAN YOUR ROUTINE

This is the most thrilling part of the day—shaping the life of your artist! The sun is up, inspiration strikes (or not), and it's time to decide how you'll spend the hours ahead. All players plan their day **simultaneously**, following these steps in order:

1. **ACT ON HABITS:** You may activate and resolve any Habit card abilities marked with the  icon. These abilities let you draw more cards to plan your Routine with, even before your day starts in earnest.
2. **FACE YOUR HARDSHIPS:** No artist's day is free from struggle. Reveal and play all Hardship cards from your hand. Hardships that activate during the Wake Up Phase should be taken into account now. These trials demand attention before you can focus on your craft.
3. **SHAPE YOUR DAY:** Now, it's time to craft your Routine—lay out your plans by playing Habit cards to your board. Choose one of the following paths:
  - **Play 3 Habit cards and 1 Job tile**—balancing art with the grind of making ends meet.
  - **Play 4 Habit cards**—a day fully devoted to personal growth and creativity.
4. **SEEK INSPIRATION:** If Muses have graced you, now is the moment to invite them in and combine them with your Habits. You may play any Muse cards to your board or discard them if you don't. Each Habit may have only 1 Muse attached unless a card states otherwise.
5. **LET GO OF WHAT DOESN'T FIT:** Any Habit or Muse cards left in your hand that couldn't find their place in the day are discarded face-up into the discard pile.



*Sometimes, a space in your Routine may remain empty—due to the weight of a Hardship.*



## 2. DAY PHASE

One by one, starting with the First Player and proceeding clockwise, each artist steps into the spotlight to relive and recount the shape of their day. In this phase each player will **Narrate** their day, then **Count Inspiration**, and then **Spend it** on new cards and/or Achievement! The Day Phase is fully resolved by one player before the next player performs their Day Phase.

### A. NARRATE YOUR DAY

Drawing inspiration from the cards you've played, share the essence of your experience aloud—like a memory, a poem, or a moment plucked from a journal. Focus on the most vivid or meaningful part of your Routine.

*"In the morning, I chose to Find Focus and Wandered the Streets Aimlessly, until I came to the nearby lake. The quiet ripples cleared my thoughts—it was the best part of the day."*

### B. COUNT YOUR INSPIRATION

Now it's time to reflect on how much your day moved you. Count the Inspiration you've gathered from your Routine and announce your total to the other players.

To calculate your total Inspiration, follow these steps:

- 1. TALLY COMPLETE SYMBOLS:** Count all fully formed Inspiration icons visible on your Habit cards and Routine board. Each complete symbol grants **1 point** of Inspiration. Partial symbols offer no value—only fully realized moments count.

Hooray! This Curiosity symbol is complete! +1

Double symbols can give more but only do so if completed! +3 in this case.



These icons remain incomplete, no for them.

- 2. HABIT CARD EFFECTS:** Some Habit cards may carry abilities that grant additional Inspiration. Make sure to apply any such effects.

- 3. ROUTINE COLOR HARMONY:** If a Habit card placed in your ☀️ or 🌙 space matches the area's preferred color, gain **1 Inspiration**.

- 4. MUSE CARD INSPIRATION:** Muses often leave behind a spark. Add any Inspiration provided by Muse cards on your board.

- 5. HARDSHIP PENALTIES:** Not all days are easy. Suffer the effect of all Hardships that activate during the Day Phase.

*White cards are wild—you may consider them to have any single color of your choice for the duration of your turn, for instance to match board color bonus.*

*Your final Inspiration cannot drop below zero. If your total would be negative, simply set it to 0.*



## 2. DAY PHASE

Habit cards may have abilities that do something else than granting Inspiration. You may trigger such effects in any order during your Day Phase. Using card abilities on Habit card is always optional, never mandatory.



1. The number of complete symbols on the Habits in Vincent's Routine is 7 (green rectangles)—this gives 7 . Six partial symbols (red X) are lost. (Note that the symbol gives no at all, since it remains incomplete; otherwise it would have give 2 .

2. The card GO FROM CAFÉ TO CAFÉ gives 1 for each completed symbol in the Routine—there is 1 completed , so the total becomes 8 .

3. TALK WITH AN INTRIGUING STRANGER gives 1 when played in the space (or the space), which it is. 9 total. None of the other Habits have abilities that give Inspiration.

4. Playing WANDER THE STREETS AIMLESSLY in the space matches the preferred color (blue), so that gives 1 . 10 total. The card played in the space gives no additional from Routine color harmony, as it is orange instead of pink.

5. The Muse VALERY gives 1 for each completed on the card above it—there are 2 completed , so the total becomes 12 .

6. ALEX gives 2 for being played under the orange card—a total of 14 after resolving Muses.

7. The Hardship card MALNUTRITION takes away 2 —the total becomes 12 .

Vincent informs the rest of his co-players that he gained 12 in this round.

