

# FRESCO

## MEGA Box





## Preface to the 10th anniversary of the board game "FRESCO"

### *How it all started ...*

In 2002, our paths crossed in the office of a health insurance company where both of us were working as social security employees. We soon became good friends as we discovered we shared quite a few interests: Soccer/football, especially being fans of MSV Duisburg, as well as similar tastes in music. However, one thing forged us together even more—board and card games.

Thus, we got together on a regular basis, together with our then partners, now spouses. We developed the habit of analyzing each game after we had played it. One day, we said to ourselves: "Designing games – we can do that as well!" We started with some concepts of our own, and a few self-made prototypes.

We always start with a concept of a certain subject, and then begin developing the rules of the game. In 2006 we came up with the subject of painting frescos. As painters, we restore frescos on the ceilings of a church, and have always admired colorful frescos and stained-glass windows. During a brainstorming session Marcel made a crucial remark: "Why not simply let those small wooden cubes be what they are? Colored pieces, that's what they are. Blue is blue, just like that, and not water or something else, and yellow is yellow, not gold or crops."

Bit by bit pieces fell into place, and the rules of the game unfolded like the paints used for a painting. We owe one certain rule to Marco's wife Jenni. She liked to play the PC-game SIMS at that time, one concept of which is to keep your character in a good mood. This was the birth of the wake-up time in the hostel. Waking up early or late has an impact on one's mood, and that in turn has an impact on the market prices of the paints.

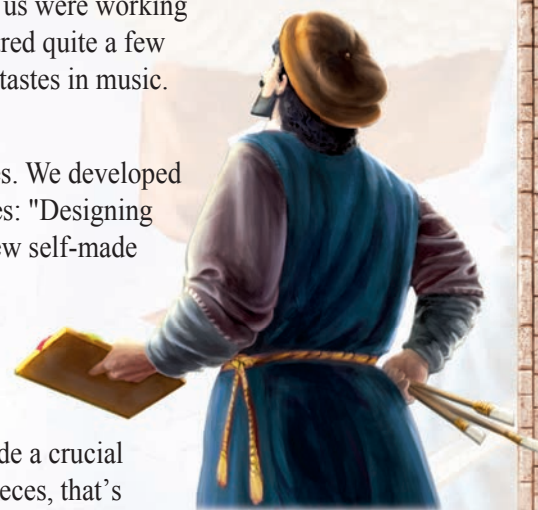
Our playtesters were quite fond of our work, and in 2008 at the games fair SPIEL in Essen we had the courage to introduce the game to Queen Games. The publisher's CEO, Rajive Gupta, was convinced by the game, which still had a working title of "The King's Painters." He then commissioned Wolfgang Panning to do the development. Wolfgang loved the "Fresco" project, and by collaborating with him many of the concepts for expansions were developed. The designers and publisher maintained a close cooperation which resulted in a real friendship. Together with the Queen Games family we have experienced many wonderful moments. We will never forget the nomination for the "Spiel des Jahres" in 2010 and winning the "Deutscher Spielpreis."

Today, all involved look back proudly on ten successful years of "Fresco." The game has been revised editorially and graphically for the anniversary, and "Fresco" is very much alive after all these years. A proof of this is the incredible number of 17 expansion modules that now exist.

Wishing you lots of fun with "Fresco."

**Marco Ruskowski and Marcel Süßelbeck**

Duisburg/Dinslaken 2020



*If the painter has fresh paints,  
the cathedral he repaints.*

*If the bishop is nearby,  
victory points will multiply!*

*In a good mood you should be,  
to plan your day quite perfectly.  
May winning FRESCO be your aim,  
and many sessions never be the same.*



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# FRESCO

## 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 with all its grandeur. Plunge into this brash era with an audacious 17 expansion modules to the base game included in the box. These may be combined with the base game in any combination you like. Modules increase the complexity, challenge, and play time of the experience.

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

## Object of the game

The players are fresco painters who, by order of the bishop, must restore the large painting on the cathedral’s ceiling.

The painters must carefully plan their workday to be successful. Early mornings will be necessary to purchase and mix paints as well as work in the cathedral to restore the fresco to its original splendor.

Money is always tight for an artist though, and they might have to take on extra work in their private studios for extra income. This, as well as too many early-morning starts, will put them in a bad mood which only an evening of leisure at the theater can cure. Only careful planning will allow you to balance all these needs and gain the most victory points, becoming the most glorious fresco painter.



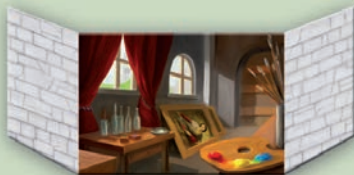
## Game components for the Fresco base game

- 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 (16x), 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
- 1 cloth bag
- 1 Rules booklet

## Materials for each player

Each player takes in their selected player color:

- 1 small screen and 1 action board, which they place behind the screen with side "1" visible.



Front of small screen



The inside of the screen shows an overview of phase 1, phase 2, and the preparation for the 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 two charts of basic and blended paints



- 3 master painters



- 5 apprentices



## Set-up for a 3 or 4 player game

Any distin

### 1. The double-sided game board ...

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

*For 3 players use the side of the board showing starting spaces S1-S3.*

### 2. The

Put 1 ma  
the linen  
other from  
the startin  
that they

### 9. The bishop

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



### 8. The theatre

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

Sort the paint pieces by color and form a common supply by stacking them on the 8 spaces of the workshop. The 2 rightmost spaces are not used in the base game.

### 6. The studio

Sort the coins by denomination and form a common supply to the right of the portrait.





Distinctive features for a 3 player game are highlighted by a blue background


### The starting spaces (S1-S4)


Put the master painter of each player into the starting bag. Then draw one after the other from the bag and place them on the starting spaces S1 to S4 in the order they were drawn.




### 3. The hostel

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

The hostel displays:  Left column – wake up time in the morning

 Middle column – change in mood

 Right column – market prices

### 4. The market with four booths I - IV

Put all 14 market tiles into the cloth 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. One tile will be left over in the bag.

*In a 3 player game, the pictured tiles should be removed, as only 3 booths are used.*



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

### 5. The cathedral with the fresco and altar

Place 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 place them face-up on the spaces of the fresco.



Front



Victory Points

*These paint pieces must be used in restoring.*

Rear side



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

Income



# Gameplay

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

1. Choose what time to wake up and adjust mood
2. Plan then perform actions
3. Prepare for next game round

The phases in detail:

## 1. Choose what time to wake up and adjust mood

The player in **last** place on the victory point track chooses first.

This player selects a **wake up** time (left column) and moves their master painter to this position. In reverse turn order, each player will choose an open wake up time—only one painter may occupy each space.

Wake up times have 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 indicated by the middle column of the hostel. Immediately after choosing a wake up time the player adjusts their mood by moving their painter up or down the column on the mood display. A figure may never be moved beyond the top or bottom space of a column.

Their mood affects the following:

#### • “+1” Spaces

If a player's master painter lands on any of the two “+1” spaces they take the **natural-colored apprentice** from the red armchair of **their column**. They may use this apprentice for **1 additional action** (thus having a total of 6 actions) on their action sheet. A player may use the extra apprentice as long as they remain on one of the +1 spaces, but must return it if they end this phase no longer on a +1 space.

#### • “-1” Spaces

If a player's master painter lands on any of the two “-1” spaces, they must immediately place one of their apprentices in front of their screen, reducing their actions to 4 during Phase 2. If they end this phase no longer on a -1 space, they may retrieve the apprentice.

*Note: At the start of the game the master painters are placed on the S1-S4 spaces, with S1 qualifying as the last position (and thus gets to choose first).*



*Example:*

*1) The Red player is in last place on the victory point track. They go first, and choose to wake up at 7 o'clock. This means that their mood will decrease by 1, and that they must pay 2 Thalers for each market tile. No other player may choose to wake up at 7:00.*

*2.) First, the Red Player adjusts their mood by moving their figure in the theater down one space.*



*The player may use 1 additional apprentice.*



*One apprentice may no longer be used.*



## Market prices

Based on the wake up time they choose, the column to the right will show the price a player has to pay at the market for 1 market tile.

