

BIGBOX FRESCO

The bishop awaits very high-ranking visitors, but unfortunately the large fresco – the painting at the ceiling of the cathedral – is in urgent need of being restored. The most renowned fresco painters of the renaissance are hired and now have to prove their skillful mastership. Which painter will succeed in restoring the fresco to its former glory?

Overview

“Fresco” is an exquisite family game for 2-4 players aged 10 years and above. It will whisk you away to the epoch of the renaissance and all its grandeur. Plunge into this cavalier era und experience advanced ways of gaming by using the 10 expansion modules included in this box. You may combine the basic game with these modules in any way you like. The modules will increase the challenge gradually, thus affecting the playing time.

“Fresco” is a game sure to provide entertainment many times over.

Object of the game

The players find themselves in the roles of fresco painters and by order of the bishop have to restore the large painting at the cathedral’s ceiling.

The painters need to carefully plan for their workday. More often than not they have to get up very early in the morning, buying and mixing paints for their work in the cathedral in order to restore the fresco to its immaculate condition.

In case their income is not sufficient the players have to meet orders in their own studio. This may lead to a bad mood of their apprentices which can be cured only by attending the evening show at the theater. Only slick planning will help you to gain the most victory points and to become the most glorious fresco painter.



Game components

- 1 double-sided game board
- 14 market tiles
- 25 fresco tiles with values from 3 to 11.
- 60 coins (Thalers) with values of 1 (36x), 5 (16 x), and 10 (8x)
- 78 paint pieces, 17 each of red, yellow, blue; 9 each of green, purple, orange
- 4 natural-colored apprentices
- 20 apprentices, 5 each in 4 colors
- 12 master painters, 3 each in 4 colors
- 1 bishop
- 4 small screens
- 4 large screens
- 4 action sheets
- 4 cards showing tables of blending paints
- 1 linen bag
- 1 rules leaflet

Gaming material per player

Each player takes in their selected player color:

- 1 small screen and 1 action sheet, which they place behind the screen, side "1" being visible



Front of small screen



Inside of small screen, showing an overview of phase 1, phase 2 and preparation of next round

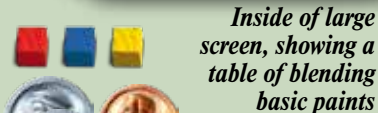


Action sheet
Side 1 and 2
Side 2 is needed for the final round only

- 1 large screen, behind which they place 1 yellow, 1 red and 1 blue paint piece and 12 Thalers



Front of large screen



Inside of large screen, showing a table of blending basic paints



- 1 card with table of blending basic paints

- 3 master painters



- 5 apprentices



Set-up for a 3 or 4 player game

Any dis...

1. The double-sided game board ...

... is placed in the middle of the table within easy reach for all players. The side for 4 players is face up (starting spaces S1 - S4).

For 3 players turn the board over and use the side showing starting spaces S1 - S3.

2. The mood display

Put 1 master painter into the mood display after the first round. They are then colored in the mood display.

9. The bishop

The bishop takes his place in the center of the fresco.



8. The theater

Each player places one of their master painters on the corresponding space of the mood display.



One natural-colored apprentice is placed on the space above each column.



7. The workshop

All paint pieces are placed on the 6 spaces of the workshop, sorted by color. This is the common supply.



6. The studio

Place all coins on the three free spaces of the studio, sorted by denomination. This is the common supply.



Starting spaces (S1-S4)

Each player places one of their master painters on a space above the hostel. The master painter of each player is drawn from the linen bag. Then draw one master painter from the bag and place it on the starting spaces S1 to S4 in the order as they were drawn.

3. The hostel

Each player places one of their master painters on a space above the hostel.

The hostel displays:

- Left column - get up time in the morning
- Middle column - change of mood
- Right column - market prices

4. The market with four booths I - IV

Put all 14 market tiles into the linen bag and shuffle well. The tiles show the paints which can be bought at the market. Draw the appropriate number of tiles for each booth and place them there face up. 1 tile will be left over in the bag.

For three players there are only 3 booths. Please remove the tiles shown below from the game:



There is a total of 11 tiles, 2 of which will be left over in the bag.

5. The cathedral with fresco and altar

Take one of the 25 fresco tiles valued 11 and place it face up in the center space of the fresco.



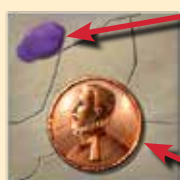
Shuffle the remaining tiles and randomly deal them out face up onto the segments of the fresco.

Front



Victory Points
These paint pieces must be expended for restoring.

Back



Needed only for expansion module "The bishop's request".

Income

Playing the game

Fresco lasts for several rounds; each round is split into 2 phases:

- 1. Choosing get up time and adjusting mood
- 2. Planning and performing actions

Both phases are now explained in detail:

■ 1. Choosing get up time and adjusting mood

The player holding **last** position on the victory point track goes first.

They take their master painter from his space above the hostel and place the figure on a **get up** space of their choice (left column). The other players do likewise **in order from second last position to first position**, placing their master painter on any free get up space. Only one painter may occupy any single get up space.

The get up time has the following effects for each player:

- It may change the player's own **mood**
- It affects their market **price**
- It determines the **player order** for the actions in phase 2.

Change of mood

Any change of mood is displayed in the middle column of the hostel. Immediately after choosing their get up time the player adjusts their mood by moving their painter up or down his column on the mood display. A figure may never be moved beyond the top or bottom space of a column.

The emotional state affects the following:

• “+1” Spaces

If a player's master painter is occupying any of the two “+1” spaces they take the **natural-colored apprentice** from the space **above their column**. They may use this apprentice for **1 additional action** (thus having a total of 6 actions) on their action sheet. A player keeps their extra apprentice until they are leaving the “+1” spaces. When leaving these spaces they return the apprentice to his space above the column.

• “-1” Spaces

If a player's master painter is occupying any of the two “-1” spaces they have to dispense 1 of their own apprentices, placing him in front of their screen (thus having a total of only 4 actions during phase 2). When leaving these spaces they take their apprentice back and can use him again.

Please note: At the start of the game the master painters are standing on the starting spaces S1 - S4, S1 qualifying for the last position.



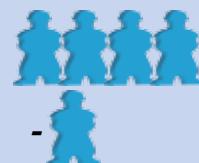
Example:

1.) Player Red is holding last position on the victory point track. He goes first choosing a get up time and places his master painter on the 7 o'clock space. This means that for this round his mood is changing for the worse by 1 and that he has to pay 2 Thalers for each market tile he wants to buy. No other player may place their master painter on this get up space.

2.) Now player Red adjusts his mood by moving his figure in the theater down 1 space.



The player may deploy 1 additional apprentice.



The number of the player's apprentices is reduced by 1.

Market prices

Depending on the get up time they choose, the column to the right shows the price a player has to pay at the market for 1 market tile.



6:00	-2	3
7:00	-1	2
8:00	0	2

Example:
Player Red has to pay 2 *Thalers* for each market tile he wants to buy.

Player order

After all players choose their get up time the player order for this round is fixed. The player having chosen the earliest get up time will be first player during phase 2, followed by the other players in ascending order of their chosen get up time.

Important:

There are 2 different player orders during the game:

1. The order of choosing get up time (depending on the players' positions on the victory point track).
2. The order of performing actions (depending on the players' get up time).

2. Planning and performing actions

Planning actions

Now all the players begin planning their forthcoming actions **simultaneously behind their small screen**. They can perform actions at the 5 different locations on the game board. The players deploy their available apprentices to the 15 spaces of their action sheet. Only 1 apprentice may be placed on any single action space, thus activating this action.



Example:

For this round player Red is planning to visit

1 x the market,
2 x the cathedral,
0 x the studio,
1 x the workshop
and
1 x the theater.

Performing actions

After all players have chosen where to send their apprentices they remove their small screens and go visiting the 5 locations one after the other. At each location the attending players perform their actions in order of their previously chosen get up time. The active player performs all their actions at a certain location before the next player will perform their actions at this location.

If a player did not deploy at least one of their apprentices at a certain location, they do not perform any actions there. They are simply skipped in the player order.

Players are not forced to perform their chosen actions. A player may forfeit performing any of their chosen actions. In case a player does not possess sufficient money or paint pieces needed for a certain action, they **must** forfeit this action.

Locations and actions:



■ **Market:** Buy paints or close down market booth

First the active player selects one of the available market booths and then decides to perform one of the two following actions:

- Buy paints or
- Close down market booth

The particular locations and associated actions:



■ **Market:** Buy paints or close down market booth



■ **Cathedral:** Restore the fresco or altar



■ **Studio:** Paint portraits



■ **Workshop:** Blend paints



■ **Theater:** Improve one's mood

Buy paints

Each of the player's apprentices deployed at the "market" column may buy 1 **market tile** from the selected booth. Each tile can be bought only once. The purchase price depends on the player's previously chosen get up time.