## 2. DAY PHASE

### C. SPEND INSPIRATION

Now that your day is lived and your heart is full, it's time to channel your Inspiration into something tangible. Inspiration is the currency of growth, and you may spend it **to purchase new cards** or **in the Atelier**. You can spend Inspiration however you choose—flowing freely between acquiring new ideas and perfecting your craft in the Atelier, in any order you desire.

You may visit the Atelier, then purchase cards, and return to the Atelier again, as long as you have Inspiration to spend.

1. **PURCHASING CARDS:** From the face-up cards in the Market (Habit or Muse), you may purchase as many as you can afford—even taking multiples of the same type.

Each time you purchase a card, immediately replenish the Market by flipping the top card of the corresponding deck into the empty space.

However, **Achievement cards** are special milestones on your artistic journey. You may gain **only 1 Achievement card per round**.

2. **PLACING PURCHASED CARDS:**

- **Habit** and **Muse** cards are placed face-up into your discard pile, waiting to resurface in future days.
- **Achievement** cards are placed face-up in the designated space next to your Routine board. These rare accomplishments not only bring you closer to victory but also grant a **1-Inspiration discount per turn in the Atelier**—a reward for your growing reputation. You can use it in the same turn, you gained it.

3. **UNSPENT INSPIRATION:** Any Inspiration not used by the end of your turn would fade away, like a fleeting idea lost to time—add it to the Atelier, so it is not lost forever.



**Market Refill Rule:** If any deck in the Market is ever empty, shuffle the previously removed cards of that type to form a new stack.

### D. DUES OF THE DAY

At day's end, every artist must face the consequences of their choices.

- If you **played your Job** tile this round, you've done your part to survive another day. Nothing happens.
- If you **chose not to work**, the weight of that decision settles in—gain **1 Hardship card** and place it into your discard pile. The world doesn't wait, and the bills don't pay themselves.



Anna has had a really good turn, gaining 18 ♠. She buys an Achievement card for 8 ♠ (A). Since players can only purchase one Achievement card per round, she cannot buy another, even though she has enough ♠ left for the next one (10 ♠ remaining).

She buys MEET WITH FELLOW RADICALS (B) (cost 5 ♠), revealing a new card from the pile: SURRENDER TO YOUR OBSESSIONS (C) (5 ♠ remaining).

She then buys ROAM THE COUNTRYSIDE (D) (cost 4 ♠), and again fills the empty space by drawing a card from the pile: DISCIPLINE YOURSELF (E) (1 ♠ remaining).

With no valid purchases left, Anna moves her token 1 space forward on the Atelier track to transfer her remaining ♠ (F).





# REVOLUTION CARDS & REMINDER TOKENS

Revolution cards may trigger at the end of the round, or affect the next round, as stated on the card. When you play a Revolution card, during your turn, use a reminder token to help everyone remember its effect.

If the card triggers at the end of the current round, simply place any token on the card in your Routine.

If the card affects the next round, announce and specify its effect during your Day Phase, and use the appropriate token as a reminder, until the end of the following round.

*Paul plays WORK ON A MANIFESTO and announces that [heart icon] will not give Inspiration to anyone next turn. He finds the token with the [heart icon] and places it clearly visible next to the Market.*



## 3. SLEEP PHASE

As the sun sets and the day draws to a close, it's time to tidy your space, reset your thoughts, and prepare for what tomorrow may bring.

This phase is resolved **simultaneously by all players**.

### A. CLEAN UP THE BOARD

- If you used your **Job tile**, put it back next to your board.
- Discard all Hardships, Habits, and Muses you played this turn into your personal **discard pile**.
- **Do not discard Achievement cards**—they are lasting marks of your growing legacy and remain next to your board. If you used them to gain a discount this turn, flip them face-up again now.

### B. PASS THE FIRST PLAYER TOKEN

The First Player passes the token to the player on their **left**. A new day, a new lead.

### C. REFRESH THE MARKET

Before the next round begins, the new First Player may **remove one Market card** (Habit or Muse). Place it in a central pile of removed cards.

Then, replenish the Market according to the standard rules.

### A NEW DAY DAWNS

With the stage set and the clutter cleared, the next round begins. Your art calls you again. What will you make of tomorrow?

# SOLO & CO-OP MODES

## ART FOR ART ITSELF

### SOLO VARIANT

This challenging single-player variant stays closest to the standard rules and is easy to set up. It's up to you as a solo player to beat the game within a limited amount of turns. Will you succeed in making enough Achievements to be remembered? Or will your name be forgotten?

### SETUP

- Follow the standard game preparation steps.
- Use all 13 Achievement cards, including those with the  symbol.
- Revolution cards are not used in solo mode.

### GAMEPLAY

- After every turn, remove the top card of the Achievement deck from play. Do this no matter if you gained an Achievement or not.
- After every turn, you may remove 1 card from the Market, as if you had received the First Player marker (i.e. you are always the first player in solo mode).

### WINNING & LOSING

- You win if you manage to gain 5 Achievements, as in the normal game.
- You lose if the Achievement deck runs out.

### DIFFICULTY LEVELS

Gameplay can be made more forgiving or more punishing by modifying the setup.