## Initiative

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



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

**Example:**  
The Red player must pay 2 Thalers for each market tile they want to buy.

## Important:

There are 2 different player orders during the game:

1. The order for choosing wake up times depends on the players' positions on the victory point track.
2. The order for performing actions on the player's chosen wake up time.

## 2. Plan then perform actions

### Planning Actions

All players begin planning their actions for the round **simultaneously behind their small screen**. The players may assign their available apprentices to the 15 spaces of their action sheet which correspond to the 5 different locations on the game board. Placing an apprentice on a space will activate it, and only one apprentice may be placed on each space.

### Performing Actions

After all players have chosen where to send their apprentices, the player screens are removed to reveal the chosen actions. Resolving each location from left to right, the player with the earliest wake up time performs all of their assigned actions at the first location, before play passes to the next player in turn order (each player performs all of the actions at a location before play passes).

If a player did not assign 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 actions, and may instead forfeit one instead of performing it (and must do so if they do not possess sufficient money or paint to perform the 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



### Example:

For this round the Red player plans to visit

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

### The 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

The player selects one market stall. For each apprentice assigned to the market, they may purchase one market tile from that stall. Each tile may only be purchased once, and the price is determined by the player's wake up time.

After selecting tiles, the player takes the paint pieces shown on the tiles from the supply and places them behind their player screen.

After finishing their purchases at the selected booth, the player returns all tiles in the booth to the linen bag.

## Close down market booth

No matter how many apprentices the active player had deployed to the market they may forfeit buying paints and close down the selected booth instead. All tiles of this booth are returned to the cloth bag. This counts as a free action.



6:00	-2	5
7:00	-1	2
8:00	0	2

*Example:*

1.) The Red player had deployed 1 apprentice at the market, enabling him to perform 1 action there. Since he woke up at 7:00, he must 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, and then returns all tiles from booth IV to the bag.



## Cathedral: Restore the fresco or altar

Each of the player's apprentices deployed on 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 possess the paint pieces shown on the segment's tile.

When restoring a segment of the fresco the player returns the required paint pieces to the common supply and scores the victory points shown on the tile, plus any bonus points gained for the bishop's presence (if applicable).

The player advances their master painter on the victory point track as many spaces as the number of victory points they just earned (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 track may never be occupied by more than one player.

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



*Example: 1.) The Red player had deployed 2 apprentices to 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 required 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 Red proceeds to performing his 2nd action at the cathedral.



### Moving the bishop:

**Before** restoring **any** segment of the fresco, the player once may move the bishop exactly one space in any direction (including diagonally) by paying 1 Thaler to the supply. This movement may end on any space, even one that has already been restored.



### Bonus Points from Bishop:

If the bishop is standing on the segment to be restored the player gains 3 bonus points. If the bishop is standing on an adjacent space (in any direction) to the restored segment, 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 3 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.
- Restore the altar using **basic and blended paints**:  
For each blended paint (green, orange, purple) substituted for a basic paint, the player earns 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.



$$= 2 + 1 \text{ (3 victory points)}$$

*Example:* The player gains a total of 3 victory points. Two points from basic paints (red/blue) + 1 point for green (substituted for yellow).



$$= 2 + 1 + 1 + 1 \text{ (5 victory points)}$$

*Example:* The player gains a total of 5 victory points. Two base points + 3 bonus points for 2 orange and 1 green paint (substituted for red/yellow/blue).



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



### Studio: Paint portraits

For each of their apprentice deployed to the “studio” a player is paid 3 Thalers from the common supply.



*Example:* The Red player did not deploy a apprentice to the studio and therefore does not collect any Thalers from the common supply. They do not perform any actions at this location and are skipped in turn order.



### Workshop: Blend paints

For each apprentice deployed to the “workshop” the player may blend 2 times.

The active player chooses which paints they want to blend based on the chart. They simply return the blended paint pieces to the common supply and take the resulting paint piece instead.



*Example:* The Red player deployed one apprentice to the workshop, which enables them to blend paints up to 2 times, according to the chart.

*Please note:* The number of paint pieces is unlimited. In the rare case that the supply of certain paint 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 apprentice deployed to the “theater” a player may move their master painter **2 spaces upwards** on the mood track.

*Please note: Players only lose and gain apprentices at the end of the Wake Up time phase, even if they move onto or off a +1/-1 space now.*



*Example:  
The Red player assigns one apprentice to the theater and improves their mood two times.*

### 3. Prepare for next game round

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

- First, return any remaining market tiles to the bag. Then, draw the appropriate number of market tiles for each market booth and place them there face up.
- Each player receives an income of 1 Thaler for each face down fresco tile in front of them.
- 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 Wake Up time.



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

**!!! Attention:** 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.

## Game end and final scoring

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

All players flip their action board over to show 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.

### End Game Scoring

Now all players are awarded victory points for their money. Every 2 Thalers is worth 1 victory point. These final victory points are awarded in the 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 no longer be visited, and 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 lands 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 (base game)



Leonardo Tile

Use the 3-player side of the board and follow set-up instructions 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, such as a screen, etc.



Place **1 of Leonardo's master builders in the S3 starting space**, 1 on a bed space above a hostel, and 1 on the center of the fresco alongside the bishop.

His **action board** is placed on the table showing side 1, and **one of each** of his apprentices is placed on the top space of the **market** and **cathedral** columns. This configuration will remain the same for the whole 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 Wake Up time

On Leonardo's turn the controlling player places his master builder on any wake-up space they choose. *(Remember: There is no master painter of Leonardo on the mood track!).*

### 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 must be moved one space orthogonally (not diagonally) to restore that Fresco tile; if that is not possible, he moves to the tile with the lowest value. If there are multiple tiles of the lowest value, the controlling player chooses.

Leonardo earns 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, reverse 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, Leonardo's action sheet is not flipped, but his apprentice is removed from the cathedral column, and this action is not performed anymore.**

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



## 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 affects the following:

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

### Extra Components

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

### Changes in set-up

Place the studio sheet next to the game board.

Sort the 18 portrait cards into "A," "B," and "C" (reverse side). Shuffle each separately then stack one on top of the other, then place the stack on the designated space on the studio board as pictured here.

There are 2 different kinds of portrait cards:

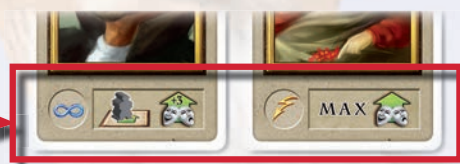
1) **Cards with** :

When a player takes this type of card they place it in front of themselves, and from then on it gives the player a permanent benefit.

2) **Cards with** :

When a player takes this type of card they immediately receive the reward, then remove the card from the game.

Reward for painting the portrait



Place the shuffled "C" cards on the right-most free space of the studio. Stack the "B" cards on top of these, and then finally the "A" cards. Turn over the top two cards.





## Changes during game play



### ■ Studio: Paint portraits

For each apprentice sent to the studio, the player may take one of the portrait cards from the display and apply its effects in addition to being paid 3 Thalers. For all apprentices beyond the first, or if both portrait cards have been painted (picked up) already, they are only paid **3 Thalers**. If both portraits have been painted (picked up) already, the players can only be paid 3 Thalers.

### Preparing the next round:

Remove all unpainted cards from the game, and reveal 2 new portraits from the top of the deck.

## Changes for “End of the game”

This module introduces an alternate 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 apprentice deployed at the theater the player's mood is increased by 3 spaces instead of 2.



**Abbot:**  
Whenever the player gains bonus points from the bishop, they gain one extra.

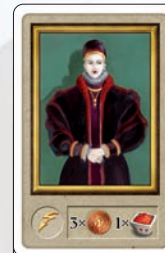


**Sexton:**  
Once each round, when working at the cathedral, the player may move the bishop to any place of their choice by paying 1 Thaler.

*These cards grant a one time benefit and are then 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.



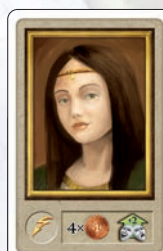
**Bishop / Pictures of the Virgin Mary:**  
The player gains victory points and a paint piece or Thalers as shown.



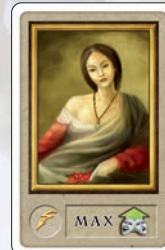
**Pretty girl / Self-portrait:**  
The player gains victory points or Thalers and their mood increases as many spaces as shown.