The player takes the paint pieces shown on the tile they just bought from the common supply and hides them behind their large screen.

Having finished all their purchases at the selected booth the player returns all tiles of this booth to the linen bag.

Close down market booth

If the active player deployed at least 1 of their apprentices at the "market" column they may forfeit buying paints and close down the selected booth instead. All tiles of this booth are returned to the linen bag. This counts as a free action.



Example:

1.) Player Red had deployed 1 apprentice at the market, enabling him to perform 1 action at the market. His get up time was 7 o'clock so he has to pay 2 Thalers for each market tile.



2.) He wants to buy the tile with 3 yellow paint pieces at booth IV. He pays 2 Thalers and picks up 3 yellow paint pieces from the common supply. He returns all tiles of booth IV to the linen bag.



Cathedral: Restore the fresco or altar

Each of the player's apprentices deployed at the "cathedral" column may:

- restore one segment of the fresco or
- restore the altar once

Restore a segment of the fresco

The fresco is divided into 25 segments; each segment is covered by 1 tile. In order to restore a segment the player must own the paint pieces shown on the segment's tile.

When restoring a segment the player returns the requested paint pieces to the common supply and gains the victory points shown on the tile plus any bonus points gained by the bishop, if applicable. (see bishop)

The player advances their master painter on the victory point track as many spaces as the number of victory points they just gained (not counting the starting spaces S1 - S4, the actual victory point track starts with space 1). If their movement ends on a space already occupied by another player's painter they have to decide whether to stop on the next empty space behind or in front of the occupied space. No space on the victory point track may ever be occupied by more than 1 figure.

After restoring a segment the player removes the fresco tile from the board and places it face down in front of them. Finally they move the bishop to the restored segment.



Example: 1.) Player Red had deployed 2 apprentices at the cathedral and therefore is entitled to perform 2 actions at this location. First he selects the tile valued 3.



2.) He returns the paint pieces as demanded by the tile to the common supply and advances his master painter on the victory point track 3 spaces.

3.) The bishop is standing on a diagonally adjacent space, so Red gains 2 extra points (and moves his master painter on the victory point track accordingly). In total Red gained 5 points for restoring this segment of the fresco.

He takes the fresco tile from the board and places it face down in front of himself and then moves the bishop to this freshly restored segment of the fresco.

4.) Now player Red proceeds to performing his 2nd action at the cathedral.

Moving the bishop:

Before restoring any segment of the fresco, the player may move the bishop once only 1 space in any direction (vertically, horizontally or diagonally) by paying 1 Thaler to the community supply. This movement may end on any segment no matter if restored already or still covered by a tile.



The bishop's bonus points:

If the bishop is standing on the segment to be restored the player gains 3 bonus points. If the bishop is standing on a space adjacent (vertically, horizontally or diagonally) to the segment to be restored the player gains 2 bonus points.

Restore the altar

Instead of restoring a segment of the fresco the active player may choose to restore the altar.

This can be done in two ways:

- Restore the altar using **basic paints**:

The player returns 1 each of yellow, red, and blue paint pieces from behind their screen to the common supply. They gain 2 victory points for this restoration.


The player may substitute any one or even all of these paints by green, orange or purple paint, each of these wildcard paints being worth 1 additional victory point.

- Restore the altar using **3 different blended paints only**:


The player returns 1 each of orange, green, and purple paint pieces from behind their screen to the common supply. They gain 6 victory points for this restoration.

Please note: Usually this action will become more attractive when the game is nearing its end and the number of unrestored fresco segments is dwindling.




 = 2 + 1 (3 victory points)

Example: The player gains a total of 3 victory points. 2 points (red/yellow/blue) + 1 point (green substitutes yellow).

 = 2 + 1 + 1 + 1 (5 victory points)

Example: The player gains a total of 5 victory points. 2 points basic paints (red/yellow/blue) + 3 points (2 orange and 1 green substitute red/yellow/blue).



 *Example: The player returns 1 green, 1 orange, and 1 purple paint piece to the common supply. The player gains 6 victory points.*



Studio: Paint portraits

For each of their apprentices deployed at the “studio” column a player is paid 3 Thalers from the common supply.



Example: Player Red had not deployed any apprentice at the studio and therefore does not collect any Thalers from the common supply. He does not perform any actions at this location and his turn is skipped.



Workshop: Blend paints

For each of their apprentices deployed at the “workshop” column a player may **blend paints up to 2 times**.

It's the active player's decision which paints they want to blend. They simply return the blended paint pieces to the common supply and take the resulting paint piece instead.



Example: Player Red had deployed one apprentice at the workshop. This enables him to blend paints up to 2 times, according to the blending table.

Please note: The number of paint pieces is unlimited. If the rare case should occur that the supply of paint pieces is empty, each player notes on a piece of paper the number and colors of those pieces which they would receive.



■ Theater: Improve one's mood

For each of their apprentices deployed at the “theater” column a player may move their master painter **2 spaces upwards** on the mood display.

Please note: Any change of mood by visiting the theater will be effective on the next round after selecting the get up time. Only after this any apprentices are returned or retrieved.



*Example:
Player Red had deployed one apprentice at the theater. His mood is improved by 2 spaces.*

After all players have finished all their actions the next round has to be prepared:

- Draw the appropriate number of market tiles for each market booth and place them there face up.
- Each player is paid their income which is 1 Thaler for each of their face down fresco tiles in front of themselves (applicable only after having restored at least one segment of the fresco).
- All players move their master painters back to their sleeping places at the top of the hostel.

The player holding last position on the victory point track starts the next round by selecting their get up time.



For easy reference the game's phases are shown on the inside of the small screen.

In case 2 or more master painters are still standing on the starting spaces they will change places. The first one is moved to the end of the line and the others are moved one space forward.

End of the game and final scoring

If there are 6 or less fresco tiles remaining on the board at the beginning of a round this is the final round of the game.

All players flip their action sheet over, now showing side 2.

The game will end after this round, even if the fresco is not restored completely. No income is paid at the end of the final round.

Final scoring

Now all players are awarded victory points for their money. Every 2 Thalers are worth 1 victory point. These final victory points are awarded in player order (*get up time*) of the final round. The player with the highest victory point total is the master of all fresco painters and winner of the game.



In the final round the “theater” can not be visited any more, instead the “cathedral” may be visited twice.

Please note: In case the fresco is completely restored during a round without the final round being triggered, that is the final round and followed immediately by final scoring. As it's the final round, no income is paid.

Please note: If a master painter is landing on an occupied space of the victory point track during final scoring, the figure is moved forward to the next free space.

Rules for 2 players (basic game)

Use the same side of the game board as in a 3 player game, using rules (set-up) for three players. An imaginary third player is introduced - his name is Leonardo.

Leonardo does not receive any **paint pieces** and is not paid any **income**, but is awarded victory points.

During set-up Leonardo is given:

- **3 master painters** and **2 apprentices** of a color not used by the players
- **1 action sheet** – he does not need any further material, like screens etc.

1 of Leonardo's master painters is placed on the **starting space S3**, **1 master painter** on a space above the hostel and **1 master painter** on the center of the fresco, along with the bishop.

His **action sheet** is placed on the table showing side 1. **1** each of his **apprentices** is placed on the top space of the **market** and **cathedral columns**. This array remains unchanged for the rest of the game.

Give the **Leonardo** tile to the **starting player**. They will play for and act as Leonardo for this game round. The next round Leonardo is played by the other player, alternating between the two players from round to round. The usual player order applies to Leonardo as well, but there is a difference to the way Leonardo performs his actions:



1. Choosing get up time

When it's Leonardo's turn his current player places his master painter on the desired get up space (*Don't forget: There is no master painter of Leonardo on the mood display!*).

2. Performing actions



Market: Close down market booth

Leonardo **never** buys any paints; instead he closes down any open market booth as chosen by his player.



Cathedral: Restore the fresco

Each round Leonardo restores 1 fresco tile only. His master painter is moved one space up or down or left or right (not diagonally). The master painter must be moved, if this is not possible he jumps to the fresco tile with the lowest value. If there are several tiles with the lowest value it's up to Leonardo's player where he jumps.

Leonardo gains victory points as usual including bonus points from the bishop.

Advance his master painter on the victory point track accordingly. Place the restored fresco tile in front of his action sheet, back side up. Both the bishop and Leonardo's master painter are moved to the freshly restored space of the fresco.

