

# FRESCO

## Revised Edition



### 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 expansion modules 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.

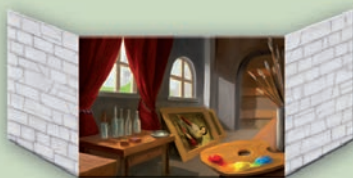
## Game components for the Fresco base game

- 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 dis...

### 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 mood display

Put 1 master painter on the line above the other from the start that the

### 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.



## Starting spaces (S1-S4)




Master painter of each player into a bag. Then draw one after the other from the bag and place them on 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



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 players choose 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 booth, and may purchase one market tile for each apprentice they sent to the market (all from the same booth). Each tile may be purchased only once, and the price is set by the player's wake up time.

After selecting a tile, the player takes the paint pieces shown on the tile 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

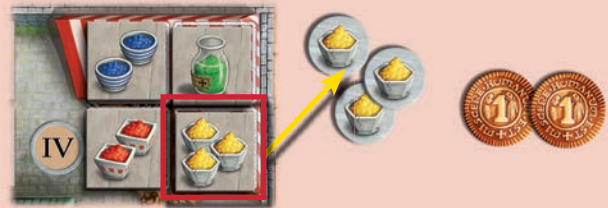
No matter how many apprentices the active player had deployed to the market they may forfeit buying paints and close down the selected booth instead. All tiles of this booth are returned to the cloth bag. This counts as a free action.



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

*Example:*

1.) The Red player had deployed 1 apprentice there, enabling him to perform 1 action at the market. 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 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.

## Changes in set-up

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:

## Changes in game play

### 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!**



## Module: The Special Blend Colors + 15 min



## Special blend colors

The Fresco becomes even more colorful, and new paint types requires 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.



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



### ■ **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.



*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!



## Module: The Bishop's Favor + 5 min



## The Bishop's favor

This module affects the following:

Cathedral: Restore the fresco

### Extra Components

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



### Changes in set-up

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



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

### Changes in game play



Cathedral: Restore the fresco

If a player restores 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.*