**Patron:**  
The player gains 7 Thalers.



**Muse:**  
The player's mood is moved to the top of the column.



## 2-player game

On Leonardo's turn in the studio, he must paint a portrait if possible, chosen by the controlling player. Leonardo scores any victory points awarded by the card.



## 2 The Bishop's Request

*Fulfill special requests by the bishop and sacrifice income for paints and points.*

This module will have an impact on

### Workshop: Blend paints

### Changes in set-up

Place the request board next to the game board, below the workshop.

Sort the **12 request tiles** by type (background color) and stack them face with in descending points order, with the largest valued tile on top.

### Extra Components



- **12 request tiles** – 1 general and 3 special requests (purple, orange, and green) which generate extra victory points.
- **1 request board** - for placing request tiles on.



Front

*Prerequisite for this request (3x purple)*

*New income*

*5 building icons = 15 victory points*



Reverse side

### Changes in game play



### Workshop: Blend paints

**Additional action: Fulfill a request**

Each round, a player may choose for 1 apprentice assigned to the workshop to fulfill 1 request instead of blending paints. All other apprentices assigned by that player blend paints as usual.

**Important:** A single apprentice may either blend paints or fulfill a request tile—but never both.

#### Fulfilling a general request

If a player has at least 3 completed fresco tiles in front of them, they may take 1 “general request” tile and advance their master painter on the victory point track the indicated number of spaces. They must then stack any 3 of their completed fresco tiles on top of each other, flip the request over, and place it on top of the stack.

The income of the 3 fresco tiles is replaced by the new income of the request, which is 1 Thaler and any basic paint every round.

#### Fulfilling a special request

Some fresco tiles depict a seal in orange, green, or purple. A set of 3 seals of the same color may be turned in to fulfill a special request. The same procedure detailed above is followed.

#### General request



#### Special requests

*The request tiles are placed on the game board sorted by type.*



**Example:** The player stacks the depicted 3 fresco tiles and places the general request tile on top. They advance their master painter on the victory point track by 6 points.



**Example:** The player possesses 3 fresco tiles with purple seals, so they may take the top purple special request tile. They receive 10 victory points, then stack three fresco tiles with purple seals and place the request tile on top.

### 2-player game

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.



### 3 Special blend paints

*The Fresco becomes even more colorful, but new paint types require even more blending.*

This module will have an impact on

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

■ **Workshop:** Blend paints

#### Extra Components

- 7 fresco tiles — with values between 13 and 24
- 12 paint pieces – 6 each of pink and brown
- 1 altar tile



#### Changes in set-up

The 12 pink and brown paint pieces are placed on the game board in the rightmost spaces of the workshop, alongside the other paint pieces. Players will now use the **advanced blending chart** on the back of their screen.

The value 24 fresco tile is now placed in the center of the fresco. Randomly remove 7 basic fresco tiles and replace them with the remaining new tiles. The rest of the tiles are placed according to the normal rules.

#### Changes in game play



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

Pink and brown paint may replace green, orange, and purple in any combination desired when restoring a fresco tile. Each pink used awards 3 additional points, and each brown awards 5 extra points.



■ **Workshop:** Blend paints

In addition to the color blends of the base game, players may now combine purple + red into pink and orange + green into brown. A newly blended paint may be immediately used for a second blend.



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



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

#### 2-player game

There are no special rules for Leonardo for this module!



### 4 The Wishing Well

*Artists just want to be happy—could there be any truth that the old well in the markey is a lucky wishing well?*

This module affects the following:

■ **Planning actions** – Apply Lucky Pennies

■ **Market:** Acquire Wish Cards

■ **Performing actions** – Use your Wish Cards

#### Extra Components

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





## Setup changes

Place the Wishing Well board next to the game board, near the existing well.

Shuffle the Wish cards and place the deck face down on its designated space. Place all Lucky Pennies on the Wishing Well board to form a general supply.

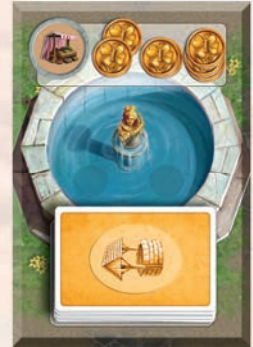
Give 3 pennies to each player, which should be hidden behind the player screens.

*Wishing Well board:*

*Storage space for Lucky Pennies*

*Wishing Well with spaces for 2 Lucky Pennies*

*Designated space for Wish cards*



## Changes during game play

Lucky Pennies may be used when planning actions (Phase 2: Planning actions) and when performing an action at the market.

### Planning actions – Use Lucky Pennies

Each player who assigns 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 Wish cards

The active player may throw the Lucky Pennies (1 or 2) assigned to the action into the Wishing Well.

For each penny used they draw one Wish Card from the deck, keeping it hidden from other players. They then continue with their action at the market as normal.

Only two pennies in total may be thrown into the Wishing Well by all players in a game round. If two pennies are already in the Wishing Well, no more Wish Cards may be drawn this round. Any player who may not use their pennies may return them to behind their large screen (they do not lose them).

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 deck.*



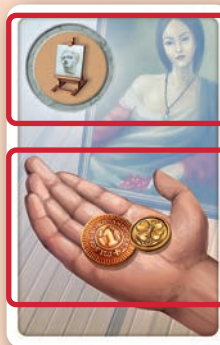
## ■ Performing actions – Use your Wish Cards

Each card represents a bonus that may be applied to 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 Wish Card during a game round.

Each Wish card may be used at any time after it is acquired. It is used once and then removed from the game.



*Example:*

*Location: Studio*

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

### Interaction with other modules:

*You may always use a Wish Card, even if you already received a bonus on an action from another module (even the same bonus).*

### The Wish cards in detail:

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



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



**(3x) Free paint** – ■ Market: When purchasing a market tile, you may take a tile shown on the card for no cost if it is offered at the market booth you are visiting. It does not require an additional apprentice, but may not be used when closing down a market booth only.



**(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 paints (yellow, red, blue) in any combination for 1 orange, green or purple paint.



**(2x) Finders Keepers** – ■ Theater: In addition to improving your mood, you also 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 Wake Up time.*



**(3x) Busker** – ■ Improve your mood by one when adjusting your mood. A player may play only one per game round.

### Preparing the next game round:

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

## Game end 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 Gold Leaf

*The bishop decides each round which color he wants enhanced with gold leaf.*

This module affects the following:

- **Market: Buy paints and acquire gold leaf**
- **Cathedral: Restore the fresco with gilded paints**

## Extra Components

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



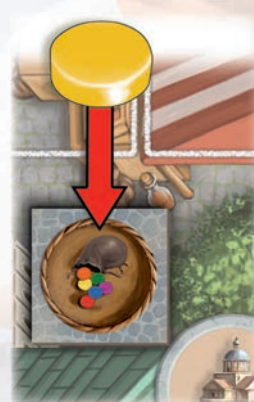
## Setup changes



Place the gold leaf 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 gold leaf during this game round.

## Changes during game play



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

The arrows of the gold market tile point at two market tiles. The player buying one of these tiles additionally receives as many gold leaf tiles as shown at no cost. They simply take the gold leaf from the supply and hide it behind their large screen.



*When buying the market tile with yellow and blue paint, the player additionally takes 1 gold leaf.*

*When buying the market tile with 2 red paints, the player additionally takes 2 gold leaves.*



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

If a player restores a section of the fresco which contains the paint selected for the round, the player may discard exactly 1 gold leaf tile in addition to the required paints. They will extra victory points based on the position of the bishop:

- 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 yellow paint to be refined this round. The player owns the required paint and may discard one gold leaf alongside the paint required.*



Extra points for refined paint are awarded in addition to the extra points the bishop already awards.

The player sums the points from the tile itself, bonus points for gold leaf, and any points for the bishop’s proximity to the section and moves their master painter that many spaces forward on the victory point track.

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

	Fresco tile	Gold leaf	Bishop’s bonus	Total
Example 1	7 VP	3 VP	3 VP	VP
Example 2	7 VP	2 VP	2 VP	11 VP
Example 3	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 after this put the previous round’s disc back into the bag.

Game end and final scoring

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

2-player game

Leonardo never acquires any gold leaf tiles.