When the players flip their action sheets over Leonardo's action sheet is not flipped, but his apprentice is removed from the cathedral column, he cannot perform this action anymore now.

Final scoring – please don't forget that Leonardo occupies one space on the victory point track!



1 The portraits

Renowned personalities want their portraits painted at the studio of the painters. This will be advantageous during the game!

Who will benefit most from these privileges?

This module will have an impact on

Studio: Paint portraits
and "End of the Game".

Additional game components

- **18 portrait cards** – during the game the players will gain money, paint pieces, and other benefits with these cards.

There are 2 different kinds of portrait cards:

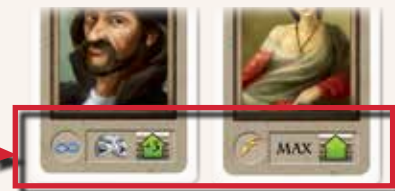
1) **Cards with** ∞ :

A player who obtains such a card places it face open in front of themselves. From now on they will permanently benefit from its advantages.

2) **Cards with** ⚡ :

When a player obtains such a card they are paid the reward immediately. Subsequently the card is removed from the game.

Reward for painting the portrait



Changes in set-up

Place all coins beside the game board.

Sort the 18 portrait cards by their back sides "A", "B", and "C". Shuffle each pile separately and place them on top of each on a space of the studio, as shown to the right. Reveal the top two cards and place them on the two remaining free spaces.

Pile "C" is placed first on the right-most free space of the studio, pile "B" on top of it and finally pile "A". The two top cards are revealed now.



Changes in game play



■ Studio: Paint portraits

The active player may take one of the two portrait cards on open display for **one** of their apprentices at the studio. For each of their **other** apprentices at the studio they are paid 3 Thalers as usual.

If both portraits have been painted (picked up) already, the players can only be paid 3 Thalers.

Preparing the next round:

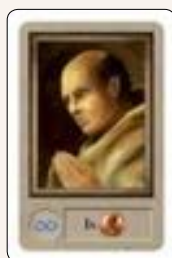
Reveal 2 new cards from the top of the deck. Any card(s) left from the previous round are removed from the game.

Changes for “End of the game”

This module introduces an alternative game end condition: If the last 2 portrait cards have been revealed this is the final round (*flip your action sheets over!*).

Details of the portrait cards

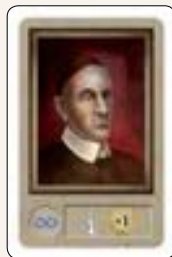
These cards grant a permanent benefit to their owners, remaining face up in front of them:



God's servant:
Each round the player earns an additional income of 1 Thaler.



Actor:
For each of their apprentices deployed at the theater the player's mood is increased by 3 spaces instead of only 2.



Abbot:
Any bonus points gained from the bishop are increased by 1.



Sexton:
Once each round, when working at the cathedral, the player may move the bishop to any place of their choice, paying 1 Thaler.

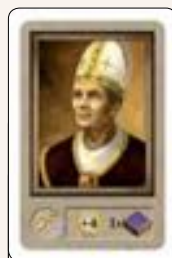
These cards grant a once only advantage to their owners and then are removed from the game:



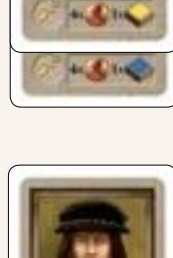
Merchant:
The player may take any 2 paint pieces (red, yellow, blue) of their choice + 1 Thaler.



Peers:
The player gains money and a paint piece as shown.



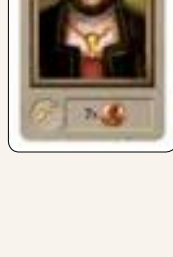
Bishop / Pictures of the Virgin Mary:
The player gains victory points and a paint piece or Thalers as shown.



Patron:
The player gains 7 Thalers.



Pretty girl / Self-portrait:
The player gains victory points or Thalers and their mood increases as many spaces as shown.



Muse:
The player's mood is pushed to its maximum.

2 players using modules

During set-up one additional apprentice is placed on the top space of the studio column of Leonardo's action sheet.

When it's Leonardo's turn in the studio, he must paint a portrait, if possible. Remove the card from the game. Leonardo gains any victory points granted by the card.

2 The bishop's request

If a player is prepared to fulfill special requests by order of the bishop and forfeit part of their income they will gain extra victory points and will regularly be rewarded with valuable paints!

This module will have an impact on

Workshop: Blend paints.

Changes in set-up

Place all **paint pieces** beside the game board. Sort the **12 request tiles** by type and place them face up on the spaces of the workshop. Of each type the tile with the lowest number is placed first, the other ones on top of it in ascending order.

Changes in game play



Workshop: Blend paints

Additional action: Fulfill a request

Each round, each player may have **1 apprentice** in the workshop fulfill **1 request instead** of blending paints. All their other apprentices must be used to blend paints in the workshop as usual.

Fulfilling a general request

If a player has at least 3 fresco tiles laid out in front of themselves they are entitled to retrieve 1 request tile “general request” and advance their master painter on the victory point track accordingly. Subsequently they pile any 3 of their fresco tiles on top of each other, flip the request tile over so its back is showing and place it on top of this stack.

Each request tile is good for 1 Thaler of income and the paint piece shown. A “general request” allows the player to select one paint piece of any basic color each round.

Fulfilling a special request

On many fresco tiles there are orange, green or purple splashes of color to be seen. A player needs any 3 fresco tiles showing the same splash of color on their back in order to fulfill a “special request” of the same color. Follow the same procedure as described above.

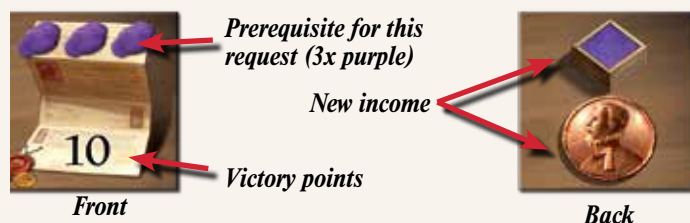
2 players using modules

During set-up one additional apprentice is placed on the top space of the workshop column of Leonardo's action sheet.

When it's Leonardo's turn in the workshop, he may fulfill a request of the bishop, provided he meets the necessary prerequisites. Leonardo gains the victory points as shown, but then the respective fresco tiles and the request tile are removed from the game.

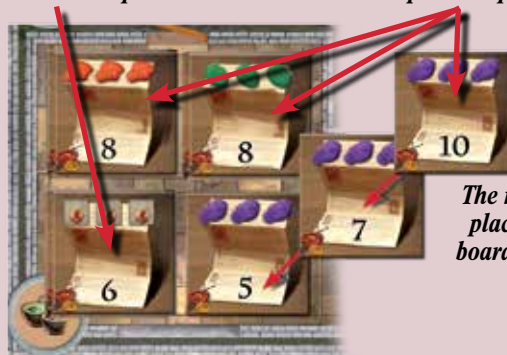
Additional game components

- **12 request tiles** – 1 type of general and 3 types of special requests (purple, orange, and green) will generate additional victory points for fresco tiles.



General request

Special requests



*Important: An apprentice may either pick up a request tile or blend paints – **not both** at the same time!*



Example: The player piles these 3 fresco tiles on top of each other and takes the topmost general request tile. They advance their master painter on the victory point track by 6 spaces, turn the request tile over and place it on top of their freshly compiled stack. From now on they receive 1 Thaler and one paint piece of any basic color each round when income is paid.



Example: The player owns 3 fresco tiles with purple color splashes, so they are entitled to take the purple special request tile worth 10 victory points. They advance their master painter on the victory point track by 10 spaces, turn the request tile over and place it on top of their freshly compiled stack. From now on they receive 1 Thaler and one purple paint piece each round when income is paid.

3

Special blend colors

The fresco turns even more colorful. New paint pieces require even more blended colors. Skillful use of these blended colors will earn the players more victory points.

This module will have an impact on

- Cathedral: Restore the fresco or altar and
- Workshop: Blend paints

Additional game components

- 7 fresco tiles — with values between 13 and 24
- 12 paint pieces — 6 each of pink and brown
- 4 enhanced tables of blending paints (see back of basic blending tables)
- 1 altar tile



Changes in set-up

The 12 new paint pieces are placed on the game board along with all other paint pieces. The altar tile is placed on the free space of the altar. Give each player a blending table.

