

### 3 CARD SETS

- A Collection or Wild Card and two matching Objects.
- Three different Collection or Geography cards.
- A Geography and two matching Objects.
- An ACHIEVEMENT and two matching Objects.

### IMPROVING SETS from 3 to 5 Cards

- Add Museum Wild Cards or appropriate Object, Collection, Geography, or ACHIEVEMENT (Movie or Exhibition) cards.
- A 5-card SET can be played all at once for 1 ACHIEVEMENT.

### BUILDING YOUR SET

Player must start with a:



or



or



Collection

Geography

Wild Card

or



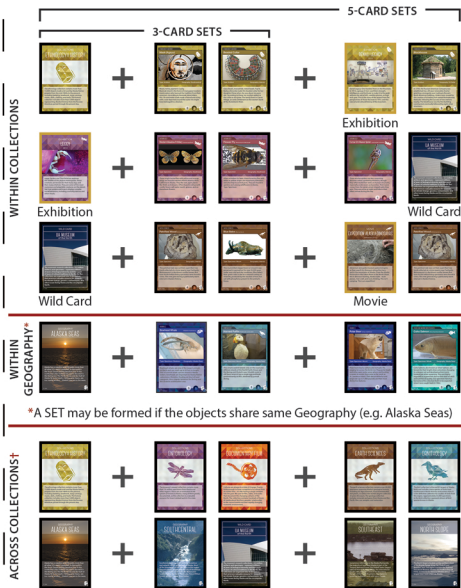
or



Exhibition

Movie

### SET BUILDING GUIDE



\*A SET may be formed if the objects share same Geography (e.g. Alaska Seas)

†No Objects or ACHIEVEMENTS. No duplicate Collections or Geographies.



## TABLETOP GAME INSTRUCTIONS V.1.5

### START

- Shuffle ALASKA (black), GALLERY (blue) and ACHIEVEMENT (gold) cards separately. Set apart MVL card.
- Deal 7 ALASKA cards to each player.
- Open one GALLERY face up on the table.
- Player last to visit a museum goes first. Subsequent rounds, player who is first to offer someone else the most cards out of their hand becomes the Most Valuable Lender (MVL), begins the round, and chooses the direction of play. Default MVL, if no bidding, is the player to the left of the current MVL.

Each player's turn consists of 3 parts:

1. LOANS: Draw card and borrow Object.
2. OUTREACH: Play cards to table.
3. CURATION: Discard and make-up hand.



## LOANS

Draw one card from ALASKA or discard pile. Make one loan request, if player has a Collection in hand, playing face-up on the table to request an Object loan of other players for that Collection (Do you have a mammal?) Ask all players in any order until an Object is found or none are available. Place loaned Object face-up with the Collection on table. Successful loan or not, the Collection card is left on the table until used in a SET or returned to hand. Any orphaned Objects are returned to lender. If a SET can be made using loaned objects and played to a GALLERY, that play can be immediate. All loaned Objects, if not used in a SET immediately, can be borrowed by another player with a like Collection card when making a loan request. Collection cards are never loaned or borrowed.

## OUTREACH

Multiple plays can be made during OUTREACH, including playing up to one Event or Resource, and as many 3 or 5-card SETS (new or improved) as can be made to the open GALLERY.

Event and Resource cards describe an action to follow immediately upon playing these cards. Played Event and Resource cards go to the discard pile. They cannot be claimed by other players at any time and block the drawing of cards under them.

SETS are played to the GALLERY card open on the table. GALLERIES may contain a specific number of 3 and 5-card SETS (respective circles left to right). Once a GALLERY is at maximum capacity, close it (no longer in play) and immediately open a new GALLERY.

SETS consist of 3 or 5 cards. The playing of either to a GALLERY earns the player an ACHIEVEMENT. The improvement of a SET in a subsequent turn (never the same turn) from 3 to 5 cards earns an ACHIEVEMENT for anyone making the play. The player earning the ACHIEVEMENT draws the card and places face up on the table. Some won ACHIEVEMENTS can be traveled by other players to help make or improve their SETS. ACHIEVEMENTS that can be traveled are marked and colored to indicate this connection to a Collection.

## CURATION

Player must choose 1-3 cards to discard and then make their hand up to 7 cards by drawing from the ALASKA and/or the discard pile. This action may reacquire discards. All discards should be known to the other players. Players sometimes end a turn with more than 7 cards. Cards on the table do not count towards the 7.

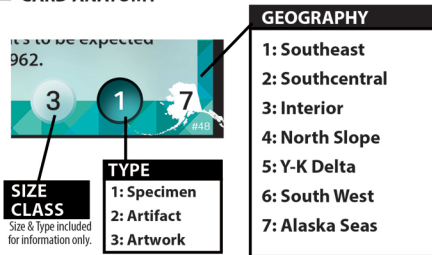
## CONTINUATION OF PLAY

A player's turn is over when they have concluded CURATION and drawn cards. Players re-bid each round to see who begins the round and decides the direction of play. Play continues until one player earns at least 5 ACHIEVEMENTS and maintains them for a complete round. Recycle/reshuffle ACHIEVEMENTS used in closed GALLERIES as needed. If two players are tied at 5 or more, continue play. If the ALASKA pile runs dry, play continues until no player can take out a LOAN or conduct OUTREACH. The player with the most and/or longest held ACHIEVEMENTS wins. Directions on cards supersede these directions. Visit UAMN's website for game updates, video instructions, and to give us feedback.

## GALLERY CAPACITY



## CARD ANATOMY



For more information visit us at [bit.ly/collectalaska](http://bit.ly/collectalaska)

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