6 The Glaziers

The fresco is returning to its former glory, which inspires the bishop to pursue his other long held desire—new stained glass windows. No easy task, but the Glazier is here to help.

This module affects the following:

- Planning and performing actions: The glazery – acquire glass tokens
- Cathedral: Restore the fresco or altar

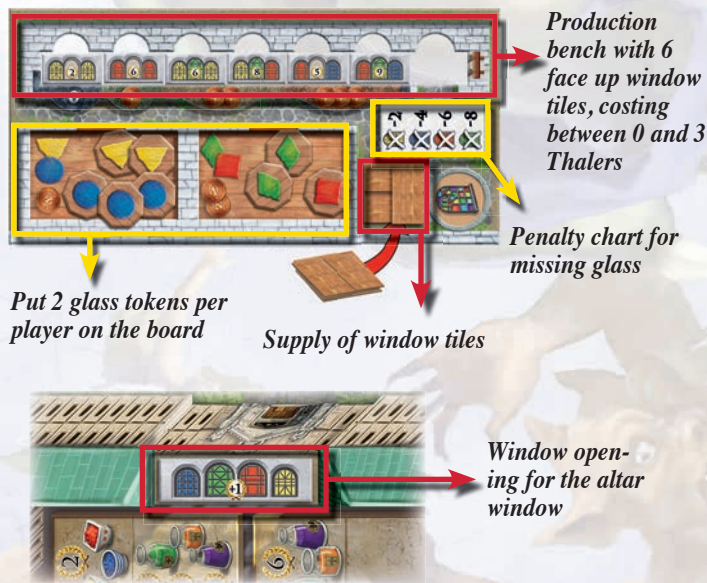
Extra Components

- 1 glazery 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 “Glazery”
- 1 cloth bag
- Reserve board for depositing played glass tokens



Setup changes

- Place the glazery and the reserve board next to the game board.
- Shuffle the 18 window tiles and stack them face down on the designated supply space.
- 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 glazery board, sorted by color.
- Give each player 1 “glazery” action tile in their player color, which should be kept behind their screen.





## Changes during 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 printed 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, players may no longer buy glass tokens this round.



*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 printed 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 – replace windows:

Twelve (12) of the 25 fresco segments are located next to a window. If a player is restoring one of the 12 fresco segments next to a window, they must also replace the adjacent window by placing a window tile there 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.*



Reveal a new window tile at the empty space on the end farthest from the 0 cost space, then slide all tiles as far as possible to the left.

Move this to the 2nd paragraph of this section.

Players may replace a window without discarding some of the required glass tokens, but they will suffer a penalty for each token they fail to discard:

- 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 replace a window without discarding any glass tokens, although you will suffer a large penalty to do so.*

The player adds the victory points for the restored tile, the replaced window tile, minus any penalties for missing glass, as well as all bonuses for the bishop, and advances their master painter on the victory point track accordingly. Each window shows which 2-3 colored panels it requires, as well as how many victory points is awards.

*Important: You do not score negative victory points. If the total is less thjan zero, simply keep the master painter in the same position.*

### Restore the altar – renew window:

The altar window consists of 4 glass panels, one of each glass colors. If the player restores the altar, they may in addition contribute to replacing the alter stained glass window by discarding up to 1 glass token of each color, scoring 1 point for each glass token. They add together the points for the altar and the window and advance their master painter accordingly on the victory point track.

### Preparing the next game round:

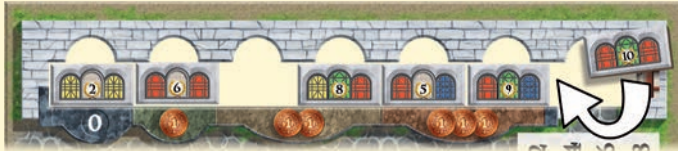
Players remove their “glazery” tile from their action board, if applicable, and put it behind their small screen. Remove any glass tokens remaining on the glazery board and put them on the reserve board.

## 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



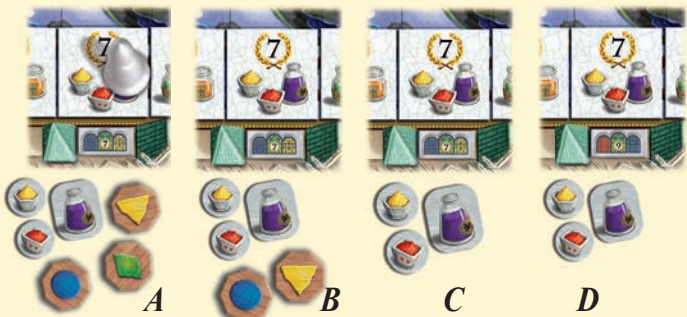
A: The player buys the window (yellow/yellow/green) paying 2 Thalers.



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



C: Shift the window tiles left 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)	*

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



*The player discards these 3 points and 3 glass token, scoring 6 VP's:*

*2VP's for base colors  
1VP extra for orange  
3VP's for glass*

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.

with the window tile costing no (0) Thalers, which is discarded and replaced as normal. Leonardo still gains the victory points as shown on this window tile.



# 7

## The Scrolls

*The bishop presents the painters with some extraordinary scrolls. Use the wisdom of past masters stored on valuable scrolls to enhance your skills.*

This module affects the following:

■ **Cathedral: Restore the fresco**

### Extra Components

#### • 10 scroll tiles

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



### Setup changes

Sort the scrolls by the two colors on the back and shuffle each stack separately. Give one face down tile of each type to every player, which should be kept behind the large screen. All left over tiles are returned to the box.



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

### Changes in game play



■ **Cathedral: Restore the fresco**

#### Playing one scroll

When a player restores a fresco segment that is part of the the row or column that is marked on one of their scrolls, they may reveal the scroll after moving the bishop to this tile (if not there already).

The player immediately receives 2 victory points for each restored fresco segment in this row or column – it does not matter who restored the fresco segments. Each scroll may score up to 10 victory points.

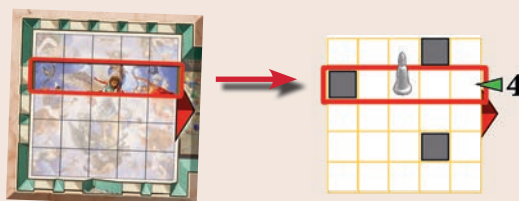
#### Playing both scrolls

If a player restores a fresco segment that is at the **intersection** of the row and column marked on their two scrolls, they may fulfill both at the same time.

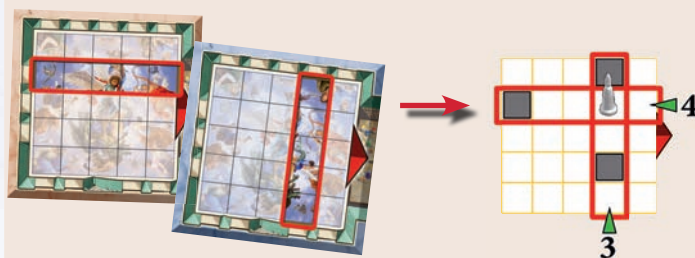
In this case, they immediately score 3 victory points for each restored fresco segment in both sections, and the intersection point is scored twice (thus, you may earn up to 30 points).

Players advance their master painter the appropriate number of spaces then remove the scroll(s) from the game. Unused scrolls are not worth points at the end of the game.

**!!! Important:** Scrolls may no longer be played once the last segment of the row or column has been restored.



*If the player plays their horizontal scroll, they gain 8 VP, because 4 segments have been 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 “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 the following:

### Planning and performing actions

## Extra Components

- 4 “audience” action tiles – 1 for each player
- 18 bell certificates
- 1 double-sided bell board – for 2/3 or 4 players



## Setup changes

Give each player 1 “audience” action tile, which they keep behind their 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 to form a draw pile. Reveal one bell certificate per player.

### Set-up example for 4 players:



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



## Changes during game play

### 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. They do so by covering any one location on their action sheet with the “audience” action tile. The player cannot send apprentices to the covered location this round, nor do they put any apprentices on the audience tile, as it is automatically activated.

The player will resolve the audience on their turn at the time the covered action would have been performed.

