

# PRADO

The game



FR

Hello, we are the prestigious magazine Zacanews. We are currently preparing a special issue dedicated to the Prado Museum. We need your help to photograph the main paintings. We hope you'll agree to assist us. By the way, we need them by tomorrow

Looking forward to working with you,  
The editors of Zacanews

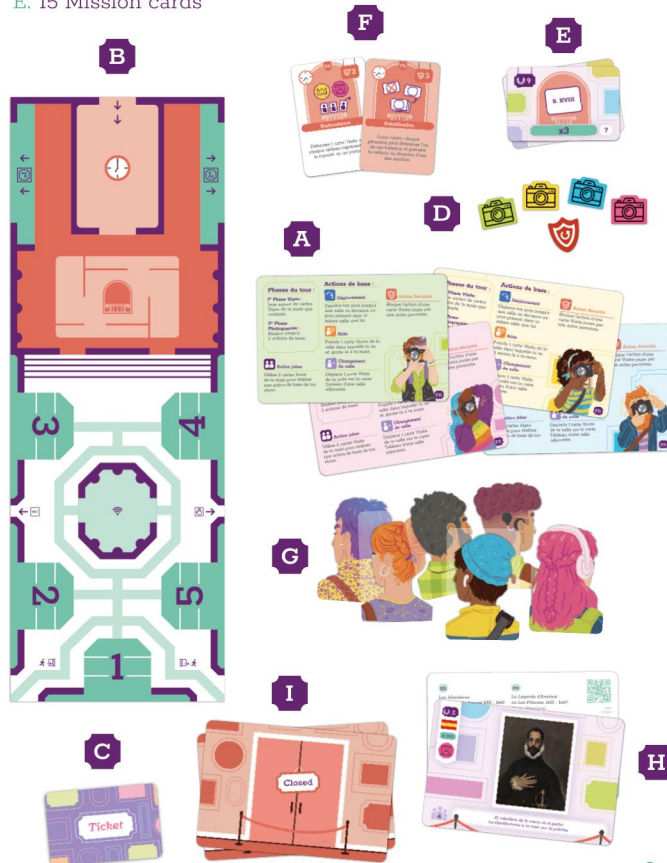
## Goal of the game

Walk through the halls of the Prado, make sure to find yourself alone in front of a painting, and take as many photos as possible. Each photo taken and each mission completed earns you prestige points. The person who has accumulated the most prestige points when the museum closes wins the game.



## Components

- A. 4 Photographer cards
- B. 1 Game board
- C. 1 Ticket token
- D. 1 Camera tokens and 1 Guard token
- E. 15 Mission cards
- F. 25 Time Slot cards (20 regular Time Slot cards and 5 Final Time Slot cards)
- G. 48 Visit card
- H. 35 Painting cards
- I. 2 Closing card



# Setup

**1**


Place **the game board** in the center of the table.

For a **2-player game**, place a Closing card on rooms 3 and 4.

For a **3-player game**, place a Closing card on room 1.


**3**

Give each player **3 Visit cards**:  
1 **Movement** card,  
1 **Room Change** card, and  
1 **Security** card.

Shuffle the remaining Visit cards to form a draw pile and place it next to the board, near the entrance .



**2**

Give each player 1 **Photographer card** and place the corresponding Camera tokens on the Hall space of the board. .

Put the remaining Photographer cards and tokens back in the box.

**4**

Shuffle the **Painting cards** and place 1 painting on each open room (one that does not contain a Closure card). Place on each Painting card as many Visit cards as indicated on it.

Split the remaining Painting cards into 2 equal draw piles and place them on the Next Painting spaces.

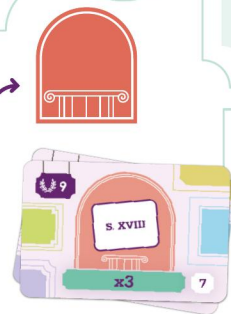


**5**

Shuffle the **Mission cards**.

Place 1 Mission card on the Common Mission space on the game board. Deal 3 Mission cards to each player, who chooses 2 to keep.

These missions are personal and must remain secret.



Put the remaining or unkept Mission cards back in the box.

**6**

Prepare the **Slot cards** draw pile.

