

■ STARVING ARTIST

Quick Start Instructions

Welcome to **Starving Artist**, a turn-based game about building an artistic career one difficult decision at a time.

You and the other players are competing artists. The first player to complete a **Masterwork** wins.

■ Your Role

Each player chooses an **Art Path** (Author, Musician, Painter, etc.).

Your Art Path affects which cards help you most, which opportunities are blocked, and how you create works later in the game. No two careers play the same.

■ Turns & Time

Each player takes turns representing moments in their artistic life.

On your turn: Roll for Time, spend that Time on actions, then end your turn.

Time is your most limited resource—spend it carefully.

■ Cards = Decisions

Most actions involve drawing a card.

Cards represent life events, opportunities, setbacks, and tradeoffs.

Each card presents choices. Each choice has consequences.

■ Your Stats

You are constantly managing four core stats:

Money – Rent, supplies, survival

Food – Energy and stability

Inspiration – Ideas and motivation

Craft – Skill and technical growth

Letting any one of these fall too far behind will slow your progress.

■ The Four Stages of an Artist's Career

Your career progresses upward through four stages on the board. Each stage has its own focus and goal.

■ Home — Getting Out

What this stage is about: Survival, self-belief, and small victories.

What you'll do here: Draw Home cards and build confidence through repeated success.

Goal: Achieve enough success to leave Home and enter the wider world.

■ Dreamer — Balancing Work and Ambition

What this stage is about: Supporting yourself while chasing your art.

What you'll do here: Take and work Jobs, attend Social events, and build momentum.

Goal: Meet the requirements to advance into the Amateur stage.

■ Amateur — Proving Yourself

What this stage is about: Turning effort into real creative output.

What you'll do here: Create Minor Works, build a Portfolio, and invest in professional development.

Goal: Compile your work and successfully go Pro.

■ Pro — Creating a Legacy

What this stage is about: Reputation, pressure, and long-term success.

What you'll do here: Work on your Masterwork and navigate high-stakes Pro cards.

Goal: Be the first player to complete a Masterwork and win the game.

■ Winning the Game

There is no elimination and no losing condition.

The game ends when one player completes their Masterwork. That player wins.

Everyone else finishes... eventually.