#### 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 number of victory points shown immediately, and places the certificate face down in front of their large screen,

or

2. The player buys the certificate in installments. To do this, place the certificate in front of the large screen and any amount they wish to pay now on top of it, then score 1 victory point for each 2 Thalers paid.

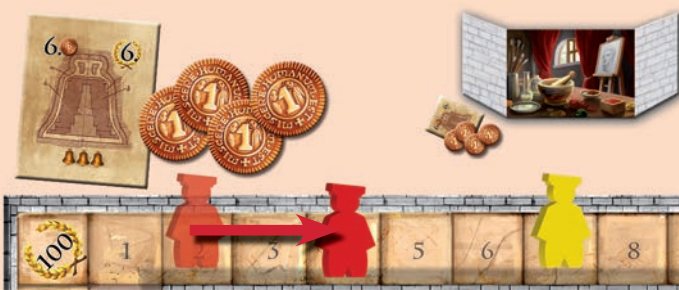
*Note: Even if a player could pay the full amount, they may choose to pay in installments.*

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

Each time the player earns money, they must place each earned Thaler on the certificate until they have paid the full amount. They earn no victory points for doing so. Once they have paid the full amount, they return the coins to the supply and flip the certificate face down.



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



*Example: Red wants to purchase the certificate in installments. He places it face up in front of his large screen and pays 4 Thalers (of the 6 needed), scoring 2 VP.*

*Notes:*

- A player may choose to place money from behind their screen on a 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 board, if needed. Place all unsold bell certificates on the bottom of the supply, 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.*



## Game end and final scoring

Bell certificates are scored in the turn order of the final round before money is scored. A player with no certificates does not participate in scoring.

To score, a player reveals their face down bell certificates and sums the bells on them. If they own any partially paid certificates, they subtract the golden bells on them from this sum. Then, they place one of their apprentices on the matching space of the bell scoring track.

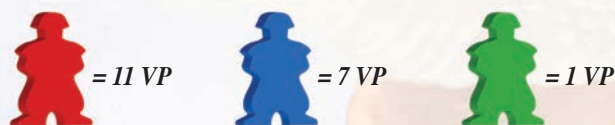
Once all the players have finished, sum the golden bells on any unsold certificates, then place the bishop on the matching space of the bell scoring track.

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.

Players score victory points for being in 1st, 2nd, or 3rd place on the track, with the bishop being included in the ranking. In addition, players receive the number of victory points for the highest printed bonus they have reached or passed on the track.

Players advance their master painter the corresponding number of spaces in turn 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 their certificates, they place their 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 the following:

- Planning and performing actions
- Workshop: Exchange wall fresco tiles

### Extra Components

- 1 “wall fresco” board
- 4 “wall fresco” action tiles
- 18 wall fresco tiles – showing blended paint on the front and basic paint income on the back.  
*The colored seals 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



### Setup changes

Shuffle the 18 wall fresco tiles and randomly place one face up on each segment of the small wall fresco.



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



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





## Changes during game play

### 2. Planning and performing actions

#### Planning of actions

During the planning phase, each player now has the option of restoring the wall fresco. They do so by covering any one location on their action sheet with the “wall fresco” action tile. The player cannot send apprentices to the covered location this round, and they may only send one apprentice to the wall fresco (and must send one to perform the action).

The player will resolve the action on their turn at the time the covered action would have been performed.

#### Performance of actions

The wall fresco is divided into 18 segments, 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 segment can be restored only if it is orthogonally adjacent to a restored segment.

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

They then remove the tile from the wall fresco, flip it over, and place it in front of their 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 reverse side up.*



#### Workshop: Exchange wall fresco tiles

This module allows a new action at the workshop.

Instead of blending paint 1 or 2 times, the player's apprentice may instead exchange 2 completed wall fresco tiles (showing basic paint income) for an exchange tile showing the blended color that would result from these two basic colors.

On future turns the player will receive the blended paint as income. They may only acquire one exchange tile for 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:

The players remove the “wall fresco” action tile from their action sheet, then they receive their income.

The players remove the “wall fresco” action tile from their action board.

During income, player's receive one basic paint in income if they have at least one of that paint showing on a completed wall fresco tile (they receive one no matter how many of a single color they possess). They also receive one blended paint for each exchange tile they own.

### Rules addition:

Combining module 9 “The Wall Fresco” and module 11 “The Bishop’s Request”:

The “wall fresco” tiles have a colored seal on their back, and may be used alongside the fresco tiles of the base game to fulfill request tiles. The income gained from request tiles is separate from that gained from the 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

*Restoring the cathedral is hard enough without your apprentices falling ill one after the other. Perhaps the healing drugs of a traveling medico can help you finish everything on schedule.*

This module affects the following:

- Planning and performing actions
- Market, ■ Theater, ■ Cathedral, ■ Studio and
- Workshop

### Extra 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” action tiles
- 9 infection tiles – 2 each of the market, cathedral, studio, and workshop locations; 1 “same location” tile
- 4 reference cards for “actions of ill apprentices”
- 1 covering tile





## Setup changes

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

Place the “medico” board next to the game board with the side corresponding to the player count face up.

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

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

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

Cover the painting in the studio with the covering tile.

### Example set-up for 4 players:



*Please note: For a game with 2 or 3 players, use the side of the medico board with only 3 spaces for bottles.*

## Changes during game play

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 “signpost” 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.



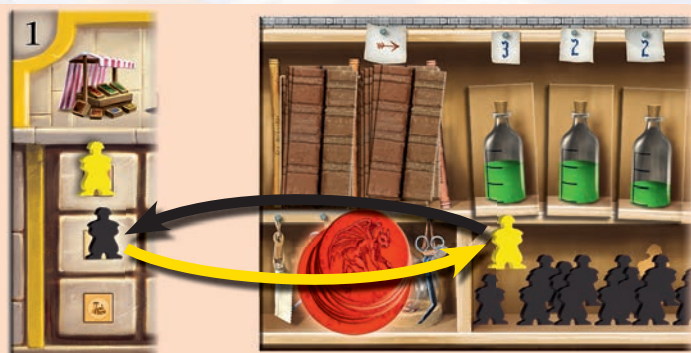


After a player has finished their final action at the infected location, one of their healthy apprentices there becomes ill.

They choose one apprentice in this section of their action board (which may be the neutral sixth apprentice) and swaps it with a black apprentice from the “medico” board.

If they swap 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 in excellent health.

Ill apprentices are not allowed to visit certain locations, and the player may be unable to perform certain actions in future rounds. If a player chooses to not deploy ill apprentices on a round, they are kept behind their large screen.



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

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

### Ill apprentices may not be deployed at the following locations:



■ Market and ■ Theater:

A player cannot deploy ill apprentices to the market or theater locations on their action board, nor to the “medico” board at the market.



*Note: They may also not be deployed to the action tiles for the Glazery (module 6), the Wall Fresco (module 9), or the Pews (module 14).*

### Ill apprentices have penalties at the following locations (see reference card “actions of ill apprentices”):



■ Cathedral:

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

*Notes:*

- The cards “Sexton” (module 1) and “The bishop pays a visit” (module 4) cannot be played.
- Gold Leaf (gilded paints, module 5) is worth 1 victory point only. Scrolls (module 7) may be played, and windows (module 6) can be replaced by them. They may take favor tiles (module 11), catacomb tiles (module 13), and dome tiles (module 15). The dames actions are not affected by ill apprentices.
- Ill apprentices can restore the altar without any restriction.