Pick the tile valued 24 out of the 7 new fresco tiles and

place it in the center of the fresco. Randomly remove 7 of the basic fresco tiles from the game, mix the remaining tiles with the 6 remaining new fresco tiles and spread them out on the fresco as described in the basic rules.

Changes in game play



■ Cathedral: Restore the fresco and altar

If a player wants to restore the altar using blended colors they may replace the colors green, orange and purple by pink or brown in any way they want. Each pink paint piece is worth an additional 3 victory points. Each brown paint piece is worth an additional 5 points!



Example: 9 victory points restoring the altar: 6 VP (basic value) + 3 VP for 1 pink piece.



■ Workshop: Blend paints

Adding to the blends the players know from the basic game they can now blend **purple + red** into **pink** and **orange + green** into **brown**. The same apprentice who just blended a certain paint may reuse this paint immediately for a second blend.



21 victory points = 6 VP (basic value) + 3 x 5 VP for 3 brown pieces.

2 players using modules

There are no special rules for Leonardo for this module!

4

The Wishing Well

The painters are happy — when the bishop is paying them a visit, or when they receive a finder's reward and some paints free of charge. Could there be any truth in the old well at the market being a wishing well?

This module affects the rules of:

- Planning actions — Apply Lucky Pennies
- Market: Acquire Wishing Cards
- Performing actions — Use your Wishing Cards

Additional components

- 20 Lucky Pennies
- 20 Wishing Cards
- 1 Wishing Well board



Changes in set-up

Place the Wishing Well board next to the game board.

Shuffle the Wishing Cards and place the pile face down on its designated space. Place all Lucky Pennies on the Wishing Well board; this is the general supply.

Give 3 Pennies to each player. The players hide their Pennies behind their large screen.

Wishing Well board:

Storing space for Lucky Pennies

Wishing Well with spaces for 2 Lucky Pennies

Designated space for Wishing Cards



Changes in game play

You may apply your Lucky Pennies when planning your actions (■ Phase 2: Planning actions) and use them when performing your action at the ■ market.

■ Planning actions – Apply Lucky Pennies

Each player who deploys at least 1 apprentice to the market may place a maximum of 2 Lucky Pennies on the market symbol of their action sheet.



Example: Red deploys 3 apprentices to the market and places 2 Lucky Pennies on the market symbol.



■ Market: Acquire Wishing Cards

First, the active player may throw one Lucky Penny (or two, if they had placed two on their action sheet) from their action sheet into the Wishing Well.

For each Penny thrown they draw one Wishing Card from the face down pile, not showing it to the other players and hiding it behind their large screen. Next, they perform their action at the market as planned or forfeit the action.

Only two Pennies may be thrown into the Wishing Well during one game round. If two Pennies are already in the Wishing Well, no more Wishing Cards can be drawn during this round.

All players put any Lucky Pennies still on their action sheet back behind their large screen.



The player throws one Lucky Penny into the Wishing Well and then draws the top Wishing Card from the pile.

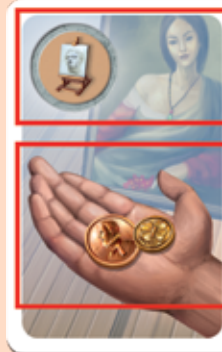
■ Performing actions – Use your Wishing Cards

Each card represents a bonus for one apprentice at a particular location as shown on the card.

Exception: You do not need an apprentice for the busker.

Each apprentice may use only one Wishing Card during a game round.

Each Wishing Card may be used only once during the game. It may be used during the same round it was acquired or later; once used it is removed from gameplay.



*Example:
Location: Studio*

*Bonus: The apprentice is given a tip -
1 Thaler and 1 Lucky Penny.*

Note: Interplay with other modules: In a given situation, you may use a Wishing Card even if you benefit already from another bonus of some other module – even if it is the same bonus.

The Wishing Cards in detail:

You may use the following cards only if you had deployed at least one apprentice to that particular location:



(3x) Lucky guy – ■ Market: You receive 2 Lucky Pennies from the general supply. Place them behind your large screen.



(3x) Free paint – ■ Market: When buying a market tile you are given the tile shown on the card additionally and cost-free, if it is on offer at that market booth. You do not need an extra apprentice for this free tile. You may not use this card when “closing down a market booth”.



(2x) The bishop pays a visit – ■ Cathedral: You may move the bishop 1 extra space in any direction without paying.



(2x) Praise of the bishop – ■ Cathedral: The bishop’s bonus is increased by 1 point.



(3x) Tip – ■ Studio: You receive 1 extra Thaler and 1 Lucky Penny.



(2x) Alchemy – ■ Workshop: The apprentice blends 1 extra paint. Exchange 3 basic colors (yellow, red, blue) in any combination against 1 orange, green or purple paint.



(2x) Finder’s reward – ■ Theater: Besides improving your mood you find 3 Thalers.

You do not need an apprentice in order to use the following card. It is played during phase 1 after choosing your get up time.



(3x) Busker – After ■ adjusting your mood, it is increased by 1 space subsequently. Each player may use only one busker during a game round.

Preparing the next game round:

Put any Lucky Pennies from the Wishing Well back into the general supply.

End of the game and final scoring

Prior to final scoring, all players discard all of their Lucky Pennies still behind their screen and receive 1 Thaler for each Penny.

2-player game

Leonardo never owns any Lucky Pennies.

5

The Leaf Gold

The bishop wants to refine the paints used for the Fresco. He decides from one round to the next which paint is refined with leaf gold.

This module affects the rules of:

■ **Market:** Buy paints and acquire leaf gold

■ **Cathedral:** Restore the fresco with gilded paints

Additional components

- **1 display board** for the leaf gold
- **24 leaf gold tiles**
- **2 gold market tiles**
1 each used for the game board side for 4 players and for 3 players respectively
- **6 wooden discs** (red, blue, yellow, green, purple, orange). Put them in the bag, together with the market tiles.
- **1 basket tile**



Changes in set-up



Place the leaf gold tiles on the display board, next to the game board.



Place the basket tile and the appropriate gold market tile on the market.



Randomly draw a wooden disc from the bag and place it in the basket.

The color of this disc indicates which paint should be refined with leaf gold during this game round.

Changes in game play



■ **Market:** Buy paints and acquire leaf gold

The arrows of the gold market tile point at two market tiles. The player buying such a tile additionally receives as many leaf gold tiles as shown, cost-free. They simply take the leaf gold from the supply and hide it behind their large screen.



Market III: At market booth III one leaf gold tile is offered together with one blue and one yellow paint.

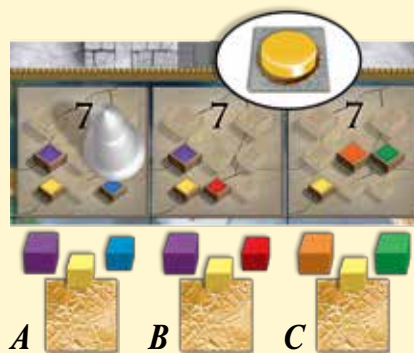
Market IV: At market booth IV you even get two leaf gold tiles when buying the two red paints.



■ **Cathedral:** Restore the fresco with gilded paints

If a player restores a segment of the fresco which contains this round's refined color, among others, they may discard 1 leaf gold tile additionally to the required paints. Depending on the bishop's position, they gain extra victory points:

- The bishop is standing on the segment to be restored: 3 victory points
- The bishop is standing adjacent to the segment to be restored: 2 victory points
- The bishop is standing at some other place: 1 victory point



The bishop wants the yellow paint to be refined. The player owns the required paints and additionally 1 leaf gold.

These victory points are awarded additionally to the bishop's bonus points as known from the basic game:

The player sums up their victory points for the restored tile, for any leaf gold and any bishop's bonus points and advances their master painter on the victory points track accordingly.

You may not use any leaf gold when restoring the altar.

	<i>Fresco tile</i>	<i>Leaf gold</i>	<i>Bishop's bonus</i>	<i>Total</i>
<i>Example A</i>	7 VP	3 VP	3 VP	13 VP
<i>Example B</i>	7 VP	2 VP	2 VP	11 VP
<i>Example C</i>	7 VP	1 VP	/	8 VP

Preparing the next game round:

Draw a new wooden disc from the bag and place it in the basket – only thereafter put the former disc back into the bag.

End of the game and final scoring

Prior to final scoring all players discard all of their leaf gold tiles from behind their screen and receive 1 Thaler for each tile.



The Glaziers

While the fresco is shining in its new glory, restored by the skilful hands of the master painters, the bishop expresses his long held desire – new stained glass windows. No easy task, but thank God the glaziers offers help.