Shuffle the Final Slot cards and place 1 face-up on the Slot space. Then shuffle the Slot cards and randomly stack 7 of them, face-up, on top of the Final Slot card. Put the remaining Slot and Final Slot cards back in the box. These cards will mark the 8 rounds of the game: 7 Slot cards and 1 Final Slot card.

**Note:** *The face-up side of the Slot cards is the one in the language you are playing in.*

**7**

Give the **Ticket** token to the player who most recently visited a museum. They will play first.

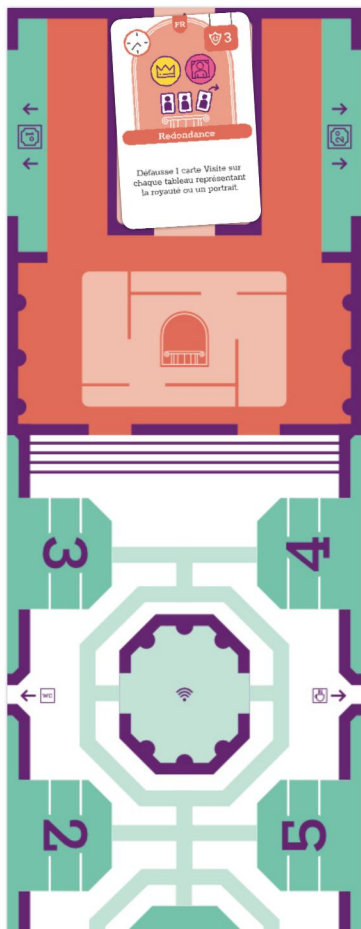


## How to play

The game is played over 8 rounds. Each player takes turns playing. Once everyone has taken a turn, the current round ends and a new one begins.

At the beginning of each round, the player holding the Ticket token reads the top Slot card. They apply its effect and place it on the designated space. The next Slot card is always visible, so you know what to expect in the following round.

The player holding the Ticket token then takes their turn.




## Turn Overview

A turn is divided into 2 phases:

### 1st Phase : Visit

**Play as many Visit cards from your hand as you wish.**

Each Visit card corresponds to an action. Cards must be played one at a time.

Once used, they are discarded face-up in the Exit area . When you can no longer — or no longer wish to — play Visit cards, proceed to the Photography phase.

You can also play the Joker action during this phase (see Actions, p. 8).

If you have no Visit cards on your turn, proceed directly to the Photography phase.

### 2nd Phase: Photography

**Perform up to 2 basic actions.**

These actions are the same as those on the Visit cards (see Actions, p. 8) and are carried out without discarding any cards. Perform these actions one after the other. You may repeat the same action twice.

Once both phases are completed, your turn ends. It is now the turn of the player to your left.

At the end of your turn, check that you have a maximum of 5 cards in hand. If you have more, discard down to 5.

When it is again the turn of the player holding the Ticket token, a new round begins. Pass the Ticket token to the next player, who then reads and applies the new Slot card.

## End of the game

The game ends at the end of the **8th round**.

Add up the prestige points from the Painting cards you have won. Add the prestige points from your 2 Mission cards and the common mission, if you have completed them.

The player with the highest total prestige points wins.



# Actions

Les actions sont divisées en 3 types :



## Basic actions

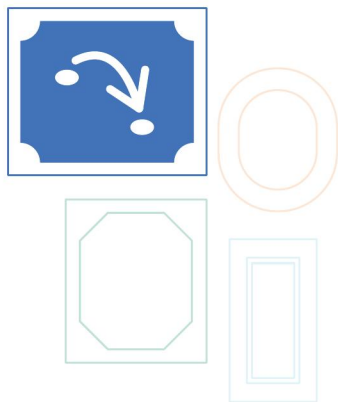
These actions are found on the Visit cards and are the only ones that can be performed during the Photography phase.

### Movement

*While going to the right room in search of the painting that interests you is essential, positioning yourself in front of it is even more so.*

**Move your token to a room or move ahead of a token already in the same room as you.**

Place your token in the room of your choice, positioning it on the nearest free space to the painting. If other tokens are present, place yours behind them. **To get closer** to the painting, you must perform another Movement action.