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

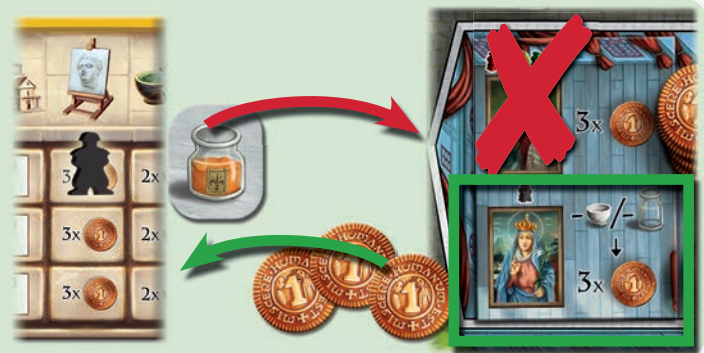




## ■ Studio:

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.*

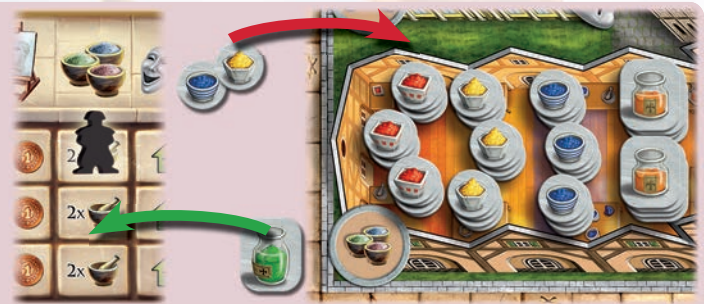


## ■ Workshop:

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 her action, both healthy apprentices get ill. This happens regardless of the location of the infection tile.*

## Buying medicine

### ■ 2. Planning and performing actions

#### Planning of actions

During the planning phase, each player now has the option of visiting the medico at the market. To do so, they must cover the "market" location on their action sheet with the "Medico" tile.

No apprentice is needed to visit the medico. The player may also send one, and only one healthy apprentice to the market to purchase paint.

#### Performance of actions

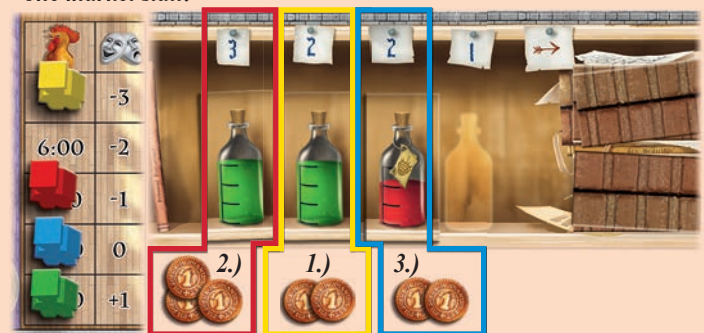
If a player has used their "Medico" action tile, they must buy one bottle of medicine from the Medico board if possible.

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

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



*Example: This action tile must be placed on the market location. Yellow and Red want to use the medico. In addition, Yellow visits one market stall.*



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



## Icon

After the last player has performed their final action at the theater (or passed), the players can now cure their ill apprentices. In the current player order, the players decide whether to do so 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 cures one apprentice. The player swaps the appropriate number of ill apprentices for apprentices of their own color. Any remaining portions are lost as the medicine expires.

**Red bottles contain raspberry juice** that doesn't cure ill apprentices, but does improve the master's mood by 1. For each bottle consumed, move the master painter pawn at the theater up one space.

Discard all used bottles and place them on the designated space on the right of 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. Reveal all drawn bottles simultaneously, then put them on the display in the following order: **From left to right, green bottles in descending order of portions, then red bottles.**

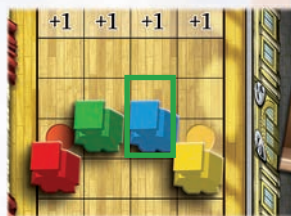
If the draw pile is empty, mix the discarded bottles to create a new draw pile. Discard this round's infection tile.

### Automatic healings

If a player chooses a wake-up time that forces them to move onto a -1 space, they may choose to set aside an ill apprentice for the turn. They return the ill apprentice piece to the "medico" board, replace it with an apprentice of their own color, then place it in the red armchair of their column in the theater. If their mood improves on a future turn, they 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.*

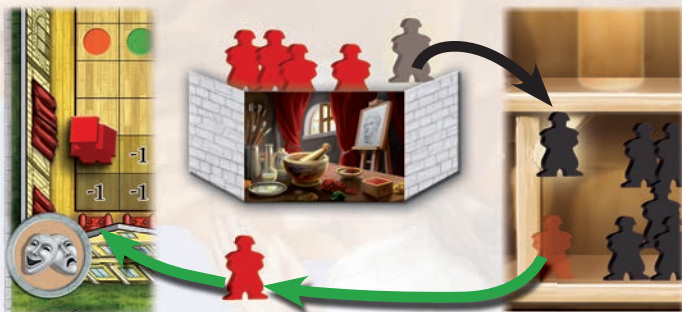


*Example: Raspberry juice improves the mood by 1.*



*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.*



## Game end and final scoring

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 board over.

When scoring money at game's end, each player is given 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.



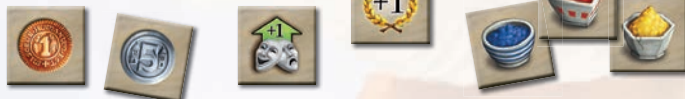
# 11 The Bishop's Favors

This module affects the following:

■ Cathedral: Restore the fresco

## Extra Components

- 1 Favor tile (+/-1)
- 25 favor tiles



## Setup changes

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 the **segment** of the Fresco on which the **bishop is currently located**, they claim the **favor tile** along with the fresco tile. They **immediately** take the benefit of the favor, then remove it from the game.

If the bishop is **not** located on the restored segment, the player does **not** claim the favor and instead simply removes it from the game.

### The favor tiles



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



The player scores 1 additional victory point.



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.

# 12 The Dames

The ladies of the Beguines come to attend the divine services, and once in a while an apprentice will fall in love and marry one. The newly wed apprentice might receive some support from his bride while doing his handicraft.

This module affects the following:

■ Planning and performing actions, ■ Market, ■ Theater, ■ Cathedral, ■ Studio, and ■ Workshop as well as the victory point track.

## Additional Components

- 8 Dames, 4 each in pink and purple
- 4 "ladies" action tiles
- 4 Reservation tiles, with day and night side



day side



night side



## Changes in Set-up

At the start of the game, place the 8 dames in random order on the 8 spaces of the victory point track marked with a rosary.

**!!/Important:** Remove one pink and one purple dame from the game when playing with **two** or **three** players. Place the remaining 6 dames in random order on the 6 spaces of the victory points track marked with a rosary.

Each player takes one “ladies” action tile, placing it behind their small screen above their action sheet. Likewise they take and place one reservation tile.



Place the dames pieces in random order on the rosary spaces of the victory point track.



Place the “ladies” action board on top of the regular action board.

## Changes in game play

A player may acquire a pink and a purple dame over the course of the game( but never 2 of the same color). They do this by passing or landing on a space with a dame on the victory point track. If they do not have a dame of that color yet, a marriage to one of the apprentices ensues and the dame is taken from the track and placed behind the player screen.

Starting with the next planning phase, a player may deploy the dame to the “Ladies” action tile if they wish. If they have 2 ladies, they must be sent to different actions.

When performing actions, if a player earlier in turn order performed the same action with the same colored dame, the action must be forfeited. If this is not the case, they may perform the action as normal.



*The Green player has gained 5 VPs for restoring a fresco segment, and passes a purple dame. As she has no purple dame yet, she takes the piece behind her small screen. From the next round onwards she may deploy the dame on her “ladies” action sheet.*



*The Red player is first in wake up order, so no player can use a purple dame before him. He performs this action at the market before those of the 3 apprentices.*



*The Blue player is next. She cannot use her purple dame's action now, but still performs the action of her two apprentices.*



## The actions of dames



### Market:

The player may swap two market tiles in different booths.



The Red player swaps 2 market tiles, so his apprentices can buy 3 red, 3 yellow, and 1 green paint pieces.



### Cathedral:

The player may place their reservation tile with the day side up on any fresco tile that does not have the bishop. As long as it remains there, only this player may restore that segment. Once they do so, they take back their reservation tile. Reservation tiles will remain out till the end of the next round (see round end instructions).



The Blue player reserves a fresco tile to restore in a future game round.



### Studio:

The player may take as many Thalers as the number of apprentices they currently have deployed to the studio.



The Green player sent 2 apprentices to the studio. Her purple dame allows her to take 2 Thalers, in addition to any she receives from the action.



### Workshop:

The player may swap any one basic color (red, yellow, or blue) from behind their small screen with any one different basic color from the workshop.

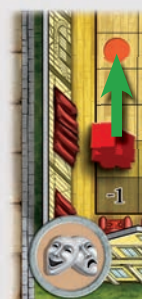


The Yellow player returns one blue paint piece to the common supply and takes one yellow paint piece in exchange.