This module affects the rules of:

■ **Planning and performing actions: The glaziers** – acquire glass tokens

■ **Cathedral: Restore the fresco or altar**

2-player game

Leonardo never acquires any leaf gold tiles.

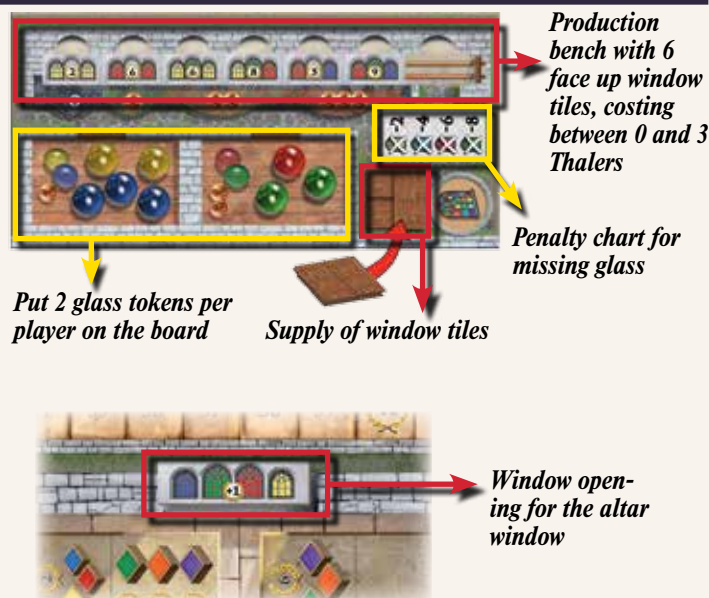
Additional components

- 1 glaziers board with a production bench and storage spaces for glass tokens and window tiles
- 26 glass tokens
5 x green, 6 x red, 7 x blue and 8 x yellow
- 18 window tiles
- 1 altar window
- 4 action tiles “Glaziers”
- 1 linen bag
- Reserve board for depositing played glass tokens



Changes in set-up

- Place the glaziers and the reserve board next to the game board.
- Shuffle the 18 window tiles and place the pile face down on its designated supply space. Draw the top six tiles and place them face up on the production bench.
- Place the altar window on the window opening next to the altar.
- Put all glass tokens in the bag and randomly draw 2 glass tokens per player. Then, place the glass tokens on the designated storage spaces of the glaziers board, sorted by color.
- Give each player 1 „glaziers“ action tile (in their player color), which they keep behind their small screen.



Changes in game play

Planning and performing actions: The glazery – acquire glass tokens

A new location is introduced in phase 2 and a new action: The glazery.

Planning actions:

During this phase of the game players now may plan to perform actions at the glazery. If they want to do so, they cover one location of their choice on their action sheet with their “glazery” action tile. During this round, a player may not go to the location covered with their glazery action tile; they go to the glazery instead. One additional apprentice is imprinted on each of the two top slots of the action tile.

This means the player may perform the action “acquire glass tokens” twice without having to deploy any apprentices there. However, if they want to perform this action thrice, they have to deploy an apprentice to the third slot.

Performing actions:

The active player may buy 1 available glass token for each of their apprentices at this location.

The purchase price for glass tokens is as follows:

- 1 blue or 1 yellow glass token: 1 Thaler
- 1 red or 1 green glass token: 2 Thalers

The players put any glass tokens they bought behind their large screen. If there are no more glass tokens on the glazery board, the players cannot buy glass tokens during this round anymore.



This round, the player cannot deploy any apprentices to the studio, but to the glazery instead.



The player performs 7 actions in total – two are imprinted on the glazery action tile.



Blue and yellow glass tokens cost 1 Thaler each, red and green ones 2 Thalers each.



Cathedral: Restore the fresco or altar

Restore the fresco – renew windows:

12 of the 25 fresco segments are next to a window. If a player is restoring one of the 12 fresco segments next to a window, they must subsequently, and additionally, renew the adjacent window by placing there a window tile from the production bench of the glazery.

The player takes 1 of the 6 window tiles from the production bench and pays its cost (0 – 3 Thalers). Then, they place the window tile on the game board next to the recently restored fresco segment.



13 fresco segments do not have a window.

12 fresco segments are next to a window.



The player claims the tile from the restored fresco segment and places the window tile on the empty space of the wall.

Move the window tiles to the right of the now empty space down towards zero costs. Reveal the top window tile from the pile and place it at the end of the row.

The victory points awarded for renewing the window are shown on each window tile. Each window also has its particular combination of 2 or 3 glass panels.

If the player fails to discard a glass token of the corresponding color for each glass panel, they suffer the following penalties:

- each missing yellow glass token: 2 VP
- each missing blue glass token: 4 VP
- each missing red glass token: 6 VP
- each missing green glass token: 8 VP

Please note: You can renew a window without discarding any glass tokens at all – but you will suffer many penalty points.

The player adds their victory points for the restored tile, the renewed window tile and any bishop's bonus points, then deducts any penalties for missing glass and advances their master painter on the victory points track accordingly.

Please note: If the calculated total is negative, the master painter does not have to go back on the victory points table but remains where he is.

Restore the altar – renew window:

The altar window consists of 4 glass panels, one of each glass colors. If the active player restores the altar, they **may subsequently** and **additionally** contribute renewing the altar window by discarding up to 4 glass tokens (no more of 1 of each color). For each discarded glass token the player gains 1 victory point. They add their victory points for restoring the altar and the altar window and advance their master painter on the victory points track accordingly.

Preparing the next game round:

The players remove their „glazery“ action tile from their action sheet, if applicable, keeping it behind their small green. Remove any glass tokens remaining on the glazery board and put them on the reserve board.

2-player game

Leonardo never acquires any glass tokens and no glass tokens are drawn for him. If he restores a fresco segment next to a window opening he renews the window



A: The player buys the window (yellow/yellow/green) paying 2 Thalers.



B: A new window (red/green/red in this case) is revealed and placed at the end of the row.



C: Move the window tiles up to fill the empty space.



	Fresco tile	Window tile	Bishop's bonus	Penalty for missing glass	Total
Example A	7 VP	7 VP	3 VP	/	17 VP
Example B	7 VP	7 VP	/	- 8 (green missing)	6 VP
Example C	7 VP	7 VP	/	- 14 (no glass)	0 VP
Example D	7 VP	9 VP	/	-18 (no glass)	0 VP *

* Calculated exactly the result is -2, but is considered 0.



The player discards these 3 paints and 3 glass tokens:
They gain a total of 6 VPs:
2 VPs (basic VPs for yellow/red/blue)
1 VP (wildcard orange)
3 VPs (3 glass tokens of different colors)

Draw 2 glass tokens per player and put them on the glazery board. If the supply in the bag is exhausted, refill the bag with the glass tokens from the reserve board.

7

The Scrolls

The bishop presents the painters with some extraordinary scrolls. With the help of these chronicles of the elder masters, the players now can restore the fresco according to his fancies and earn extra victory points.

This module affects the rules of:

■ Cathedral: Restore the fresco

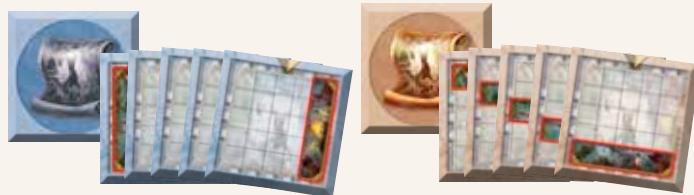
Changes in set-up

Sort the scrolls before the start of the game by the two colors of their backsides and shuffle each pile separately. Give one face down tile of each kind to each player. The players store their tiles face up behind their large screen. Put any left over tiles back into the game box without looking at them.

Additional components

• 10 scroll tiles

A row of 5 horizontal or 5 vertical segments of the fresco is marked on each tile.



Changes in game play



■ Cathedral: Restore the fresco

Playing one scroll

When a player restores a segment of a section marked on **one** of their scrolls, they may play this scroll if they had moved the bishop to this section before (or if the bishop is present already).

The player immediately gains 2 victory points for each restored segment of this section, disregarding who had restored the other segments. Thus, each scroll may be good for a maximum of 10 victory points.

Playing both scrolls

When a player restores the segment that is part of **both** sections marked on their scrolls (the intersection point), they may play both their scrolls at the same time.

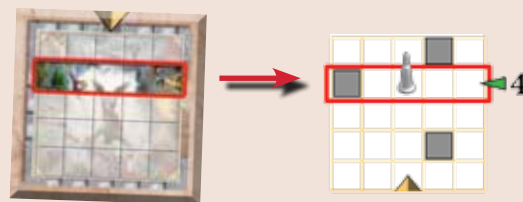
The player immediately gains 3 victory points for each restored segment of these two sections, the intersection segment is counted twice. Thus, you may gain a maximum of 30 victory points!

