

# FRESCO

Expansion modules 8, 9 and 10



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# 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:

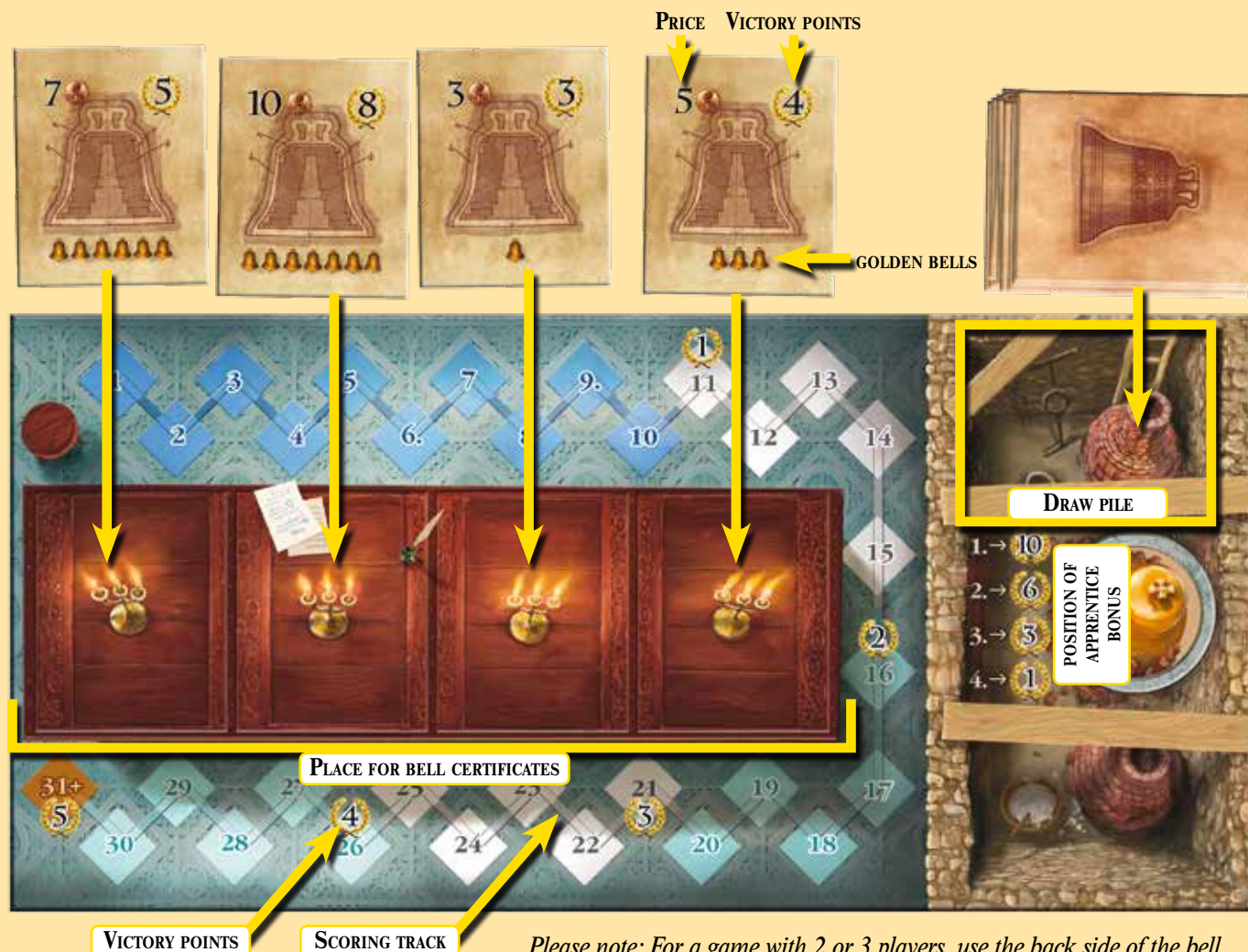
### 2. Planning and performing actions

## 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.

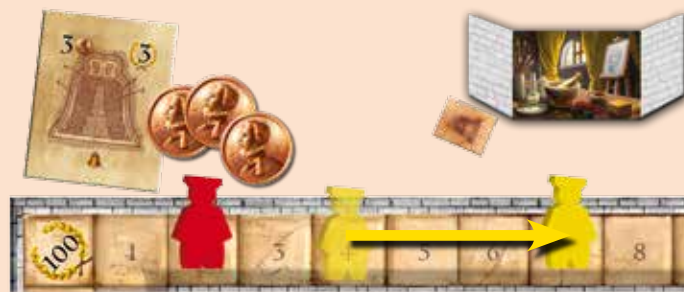
The player has two options:

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
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.*

**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.



*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.*



*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.

#### 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.

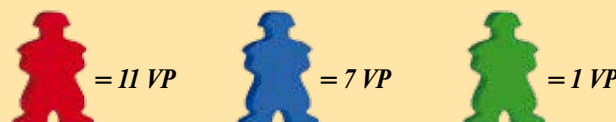
Players who own no certificates don't participate in this scoring.