### Theater:

The player may place their master painter at the theater on the starting position. Of course, this is a wise choice only if their mood was worse at this point.



The red player moves their master up three spaces to the starting position.

After performing any dame's actions, the player continues with their usual apprentice actions.

**Important note:** A dame may be deployed to a location even if there is no apprentice at this location. However, if a certain location (market, cathedral, studio, workshop, or theater) on the action board is covered by an action tile of some other module, no dame may be deployed to that location!



## End of The Round

At the end of each round, all reservation tiles with their day side up are turned to their night side, and all tiles with their night side up are returned to their owners.



Blue's reservation tile, played during this game round, is flipped to its night side. Red's reservation tile, on its night side already, is returned to its owner.

## Final game round

Players flip their "Ladies" action tile at the beginning of the final round the same as the standard action board. The second visit to the cathedral, on the board's right edge, allows a new action.



### Cathedral:

The player may move the bishop to any space inside the cathedral. They must pay 1 Thaler to do so.



## 2-player game

Leonardo may arrange weddings as well when moving his master painter on the victory points track on or past a space with a dame. Same as the players, he can arrange no more than two weddings; one with a pink dame, and one with a purple dame. But his weddings have no impact on game play; the dames are simply placed next to his action sheet.

## 13 The Catacombs

Treasures of great value are said to lie in the nearly forgotten catacombs of the cathedral. The curious painters, upon hearing of them, wish to explore the catacombs while doing their work. By chance, a cartographer is also staying at the hostel, who will happily sell you a map to explore and search for long-forgotten treasures. These treasures could be sold for valuable income, or given to the bishop for additional victory points.

This module affects the following:

- Choose wake up time and acquire cartographer tiles
- Planning and performing actions

### Additional Components

- 25 Catacomb tiles
- 22 Cartographer tiles



6 x 5 o'clock 8 x 6 o'clock 8 x 7 o'clock



## Changes in Set-up

Before placing fresco tiles, randomly place one face down catacomb tile on the 25 segments of the fresco, then place a fresco tile as usual on top.



The cartographer tiles depict three different times of day on their front sides, and a segment of the fresco on the reverse. Sort them by the times of day, then place the three stacks showing the time of day on the corresponding spaces of the hostel.



## Changes in game play

### Choose wake up time

The players choose their wake up time as usual. If a player decides for 5 o'clock, 6 o'clock or 7 o'clock, they may pay one Thaler and take the top cartographer tile from the stack for that time; however, it is not mandatory to do so.



*Example:*

*The Red player chooses to wake up at 5 o'clock and pays 1 Thaler to take the top tile from the 5:00 stack.*

Each catacomb tile represents a room of the catacomb, and at the start of the game they are all covered by the 25 fresco tiles.

The catacomb tiles show rooms of size two (7 o'clock), three (6 o'clock), or four, the location of which is highlighted in red. In order to see where on the game board the tiles indicate, the player orients their tile behind their small screen in such a way that the altar is at the same position as the altar on the game board, as seen from their perspective. Only these are the rooms that the player may explore. There is an arrow on each tile for easy reference.

**!! Important:** You may explore a room in the catacombs only if the corresponding segment of the fresco has already been restored already, meaning that the fresco tile covering the catacomb tile has been removed. As soon as a player removes a fresco tile, they flip the catacomb tile under it to the other side. Now all players can see what is inside that room.



*Example:*

*The Green player is allowed to explore the green-bordered segments. Likewise, the Red player could explore the red-bordered rooms, etc.*



## Exploring the catacombs

A player owning a cartographer tile may place it on any space of their action sheet during the planning phase. The cartographer tile covers the two bottom spaces of that location, meaning that only one apprentice may be deployed to that location. If a player owns more than one cartographer tile, they may place up to five cartographer tiles on different locations of their action board.

**!!/Note:** As always, each player must deploy all their apprentices. In case several players have placed a cartographer tile at the same location, these are resolved in player order, as usual.

When it comes time to perform the action at a location where the player placed a cartographer tile, they remove the tile and may use it to claim catacomb tiles in the indicated segments.

When exploring the catacombs, players first check to see which of the eligible segments have already had their fresco tile removed, as the catacomb tile may not be explored until then.

*Please note: If a player deploys an apprentice to a location, this apprentice performs as action in addition to using the catacomb tile.*



*Example: Red has sent 1 apprentice to the workshop and placed a cartographer tile at that location. The apprentice may blend up to 2 paints. The cartographer tile allow him to explore up to 4 rooms, corresponding to the segments shown on that tile. Red can explore 2 rooms only, and he takes those 2 catacomb tiles. One room is still covered by a fresco tile, and one room is empty already.*



## The effects of the treasures

The players will find statues, chalices, or sacred scripts. Immediately after claiming catacomb tiles the player must decide for each single tile if they want to sell it or keep it for the final scoring.

If the player sells a catacomb tile, they take as many Thalers from the general supply as shown on the tile. Then, they remove that tile from the game. If they want to keep it they put it behind their large screen.

Some catacomb tiles show the icon of the theater, which allow the player to improve their mood immediately.

They get to do this whether they choose to sell or keep the tile.



*Example: Red decides to keep the statue he just found. At the end of the game he will gain 5 VPs for it.*

*If he had sold it instead, he would have gained 5 Thalers.*



*The VPs for sacred scripts are determined at the end of the game only.*

*Red may move his painter at the theater up 3 spaces.*

*Then, he decides to sell the holy script. He takes 2 Thalers from the general supply, and removes the tile from the game.*



## Game end and final scoring

All catacomb tiles which are kept will be included in final scoring. Some tiles give a fixed number of victory points; however, the sacred scripts provide a variable number of points.

Sacred scripts are arranged into encyclopedias whose value is the highest numbered volume multiplied by the number of different scripts acquired—they may thus score a maximum of 25 points. A second copy of the same script does not increase the value, and must be sold immediately after claiming.

Record the VP total on the VP track as usual, before awarding VP for money in current player order.



*Example: Blue scores 3 (the number of different scripts) x 4 (the highest valued script) = 12 VPs*

## 2-player game

If Leonardo wakes up at 5 o'clock, 6 o'clock, or 7 o'clock, and there are still cartographer tiles for that time of day, the player currently controlling Leonardo picks up the top cartographer tile of that stack and places it on any location of Leonardo's action sheet. This round, Leonardo will go to the catacombs. However, Leonardo may not sell tiles, but rather keeps all of them. At the end of the game Leonardo scores VP for his catacomb tiles the same way as the players do. Additional copies of the same sacred script do not score Leonardo points.

**!! Important note:** If this module is used in combination with module 15 "The Dome", the dome tiles are placed between the catacomb and fresco tiles.

## 14 The Pews

*Expenses for restoring the cathedral keep rising, and the number of visiting faithfuls is dwindling. The bishop suspects the shabby pews might be the reason for this, so he plans to restore them as soon as possible (after all, the more people visit the cathedral, the more money there is to restore the cathedral). The painters now have to work on the pews, in addition to the other work to do.*

This module affects the following:

- **Market:** Buy paints and acquire wooden beams
- **Planning and performing actions:**  
Restore pews

## Additional Components

- 1 Pew board



- 12 Pew tiles



- 24 Small wooden sticks



- 4 "Pew" action tiles in player colors blue, green, red, and yellow.
- 6 Replacement market tiles





## Changes in Set-up

Put the pew board next to the game board. Randomly deal the 12 pew tiles face down (VPs hidden) to the slots of the pew board.

Each player takes 6 small wooden sticks (representing beams), and places them in front of their large screen. This is each player's supply, but **they do not own the sticks yet**.

Each player takes one "pew" action tile in their player color, placing it behind their small screen.

Remove the following market tiles of the base game: blue, yellow, red, blue/yellow, blue/red, and yellow/red. Replace them with the new market tiles which show one or two wooden beams needed for restoring the pews in addition to the paints.