The player advances their master painter accordingly on the victory point track. Once played, remove the scroll from gameplay. Scrolls not played during the game are worthless at the end of the game.

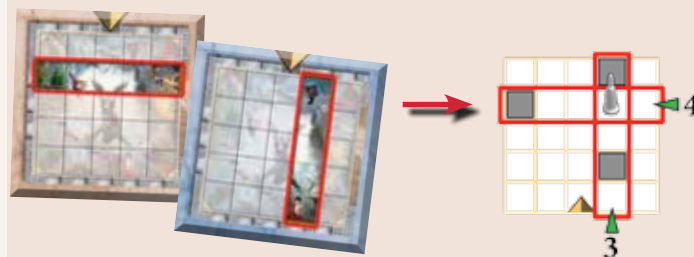
Important: You may not play a scroll anymore after another player has restored the last segment of that section.



Each player should orient the tiles according to the direction of their own view on the game board.



If the player plays their horizontal scroll, they gain 8 VP, because 4 segments are restored.



The player restores the intersection segment and plays both their scrolls.

They gain 12 VP horizontally (4 restored segments) + 9 VP vertically (3 restored segments) = 21 VP.

2-player game

Do not give scrolls to Leonardo.

8

The Bells

The bishop plans to acquire a new bell for the cathedral and is therefore looking for donors with deep pockets. The fresco painters want to contribute as well by investing their money in so-called “bell certificates”. By doing so, they gain prestige (victory points) immediately, and at game’s end players gain additional victory points depending on how much they contributed relative to everyone else.

This module affects:

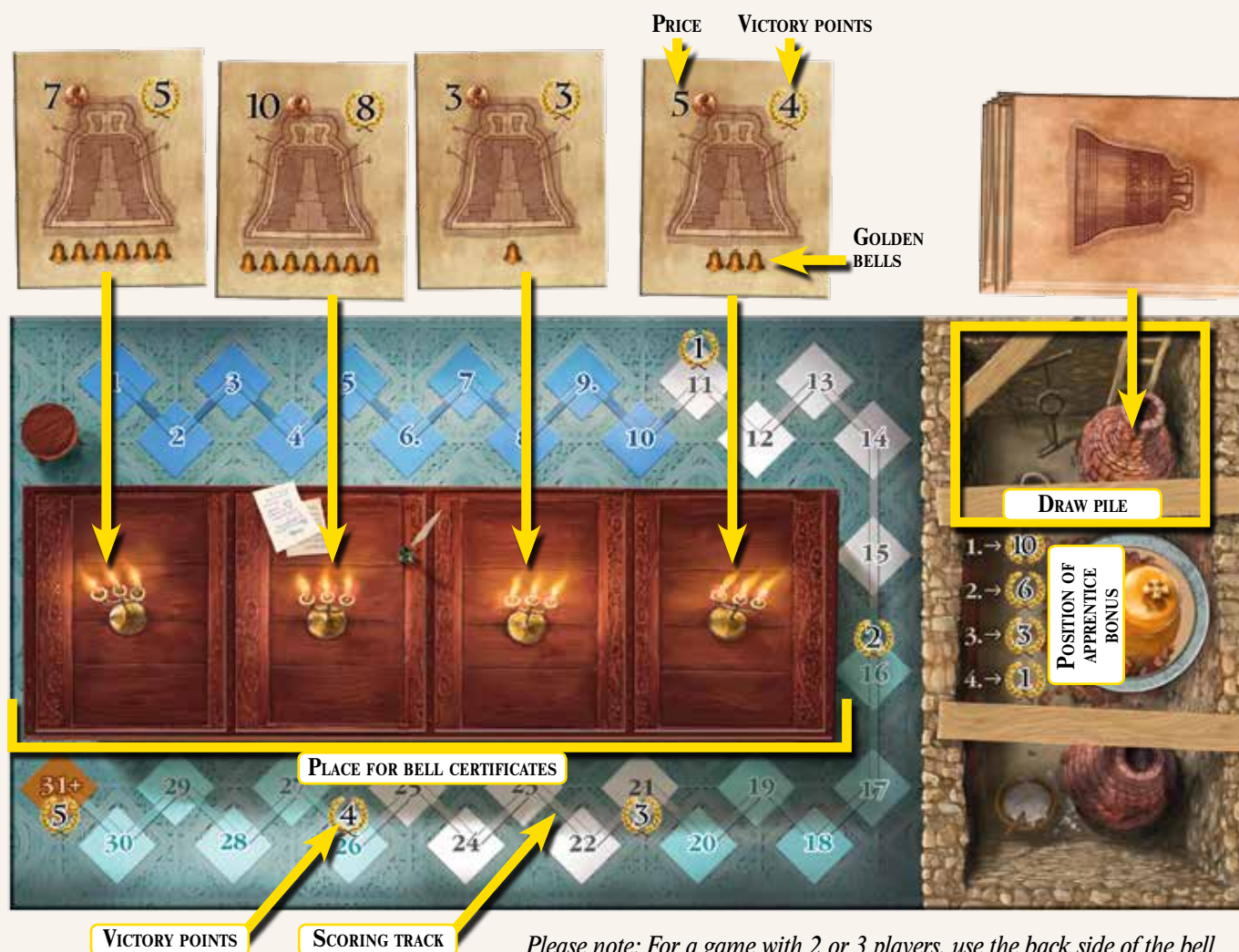
2. Planning and performing actions

Set-up changes

Give each player 1 “audience” action tile, which he keeps behind his large screen.

Place the bell board next to the main game board, with the side corresponding to the number of players face up. Mix the bell certificates face down, then stack them on the bell board. Reveal one bell certificate for each player.

Example set-up for 4 players:



Please note: For a game with 2 or 3 players, use the back side of the bell board (with only 3 places for bell certificates).

Changes when playing the game

2. Planning and performing actions

Planning actions

During the planning phase, each player now has the option of applying for an audience with the bishop. To do so, he must cover one location on his action sheet with the “audience” action tile. The player cannot deploy apprentices to this covered location this round as he’s in audience with the bishop instead. This action takes place in the given player order at the time of the covered action.

No apprentice is needed for this action as the “audience” action tile is already activated.



Performing the action

When in audience with the bishop, the player must buy one of the revealed bell certificates.

The player has two options:

1. The player either pays the full price, scores the listed amount of victory points immediately, and places the certificate face down in front of his large screen, or



Example: Yellow pays the full amount of 3 Thalers and immediately gains 3 VP. He keeps the certificate face down in front of his large screen.

2. The player buys the certificate in installments. To do this, he places the certificate face up in front of his large screen, places any amount he chooses on the certificate, and scores 1 victory point for each 2 Thalers so deposited.

Note: Even if a player could pay the full amount, he can choose to pay in installments.



Example: Red wants to pay the certificate in installments, placing it face up in front of his large screen. As his first installment he pays 4 Thalers, thus immediately gaining 2 VP.

Notes:

- If a player has kept money behind his screen, he can choose to place it on the certificate at any time.
- Players can always look at their own certificates. The number of certificates that a player owns is public knowledge.

A player with a partially paid bell certificate is subject to the following limitation:

Each time the player earns money, he must place each Thaler on the certificate until he has paid the full amount. He earns no victory points for doing this. Once he has paid the full amount, he returns the coins to the supply and flips the certificate face down.

Preparing for the next game round:

Players remove the “audience” tile from their action sheet, if needed. Place all unsold bell certificates on the bottom of the stack, then reveal one bell certificate for each player.

Note: If not enough certificates remain, reveal as many certificates as you can. After the last certificate is bought, ignore any remaining “audience” actions this round. This action tile is now useless for the remainder of the game.

Changes for “End of the game and final scoring”

Score the bell certificates in the given player order of the final round before scoring the money for each player.

To score, a player reveals his face down bell certificates and sums the golden bells on them. If he owns any partially paid certificates, he subtracts the golden bells on them from this sum. He then places one of his apprentices on the matching space of the bell scoring track.

Once all the players have finished, sum the golden bells on any unsold certificates, then place the bishop on the matching space of the bell scoring track.

Players who own no certificates don't participate in this scoring.

If an apprentice or the bishop would be placed on an occupied space, place the token on the next highest unoccupied space on the bell scoring track.

The players now gain bonus victory points based on the position of their apprentice. This bonus equals the sum of the highest victory point space reached on the scoring track and the points awarded according to rank. The bishop also occupies a rank, so players with fewer bells than the bishop occupy a lower rank.