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



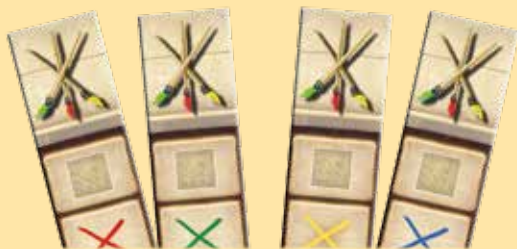
### Set-up changes

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.*

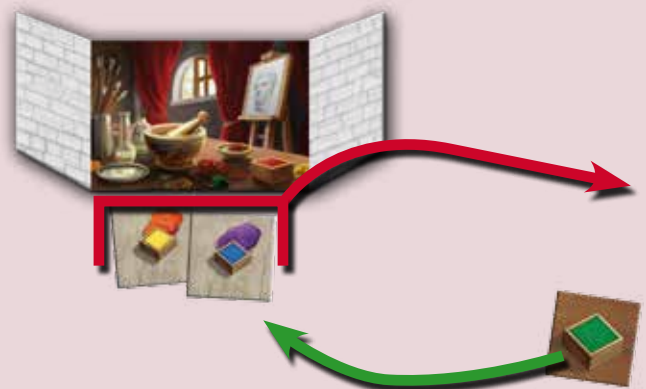


#### Workshop: Exchange wall fresco tiles

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.*

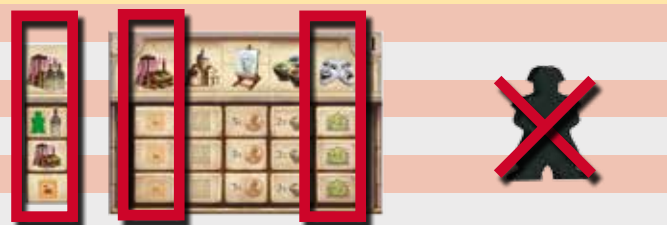
*Note: Even if a player forfeits actions at an infected location, one of his apprentices assigned to this location becomes ill.*

### 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.*

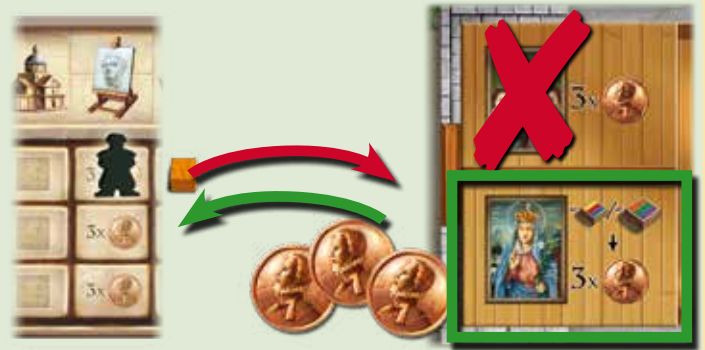




## ■ Studio:

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.*

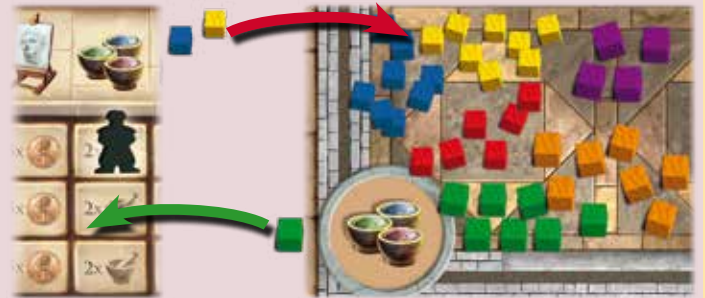


## ■ Workshop:

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.*

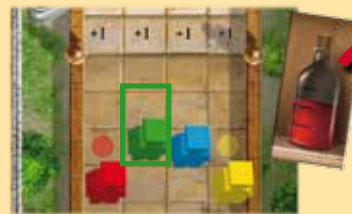
If the draw pile is empty, mix the discarded bottles to create a new draw pile. Discard this rounds infection tile.

### 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.*

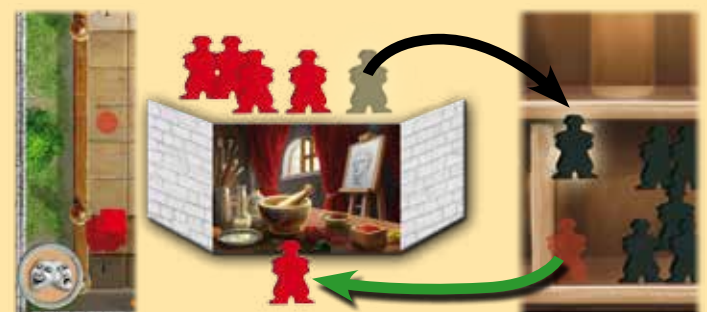


*Example: Raspberry juice improves the mood by 1.*



*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.





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