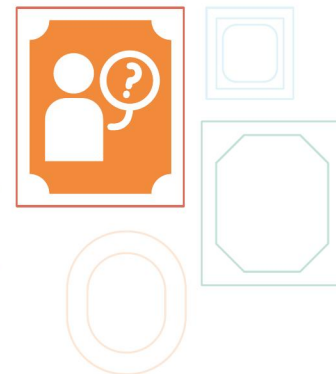
**Note:** each room contains 3 spaces, each able to hold 1 token. The space closest to the painting is considered the first space. A photo can only be taken from this space.

### Help

*You convince a visitor to help you.*

**Take 1 Visit card from the room you are in and add it to your hand.**

Only Visit cards placed on the painting of the room where your token is can be taken, regardless of your space.

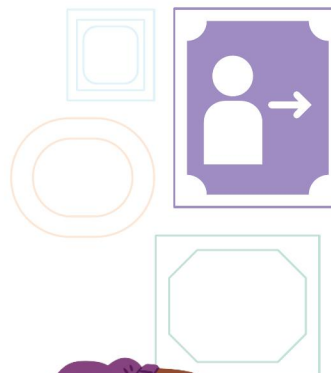


### Change of room

*You encourage a visitor to explore another painting. They move to the adjacent room.*

**Move 1 Visit card from your room onto the Painting card of an adjacent room.**

Ignore closed rooms. You can only transfer visitors from your room to another, regardless of your space. **Each room can hold up to 5 Visit cards.** If the adjacent Painting cards already have 5 cards each, this action cannot be performed.



## Joker Action

*Everyone gets involved.*

**Use 2 Visit cards from your hand to perform a basic action of your choice.**

You can repeat this action as many times as you have enough cards. This action can only be performed during the Visit phase and cannot be used to perform the Security action.


To perform the Help or Room Change action, your token must be in a room. You can only take or transfer Visit cards from the room where your token is, regardless of its space.



## Security Action

*The security guard steps in.*

**Block the action of a Visit card played by another player.**


This action can only be performed by playing a Security card during an opponent's turn. The Security card and the blocked card are then discarded at the Exit  space. The player whose turn it is only loses that action and finishes their turn normally.

Actions during the **Photography phase** cannot be blocked. Security cards can only be played during the Visit phase. A Security card cannot cancel another Security card.

## Photographs

When there are **no more Visit cards on a Painting card, a photo is taken automatically, without spending an action.** The photograph is awarded to the player whose token is on the first space of the room. Even if multiple tokens are present in the room, only the one closest to the painting receives it.

If it is your token, immediately pause the game (whether it is your turn or not). Then follow these steps:

1. Take a photo : « CLIC ! ».
2. Move your token to the Hall space on the board .
3. Take the corresponding Painting card. Place it in front of you, leaving the symbols and prestige points visible.
4. Choose one of the visible cards from the Next Painting piles 1° or 2° and place it on the empty room.
5. Place on this Painting card as many Visit cards face down as indicated.

The game resumes, and the player whose turn it was continues playing normally.

Thus, it is possible for you to obtain more than one Painting card in the same turn, for someone to take a card during your turn, or for two players to win a card at the same time.

If no token is present in the room when the last Visit card is removed from a Painting card, the photo goes to the first token that enters that room.

**Reminder:** only the token on the first space receives the photo. Once this token is moved to the Hall space, the other tokens move forward one space.



## Example of a turn

Marie plays her Visit phase. She uses a Movement card to go to room 3. Since Oscar and Julien are already in that room, Marie places her token on the third space.



She plays a second Movement card to advance one space. She thus passes Oscar, who ends up in last position.



She then performs a Joker action by discarding 2 Room Change cards to move again. This allows her to move ahead of Julien and place her token on the first space.





Marie then plays her Photography phase. She can perform 2 basic actions without playing any cards. She chooses the Room Change action to transfer a Visit card from her room to an adjacent room, making things harder for Irène. Finally, she performs the Help action and takes the last Visit card into her hand. Since there are no Visit cards left on the Painting card, she takes a photo.



## Visit Cards

Visit cards represent the actions that can be performed during the Visit phase or during an opponent's turn (Security cards).

Cards are always drawn from the pile at the Entrance space , unless a card indicates otherwise. Played or discarded cards are always placed on the pile at the Exit space .