Finally, transfer these victory points to the main scoring track. The players advance their master painter in the given player order.

Example: Final scoring for 3 players:



Example: Red finishes on space 20 of the bell scoring track in first place. He scores 9 VP for being in first and 2 VP for passing space 15 on the bell scoring track. Blue scores 5 VP for being in second place and 2 VP for reaching space 16 on the track.

Green and the bishop both acquired 11 bells, but since the bishop moves last, he finishes one space ahead of green, leaving green in 4th place. Green receives no points for his rank and 1 VP because he reached space 11 on the bell scoring track.

Note: The 18 bell certificates have a total of 61 golden bells. If a player has more than 30 bells on his certificates, he places his apprentice on space 30+ on the bell scoring track.

2-player game

In a game with two players, Leonardo also receives bell certificates. At the start of the game, place the top four bell certificates from the stack face down on space 3 of the bell board, then place one of Leonardo's apprentices on them. These certificates will be scored for Leonardo at the end of the game.

Thus, in a two-player game Leonardo and the bishop each occupy one rank on the track when scoring bell certificates.



9

The Wall Fresco

Seeing to the refreshment of an aged wall fresco is the latest heart's desire of the bishop.

Aside from fame and glory, players can gain a regular paint supply, thus saving money. What fresco painter would pass up such an opportunity?

This module affects:

■ 2. Planning and performing actions

■ Workshop: Exchange wall fresco tiles

Additional game components

- 1 “wall fresco” board
- 4 “wall fresco” action tiles
- 18 wall fresco tiles – showing blended paint on the front and paint “income” on the back
The paint splashes on the back are meaningful only when using module 2 (“The Bishop’s Request”) along with this module.
- 12 exchange tiles – 4 each of purple, orange, and green



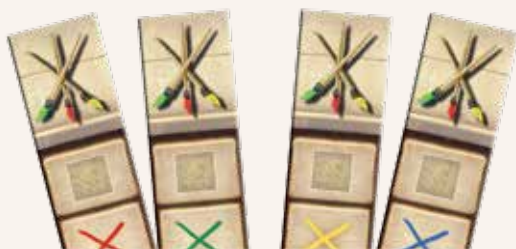
Set-up changes

Place the small wall fresco board next to the game board. Mix the 18 wall fresco tiles with their front sides visible. Cover each segment of the small wall fresco board with one random wall fresco tile.



Each player takes 1 “wall fresco” action tile in his player color and places it behind his large screen.

Place the exchange tiles on the workshop location of the main game board.



Changes when playing the game

2. Planning and performing actions

Planning actions

During the planning phase, a player now has the option of restoring the wall fresco.

To do so, he must cover one location on his action sheet with the “wall fresco” action tile. The player cannot deploy apprentices to this covered location this round as he’s working on the wall fresco instead. This action takes place in the given player order at the time of the covered action. Only one apprentice can be placed on this tile, and if the player wants to restore the wall fresco, he must place one there.

Performing the action

The wall fresco is divided into 18 sections, each covered by one tile at the start of the game. Unlike the ceiling fresco, the wall fresco must be restored contiguously. The bottom left of the wall fresco has already been restored, and a section can be restored only if it adjoins a restored section in an orthogonal direction.

To restore a section, the player returns the required paint on the selected tile to the general supply and scores 4 VP, recording them on the victory point track immediately.

He then removes the tile from the wall fresco, flips it back side up, and places it in front of his large screen.

A player earns income of the basic paint shown on the tiles in front of their screen during preparation of all following game rounds.



Example: Red pays one purple paint and takes the corresponding tile. He immediately gains 4 VP and keeps the tile in front of his large screen back side up.

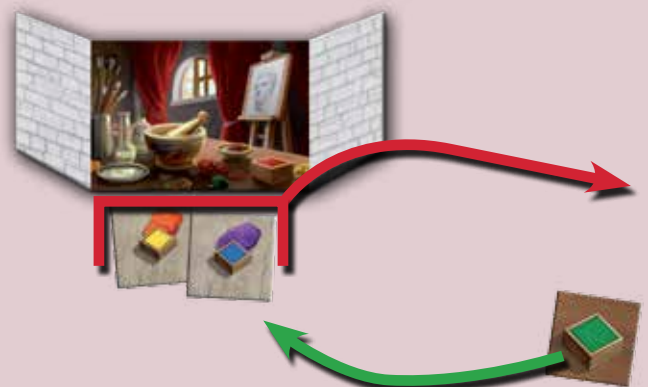


Workshop: Exchange wall fresco tiles

This module allows a new action at the workshop.

Instead of blending paints 1 or 2 times, a player's apprentice may exchange 2 wall fresco tiles for one exchange tile. The player discards 2 tiles of 2 different basic paints and takes one exchange tile of the resulting blended paint from the workshop.

Each player can acquire only 1 exchange tile of each blended color.



Example: Red trades his blue and yellow wall fresco tile for the corresponding green exchange tile.

Preparing for the next game round:

If needed, the players remove the “wall fresco” action tile from their action sheet.

A player gains 1 paint cube of the basic paint – red, yellow or blue – shown on the wall fresco tiles in front of his screen. He can earn at most 1 cube of each color, even if he owns more than one wall fresco tile showing that color.

He also receives 1 cube of the blended color – purple, orange or green – for each exchange tile he owns.

Rules addition:

Combining “The Wall Fresco” and “The Bishop’s Request” game modules:

The wall fresco tiles have a paint splash on their back side. These tiles can be used just like the fresco tiles of the basic game – and combined with them – to fulfill request tiles. The paint income gained from fulfilling request tiles is separate from the income gained from wall fresco tiles.



Example: Green owns 1 red, 1 blue, and 2 yellow wall fresco tiles, earning 1 paint cube each of the basic paints.



2-player game

Leonardo does not restore the wall fresco.

10 The Medico

The time schedule for restoring the fresco is hard enough to meet, but now the apprentices are taking ill, one after the other. How can you finish the work on time? Only skillful planning and the healing drugs of a traveling medico at the market will help.

This module affects:

2. Planning and performing actions

Market, Theater, Cathedral, Studio and

Workshop



Additional game components

- 1 “medico” board
- 16 medicine bottles – 4 bottles each containing 1-3 portions of medicine; 4 bottles of raspberry juice
- 20 black apprentice pawns
- 4 “medico at the market” action tiles
- 9 infection tiles – 2 each of the market, cathedral, studio and workshop locations; 1 “same location” tile
- 4 reference cards “actions of ill apprentices”
- 1 covering tile

Set-up changes

Give one “medico at the market” action tile and one reference card to each player.

Place the “medico” board next to the game board.

Place 5 black apprentices per player on the designated area of the medico board. They represent ill apprentices.

Mix all medicine bottles and place them face down on the draw pile space as a common supply. No medicine will be offered at the market during the first game round.

Mix all infection tiles and stack them face down on the designated space.

Example set-up for 4 players:



Please note: For a game with 2 or 3 players, use the back side of the medico board (with only 3 places for bottles).

Changes when playing the game

During each game round the infection spreads at one location and the apprentices working there get ill.

They can be cured only with medicine acquired from the medico at the market.

Getting ill

2. Planning and performing actions

After players have planned their actions, reveal the top infection tile from the stack and place it at the corresponding location before players perform any actions. This location is infected, and all players who have deployed at least one apprentice here are affected.

When the “same location” tile is revealed, leave the location tile from the previous game round in place. This same location is infected again. If this tile is revealed during the first game round, no location is infected.

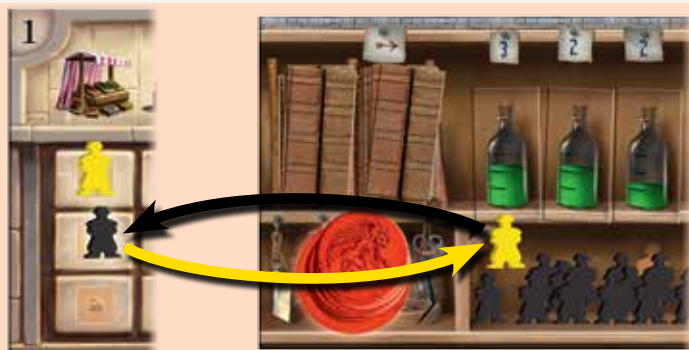


After a player has finished his final action at the infected location, one of his healthy apprentices there becomes ill.

He chooses one apprentice in this section of his action sheet (which can be the neutral sixth apprentice) and swaps it with a black apprentice from the “medico” board.