*Setup of the pew board.*



*These market tiles replace those from the base game.*

## Changes in game play

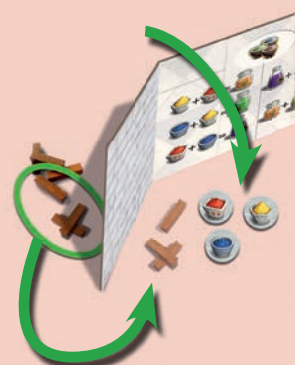
### Planning phase:

The players may cover one location to restore one or more pews during their turn on the action phase for the covered location instead of the covered action.



### Market:

If a player purchases a market tile with wooden beams, they take the paint as usual, and in addition move the number of beams shown from their supply to behind their large screen. Only now may these beams be used. If the player's supply is exhausted, they may take the tile, but no longer receive beams.







## Restore pews

One apprentice is printed on the action tile, and up to two more may be sent as well during the planning phase. However, each apprentice may carry only one wood beam (meaning a player may spend a maximum of 3 wooden beams in a round to restore pews). For each beam used to restore pews, a wooden stick is moved from behind their screen back to their personal supply.

Depending on their number of available apprentices and wooden beams the player decides how many pews they will restore and with how many beams. The number of beams needed for a certain pew is shown on the pew tile.

Once restored, that pew tile is flipped, and the player scores the VPs as shown immediately. Remove restored pew tiles from the game.



*Example: Red has sent 3 apprentices, and he owns 3 wooden sticks. He could restore 3 pews needing 1 wooden beam, or each, or 2 pews with one needing 2 beams and the other one 1 beam, or only 1 pew that needs 3 beams.*



*Example: Red decides for 3 pews with 1 wooden beam each, and turns over the tiles. He scores a total of 8 VPs, and records them on the victory point track immediately.*



## 2-player game

Leonardo does not restore pews. His impact on the game is that he may close down a market booth, thus possibly preventing the players from acquiring wooden beams.



## The Dome

*Restoring the cathedral's dome will certainly be a tricky job, and must be completed last. Save your paints, for the painters who take on this challenge will certainly be rewarded.*



This module affects the following:

- **Cathedral:** Restore a section of the fresco and final scoring

## Additional Components

- 9 Dome tiles





## Changes in Set-up

Randomly deal the 9 dome tiles face down (paints not visible) on the 9 inner segments of the fresco.

On top of these deal the fresco tiles as usual.



**!!! Important note:** If this module is used in combination with module 13 "The Catacombs," the dome tiles are placed between the catacomb and fresco tiles.

## Changes in game play



### ■ Cathedral:

When a player restores a fresco tile with a dome tile underneath, they take that dome tile, and place it face up in front of their large screen.



*Example:*  
After restoring the fresco tile, the player takes it and the dome tile beneath it.

## Game end and final scoring

In player order, and before scoring money, each player may discard the required paints for their dome tiles and scores the VP for the completed tiles.



*Example:* At the end of the game, Green possesses 2 dome tiles, as well as the paints depicted on them. She discards the paint, and advances her master painter 13 spaces on the victory point track.

## 2-player game

There are no special rules for Leonardo to follow when playing with this module.



# 16 The Black Market

*A poor painter can't be faulted for succumbing to a tempting offer from the dubious merchants of the black market. Their paints, stored in large barrels, are not expensive, but you never know which paint you will get ...*

This module affects the following:

## Market: Buy paints

### Changes in Set-up

Place the barrel tile on the game board next to market booth "I."

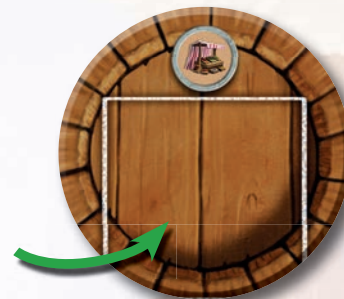
### Changes in game play

The market is set up each round as usual, with one (4 player game) or two (2/3) market tiles left over and not placed on a market stall.

## Additional Components

- 1 Barrel tile

Depot for several market tiles.



## Market: Buy paints

If the player sent an apprentice to the market, and if they do not choose to close down a market stall, they may assign one of their apprentices to the Black Market instead of the selected market stall.

The following rules apply:

- The player must have sent at least one apprentice to the market.
- If the player decides to close down a market booth they cannot perform the black market action.
- If the player sent several apprentices to the market, only one of them may perform the black market action.

### The black market action:

The player draws a tile from the bag and must purchase those paints (plus any wooden beams, if playing with "The Pews"), paying the same price as if buying from the regular market. If they do not have enough money, they forfeit the action.



*Example: The Blue player has sent 3 apprentices to the market. First, he buys 2 market tiles at booth "II," using 2 apprentices, and takes 1 green and 3 red paint pieces from the workshop. He uses his third apprentice for a black market action, and draws one tile from the bag. It's orange! – he is lucky – and he takes an orange paint piece from the workshop. Then, he places the market tile on the barrel. At the end of this action, he returns the 3 market tiles from booth "II" to the bag.*



The paint drawn from the bag is not returned, but rather placed on the barrel, remaining there for the rest of the game round.

**Please note:** Just as in the base game, all tiles from a market booth are returned to the bag only at the end of the player's market action. However, if a player performs only the black market action, they do not return any tiles to the bag.

## 2-player game

Leonardo does not perform a black market action.

## 17 The Painters Guild

Painters often are missing urgently needed supplies for their work, but thankfully the members of the Painters Guild stick together and are willing to exchange among themselves. A lucky painter may find what they need at the guild hall.

This module affects the following:

### ■ Workshop: Blend paints

## Changes in Set-up

Place the guild tile next to the game board, to the left of the workshop. Randomly choose one basic color (red, blue, or yellow) and one random blended paint piece (orange, green, or purple) from the common supply and place each on the corresponding spaces of the guild tile.

## Changes in game play



### ■ Workshop:

Each apprentice sent to the workshop may perform two actions of blending paints or exchanging with the guild, in any combination.

**!! Important:** The guild tile can be used only to exchange a basic paint with another basic paint or a blended paint with another blended paint. Pink and Brown paints are not available at the guild.

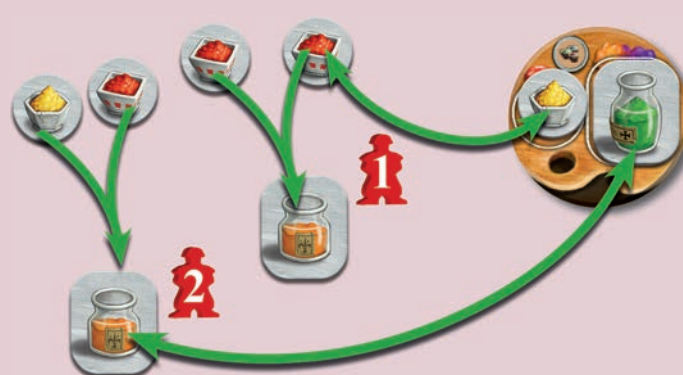
An apprentice may either

- blend up to 2 paints at the workshop, as usual
- Exchange two paints at the guild. To do this, the player takes both paint pieces from the guild tile and replaces them with a basic and blended paint they possess
- blend one paint at the workshop and exchange one paint (basic or blended) at the guild

The order of blending a paint and exchanging a paint is up to the player.

## Additional Components

- 1 Guild tile



**Example:**

Red has 3 red paints and 1 yellow paint in his personal supply, and has sent 2 apprentices to the workshop.

He uses his first apprentice to exchange 1 red paint for 1 yellow paint from the guild tile. Then he blends 1 orange paint by using red and yellow.

With his second apprentice he blends one more orange paint, which he exchanges for green from the guild tile.

## 2-player game

Leonardo is not a guild member and thus may not exchange paints.



## Some Notes concerning final scoring when playing with several modules

Proceed with the final scorings of the used modules in numerical order, starting with the one having the lowest number going up to the one with the highest number.

- 5 Exchange Lucky Pennies for Thalers
- 6 Exchange gold leaf for Thalers
- 8 Gain VPs for bell certificates
- 10 Get Thalers for cured apprentices
- 13 Gain VPs for catacomb tiles
- Only after all these steps should the players score money as usual.

## Setup example of the game with all modules

There are no restrictions on how many modules you may play with, and each may be played with any other. Adjust the combination to find the perfect level of play length and complexity for you.

In order to maintain a clear overview when playing with several modules, this diagram shows where to place the additional boards of each module next to the game board.