Quand la pioche , est épuisée, mélange les cartes de la défausse  pour en créer une nouvelle.

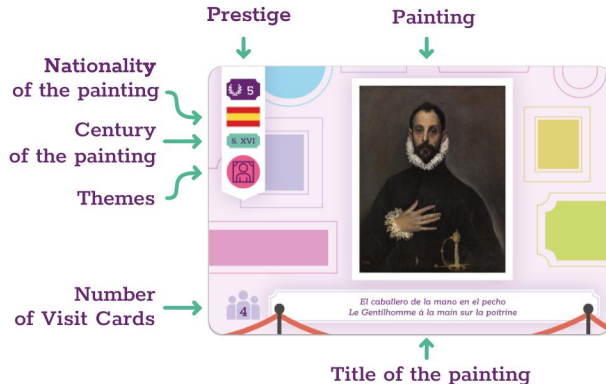
N'oublie pas de défausser des cartes de ta main à la fin de ton tour si tu en as plus de 5.



## Painting Cards

Painting cards correspond to the photos taken during the game. Each card grants prestige points and contains symbols that help fulfill Mission cards.

When you place a new Painting card in a room, place on it as many Visit cards face down as indicated. The same room can never contain 2 Painting cards.

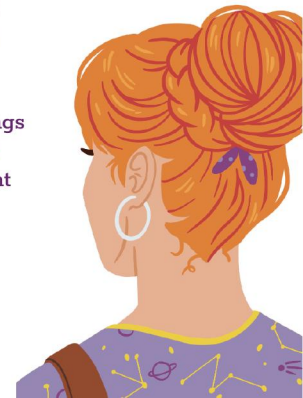
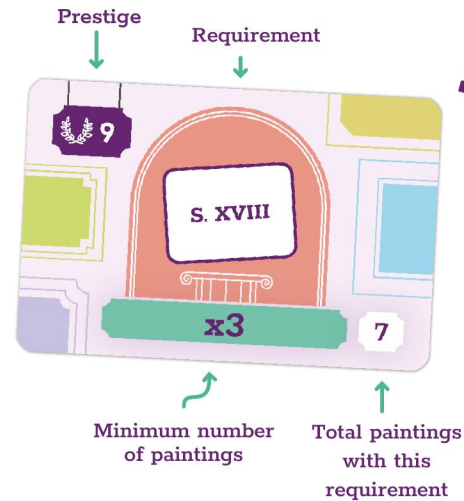


## Mission Cards

Mission cards award additional prestige points at the end of the game if you have collected enough paintings meeting the specified conditions.

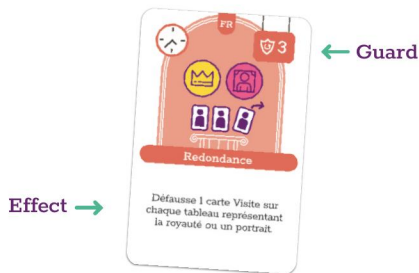
The number of Painting cards in the museum that meet these conditions is indicated in the lower right corner of the Mission cards. Each player has 2 personal Mission cards, kept secret, in addition to the common Mission card. The common mission can be completed by multiple players.

*Example: This mission is completed if you photograph 3 paintings from the 18th century. You then earn 9 prestige points. In total, the museum includes 7 paintings from this period.*



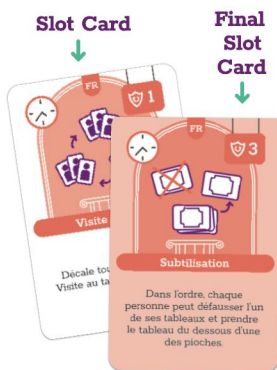
## Slot Cards

The Slot cards (Slot and Final Slot) indicate the event triggered at the beginning of the round. Applying a Slot card means carrying out the effect described by the text at that point in the game.



While Slot cards can disrupt the flow of the game in positive or negative ways, the Final Slot cards introduce significant changes for the last round, which can be either positive or negative. Reminder: you can consult these cards during the round before they are applied, since they are visible.

This allows you to prepare accordingly.



## Guard

Feeling like you're completing this mission a bit too easily? Introduce the Museum Guard. He moves from room to room, standing between your objective and the artworks.