If he swaps the neutral apprentice for a black apprentice, return the neutral apprentice to its place in the theater. Provided the master painter is in a good mood next round, this apprentice will be available again, safe and sound.

Unlike healthy apprentices, ill apprentices cannot go to certain locations, thus a player may be forced to forfeit certain actions in subsequent game rounds. If a player doesn't deploy ill apprentices during a game round, he keeps them behind his large screen.



Example: The market infection tile was drawn. After yellow has bought paint, one of his apprentices gets ill. He places one of his apprentices onto the “medico” board, exchanging it for one black apprentice.

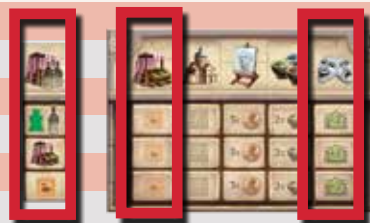
Note: Even if a player forfeits actions at an infected location, one of his apprentices assigned to this location becomes ill.

Ill apprentices may not be deployed at the following locations:



■ Market and ■ Theater:

A player cannot deploy black apprentice tokens to the market or theater locations on his action sheet. He also cannot deploy them to the “medico” board at the market.



Note: Black apprentice tokens cannot be placed on the action tiles for the Glazery (module 6) or the Wall Fresco (module 9).

Ill apprentices are handicapped at the following locations:



■ Cathedral:

If an ill apprentice restores a section of the cathedral's ceiling fresco, the bishop cannot be moved beforehand and the apprentice cannot restore a section orthogonally or diagonally adjacent to the bishop. After an ill apprentice has restored a section, the bishop is moved to this section.

Notes:

- The cards “Sexton” (module 1) and “The bishop pays a visit” (module 4) cannot be played.
- Leaf gold (gilded paints, module 5) is worth 1 victory point. Scrolls (module 7) may be played, and windows (module 6) can be renewed.
- Ill apprentices can restore the altar without any restriction.



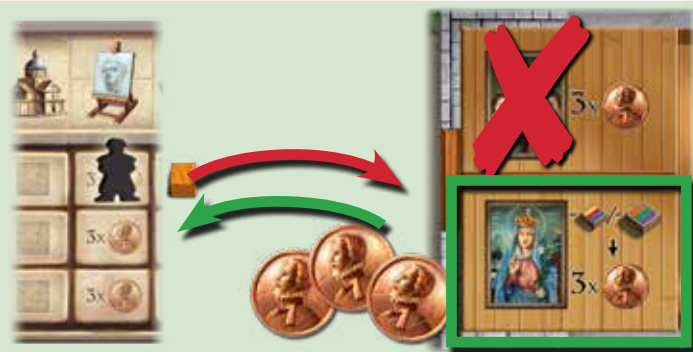
Example: The location of the bishop determines which sections of the fresco ill apprentices cannot restore.



■ Studio:

Ill apprentices cannot paint portraits in this location, only pictures of saints (bottom section of the covering tile). This costs one paint cube of any color and earns the player 3 Thalers.

Note: The card "Tip" (module 4) cannot be played.



■ Workshop:

Ill apprentices can blend paint only once.

Notes:

- The card "Alchemy" (module 4) cannot be played.
- This one blend may be a special blend (module 3).



For these locations, the following rule applies:

If a player deploys healthy and ill apprentices to the same location, the apprentices perform their actions in the order of the player's choice, then all healthy apprentices at this location become infected.



Example: Yellow has deployed 1 ill and 2 healthy apprentices in the cathedral. After each apprentice has performed his action, both healthy apprentices get ill. This happens regardless of the location of the infection tile.

Buying medicine

2. Planning and performing actions

Planning actions

During the planning phase, each player now has the option of visiting the medico at the market. To do so, he must cover the market location on his action sheet with the "medico at the market" action tile. No apprentice is needed to visit the medico. The player can also send one healthy apprentice to the market to purchase paint.

Performing the action

If a player has used his "medico" action tile, he must buy one bottle of medicine from the display board, unless all medicine has already been sold.

Note: If a player doesn't have enough money to buy a bottle, he must lift his screen to prove this.

The player places the medicine in front of his large screen. He can have at most two bottles of medicine in front of his screen.



Example: This action tile must be placed on the market location. Yellow and red want to use the medico. In addition, yellow buys one color.



Example: The medico offers 3 bottles. Yellow has to buy one bottle and chooses a green one with 3 healing portions for 2 Thalers. Red also buys one green bottle with 3 healing portions but for 3 Thalers. Blue is now forced to buy the red bottle for 2 Thalers.

Healing

After the last player has performed his final action at the theater (or passed), the players can now heal their ill apprentices. In the given player order, the players decide whether to heal their apprentices and how many bottles to use.

Green bottles contain an elixir that heals ill apprentices. Bottles contain 1-3 portions of elixir, and each portion heals one apprentice. The player swaps the appropriate number of black apprentices for apprentices of his own color. Any remaining portions are lost as the medicine expires.

Red bottles contain raspberry juice that doesn't heal ill apprentices, but does improve the master's mood. Each red bottle used improves the master's mood by 1; move the master painter pawn at the theater up one space.

Discard all used bottles and place them on the designated space on the "medico" board. At the end of the game round, discard unsold bottles as well, then reveal new bottles for the next game round. Draw one bottle for each player who has at least one ill apprentice, then display them in order as follows: **From left to right, display green bottles with 3, 2 and 1 portions, then red bottles.**

If the draw pile is empty, mix the discarded bottles to create a new draw pile. Discard this rounds infection tile.

Automatic healings

If a player chooses a wake-up time that forces him to move onto a -1 space, he can choose to set aside an ill apprentice for the turn. He returns the black apprentice token to the "medico" board, takes an apprentice of his own color, then places it in front of his screen. If his mood improves on a future turn, he can use this healthy apprentice once again.



Example: Red has 2 ill apprentices. He uses a green bottle with 3 healing portions and exchanges 2 ill apprentices for 2 healthy ones; the remaining portion is lost.

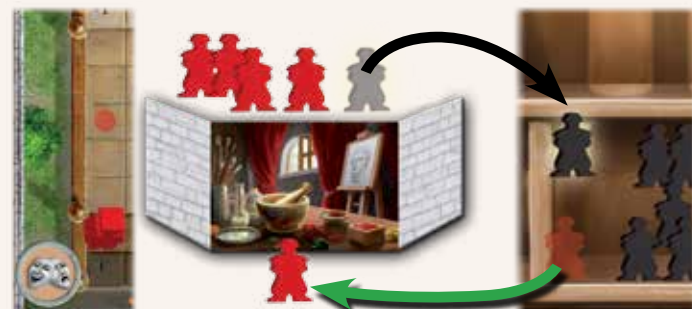


Example: Raspberry juice improves the mood by 1.



Example: Since 4 players have ill apprentices, 4 bottles are offered at the medico. They are sorted as follows:

First the 2 bottles with 3 healing portions, followed by one with 1 healing portion and in last place the raspberry juice.



Changes for "End of the game"

This module introduces an alternative game end condition: If only one infection tile remains on the "medico" board at the start of a round, this is the final game round. Flip the action sheet over.

When scoring money at game's end, each player is credited 5 Thalers for each apprentice of their color not standing on the "medico" board.

2-player game

Leonardo's apprentices do not become ill, and he does not buy medicine.

Queenie

The Bishop's favors

This queenie affects:

■ Cathedral: Restore the fresco

Additional game components

• 25 favor tiles



Changes in set-up

Randomize the 25 favor tiles and place 1 tile face down on each fresco tile inside the cathedral.



Place the favor tiles on the upper right corner of the fresco tiles.

Changes in game play



■ Cathedral: Restore the fresco

If a player restores that **segment** of the fresco, which is the **bishop's current location**, they claim that **favor tile**, additionally to the fresco tile.

The player must resolve the favor **immediately**. The tile is removed from the game thereafter.

If the bishop is **not** standing on the restored segment, the player may **not** claim that favor tile and instead removes it from the game.

The bishop's favors:



The player receives 1 or 5 Thalers from the common supply, hiding it behind their screen.



The player's mood is improved by 1 space.



The player receives the shown paint piece from the common supply, hiding it behind their screen.



The player gains 1 additional victory point.



Set-up - combine all modules

Plunge even deeper into the atmospheric world of Fresco. You may combine all modules with the basic game and with each other any way you like. You can adjust challenge and playing time just as you want. When combining several modules it may be easy to get lost. In order to keep a better overview we provide the following additional components:

- **Paints depot** – When the brown and pink paints are not used, cover these two paint pots with the lids.
- **Bank** – keep all coins here.



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