**NORMAL:** During setup, place 2  reminder tokens next to the Achievement deck. For the first 2 turns, instead of removing the top card of the Achievement deck, remove 1 of these tokens.

**MASTER:** No modification to the "Setup" section mentioned on this page.

**TRUE BOHEMIAN:** The ultimate starving artist challenge! During setup, add 2 random Hardships to your starting deck.

## TIME SPIRITS

### SOLO VARIANT

In these scenarios, you as a Bohemian use your art to fight against a particularly oppressive aspect of the mainstream culture you live in, represented by a monstrous *Time Spirit* (a literal 'Zeitgeist'). Can you beat these sinister social forces for the betterment of all? Each Time Spirit sheet states its own unique conditions for winning and losing, as well as special rules for setup and gameplay. These rules and the rules text on each sheet assume solo play as the primary way to play. Modified rules are presented for a 2-player co-op variant.

You can find three different Time Spirits in the box:

- The Wheels of Industry
- The Chains of Decency
- The Claws of Decadence

### GENERAL RULES FOR TIME SPIRITS

**ACTIVATION:** At the start of every turn, before the card draw step: activate the Time Spirit by drawing the top card of the Habit deck (in the Market) and looking at the color, then removing it from the game. Each Time Spirit shows a different effect for each color.

**DON'T GET OVERWHELMED.** You immediately lose the game if at any moment you have **6 or more Hardships** in your Routine at the same time.

**NO ACHIEVEMENTS** are used in these scenarios. Instead, each Time Spirit shows ways in which you can use Inspiration to fight it. You may do so during your Day Phase, just like spending Inspiration on gaining cards. Any instance of using Inspiration to fight a Time Spirit counts as 'gaining an Achievement' for the purposes of card abilities (e.g. **SHAME**, **NARCISSISM**, **SOLITUDE**, etc.). Unlike in normal competitive play, you may do so multiple times during the same turn. For the purpose of green Habit abilities, the player is always considered to have less Achievements than the Time Spirit. After every turn, the player with the First Player token may remove 1 card from the Market (that's you, if you're solo).

### 2-PLAYER COOPERATIVE VARIANT

- Follow the same game flow as in the standard rules. Pass the First Player marker around after every turn. Take the Wake Up Phase and the Sleep Phase simultaneously, while taking turns during the Day Phase.
- Follow all the same rules as in the Time Spirit solo variant above, with the following exceptions:
- The Atelier is shared. Both players share the same token to track their . Effects may still be triggered during any player's turn, so discuss well with your co-player when to use them!
- Any exceptions mentioned on the Time Spirit scenario.

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# PORTAL GAMES.

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# PLAYER AID



Achievement



Habit



Muse



Hardship



Job



Focus



Playfulness



Curiosity



Expression



Reminder token



Inspiration



Atelier point



Draw another card



Deck



Discard pile

## 1. WAKE UP PHASE

- A. DRAW CARDS
- B. PLAN YOUR ROUTINE

## 2. DAY PHASE

- A. NARRATE YOUR DAY
- B. COUNT YOUR INSPIRATION
- C. SPEND INSPIRATION
- D. DUES OF THE DAY

## 3. SLEEP PHASE

- A. CLEAN UP THE BOARD
- B. PASS THE FIRST PLAYER TOKEN
- C. OPTIONAL: REFRESH THE MARKET

## CARD ABILITIES

**ATTACHED:** Muses and Habits played above or below each other are considered 'attached to' each other.

**DISCARD:** Place a card in your personal discard pile.

**DRAW EXACTLY:** When you must draw an exact number of cards, ignore the  ability.

**IGNORE:** Flip the target card face-down. It is still considered to be in play, but without any of its printed abilities.

**REJECT:** Choose a card you have played this round (Habit, Muse or Hardship), and remove it from the game entirely. The rejected card is removed at the end of the round during the Sleep Phase.



These cards have abilities that let you draw extra cards during the Wake Up Phase. Just show the card to your opponents and use the effect. After using such an ability, you may still choose to play the card into your Routine, or not.

## CARD CLARIFICATIONS

 **AIMÉ:** This is the only Muse that may (and must) share a space with another Muse.

 **AMBROISE & LA SEINE:** Copy only the written ability of target Muse. Do not copy placement restrictions for time of day, or requirements for attached Habit color.

 **ÉMILIE:** Player can choose 1 symbol and each copy of that symbol on the attached Habit counts as a double symbol. I.e. the symbol gives 2  when matched, but nothing otherwise (see p. 10).

 **PASCAL:** Player can choose 1 type of partial symbol (e.g. ). The attached Habit is considered to have that partial symbol on each of its sides.

 **ENVY:** Can be rejected using the Atelier. The effect cost more, as shown on the card.

 **PERFECTIONISM:** You cannot play Habit cards that do not meet the condition set by this Hardship. You may play your Job tile (as it is not a Habit), or leave spaces empty.

 **THE LURE OF DEATH:** If a card has no color, it cannot receive a color bonus from the player board, nor can it be combined with a Muse that requires a specific color.