### Set up

During setup, place the Guard token on the first space of room 1.

### New rules

After reading a Slot card and activating its effect, move the Guard the number of rooms and in the direction indicated on the card.

Thus, he can move 1, 2, or 3 rooms, clockwise or counterclockwise, from his current position.

The Guard always occupies the first space of a room.

He is considered like any other photographer that you must move ahead of to take your photo.

**Note:** We strongly recommend adding the Guard for 2-player games.



Movement and direction of the Guard in the museum.



# Solo Mode

The Solo mode uses the Guard but introduces some changes in setup and rules.

It turns out the Guard has a passion for art photography. You will need to score more prestige points than him. Of course, the Guard can count on the support of the museum staff!

## Setup

Adjust the standard setup with the following elements:

1. Place **the game board** in the center of the table and place a Closure card on rooms 3 and 4.
2. Choose your **Photographer card** and place the corresponding token on the Hall space of the board 📶. **Place the Guard token in room 1.**
3. **Build your starting hand with the following 2 cards:**  
*Movement and Room Change.*

4. **Mission Cards:**  
Divide the Mission cards into 3 piles:  
Pile 1: Nationalities.  
Pile 2: Centuries.  
Pile 3: Themes.  
Shuffle each pile separately and draw 1 card from each. Then shuffle all remaining cards together and draw 1 card, which represents the common mission. Put the remaining Mission cards back in the box.

5. **Slot Cards:**  
Prepare the Slot deck following the standard setup, and add 3 Slot cards (for a total of 11 rounds).

6. **Visit Cards:**  
Determine the game difficulty by adjusting the number of Visit cards:  
  
Easy: remove 2 Security cards.  
Medium: remove 1 Security card.  
Hard: use all cards.

Finally, prepare the Visit card deck following the standard setup.

## Goal of the game

Complete your 3 Mission cards and earn more prestige points than the Guard by the end of the 11 rounds.

## Game flow

Each round is divided into 4 phases.



### 1. Apply the Slot card


Read the active Slot card and carry out its effect as much as possible. The Guard is not affected by Slot or Final Slot cards.

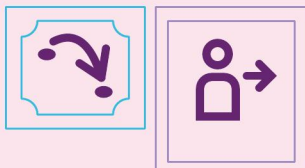
### 2. Move the Guard

Move the Guard according to the directions on the Slot card, in the indicated direction and number of rooms. He can move 1, 2, or 3 rooms clockwise or counterclockwise from his current position. Ignore closed rooms. The Guard may end up back in the same room. The Guard always occupies the first space (closest to the painting).

### 3. Perform the Guard's turn

The Guard has the same actions, with a few differences. He performs 2 actions, one after the other.

For each action, he draws 1 Visit card from the pile at the Entrance space  and carries out the corresponding action. He only draws the second card after completing the first action.



## Guardian's Actions

### 1. MOVEMENT:

The Guard moves to an adjacent room in the direction indicated by the round's Slot card. The Guard always occupies the first space (closest to the painting).



### 2. HELP:

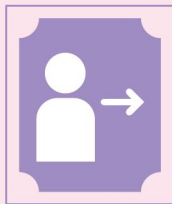
He takes a Visit card from the room he is in and performs the corresponding action.

If he takes the last Visit card from a painting this way, he first takes the photo, then places a new Tableau card and its Visit cards before performing the action of the drawn card.



### 3. ROOM CHANGE:

He moves 1 Visit card to an adjacent, open room in the direction indicated by the Créneau card of the round. If the room is already at full capacity, the card is discarded instead of being moved.



### 4. SECURITY

The Guard ejects the visitors! He discards all Visit cards from the room he is in. The pawn on the first space immediately takes a photo. Then place a new Tableau card with its Visit cards.



## 4. Play your turn

Your turn is identical to that of a standard game: Visit phase, then Photography phase. The following changes apply:

**As soon as** you draw a Security card—whether by performing the Aid action or for any other reason—the Guard expels the visitors from his room. Discard all Visit cards from the room where the Guard is located. The pawn on the first space immediately takes a photo. Then place a new Tableau card with its Visit cards.

Choice of the next tableau:

When a new tableau must be placed, if you took the photo, draw 2 Tableau cards from one of the Next Tableau decks. Place one on the designated room, and put the other back on top or bottom of the deck, your choice.

The end of your turn marks the beginning of a new round.

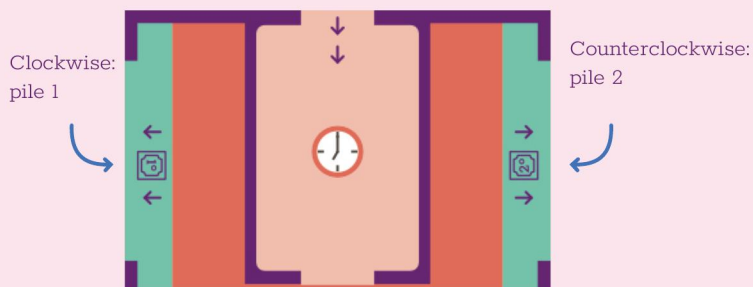


## Guardian's Photographs

If a room no longer contains any Visit cards and the Guardian's pawn is on the first space, the Guardian takes a photo. This usually happens when a Security card is drawn, whether during your turn or the Guardian's. If your pawn is ahead of the Guardian's when a Security card is revealed, you take the photo instead.

A Security card revealed when it is discarded has no effect.

When a new painting must be placed, if the Guardian took the photo, take the Painting card from the Next Painting pile that corresponds to the Time Slot card.



Place on it the indicated number of Visit cards.

The Guardian does not move after taking a photo (he never goes to the hall). The current turn, whether yours or the Guardian's, ends normally.

**Reminder:** the Guardian always settles on the first space of a room.

**Note:** the Guardian can make a "double capture." If he takes the last card of a painting and it is a Security card, he first takes the photo before expelling all visitors from the next painting (in the direction indicated by the Time Slot card).

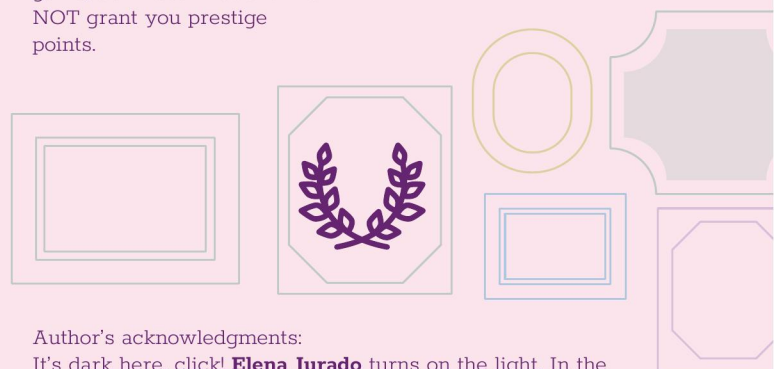
## End of the game

The game ends after 11 rounds. If you have successfully completed your 3 Mission cards, add the prestige points from the collected tableaux to the points awarded by the common mission.

If you score more points than the Guardian, you win the game. Calculate the Guardian's points by adding the prestige points from their tableaux and those from the common mission, if completed.

If you have failed one or more of your personal Mission cards, you automatically lose.

Note: You must complete all 3 personal missions to win the game, but these missions DO NOT grant you prestige points.



Author's acknowledgments:

It's dark here, click! **Elena Jurado** turns on the light. In the distance, I see **J.A.M. Toribio** and **Jaime López**, the **Chimuelo Estudio**, showing me the way. I venture forth and... wow! The great **Simone Luciani** from **Meeplefactory**, then **Toni Serradesanferm** at the **Granollers Contest**, next **Zona Lúdica**, and way back on the right, **Protojuegos** from **DAU BCN**. That's it, all **my friends and family** are with me, the Colectivo Satélite as always, and of course the companions from the **Ludo Association**. Now everything's rolling, only the hardest part remains: sharing it... Boom! **Zacatus** works its magic, with the collaboration of **the Prado Museum**. Thanks to everyone for trusting the work of so many people. Games are part of culture. LONG LIVE ART!

Julio Falagán



### Centuries:

S. XV

S. XVI

S. XVII

S. XVIII

S. XIX

### Nationalities:



### Themes:



Royalty



History



Religion



Professions



Portraits



Mythology

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zacatrus!



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