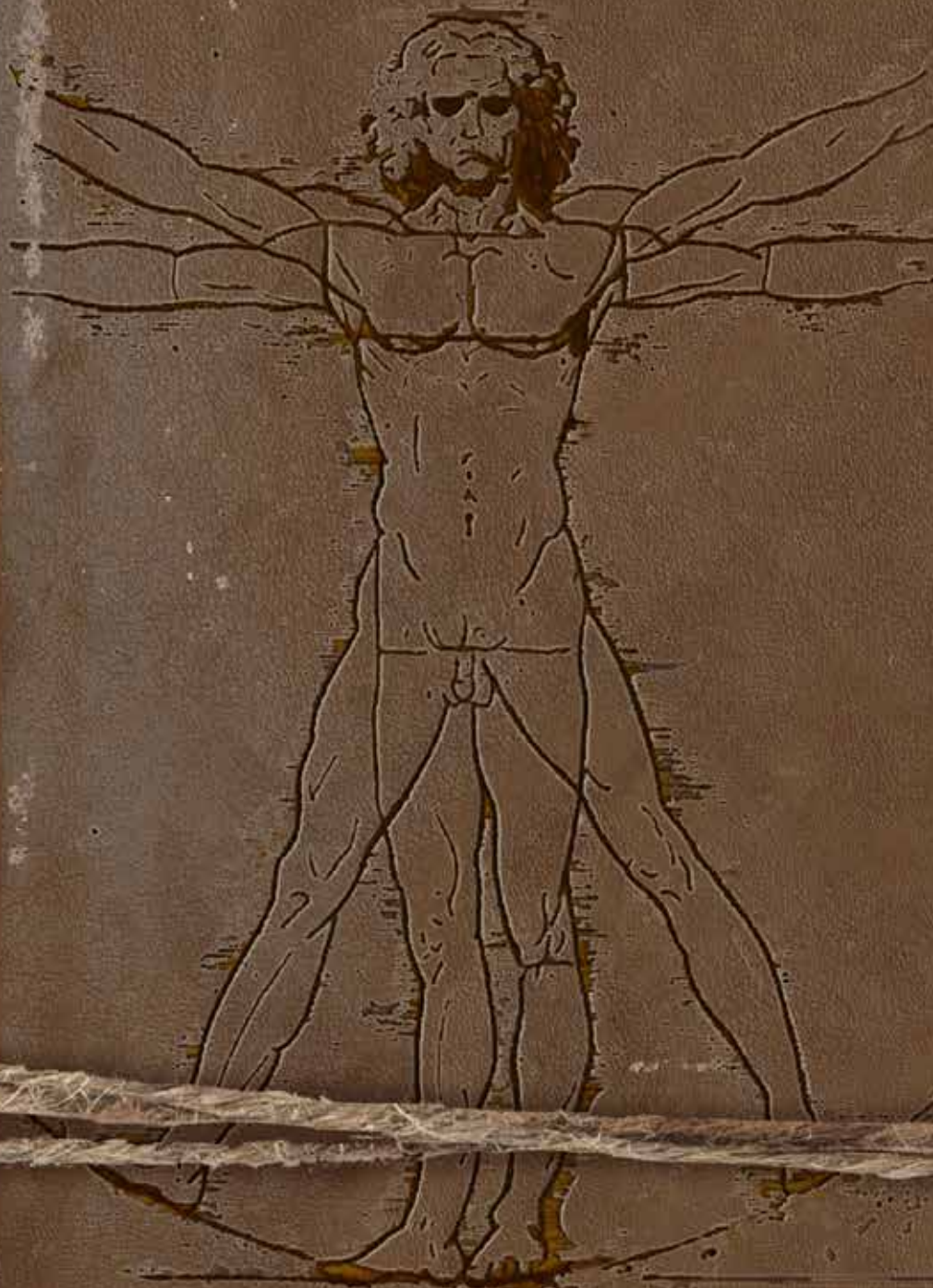




Game By
Flaminia Brasini
Virginio Gigli
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Leonardo da Vinci's
Codex Leicester

Players find themselves as inventors trying to breathe life into their designs, all of which draw their inspiration from the notes of the Master himself: the Codex Leicester of Leonardo da Vinci. Ranging from relatively simple to epic, all these inventions require Materials and time to bring them to fruition.

Of course, genius alone won't get the job done. Get support from the Council and Patrons. You will need to expand your workshops and procure Automata designed by Leonardo himself – all this to increase your work efficiency. Hire Apprentices straight out of the academy to nab highly coveted Materials from the market before your rivals.

Time is of the essence. Race to be the foremost in completing inventions. You will unlock rewards and special abilities if you are the first player to complete the inventions. Other wise, you will get less rewards without special abilities. After 7 Rounds, the player who has amassed the largest fortune will be awarded victory! Who among you will be the most ingenious Renaissance inventor?



Game Components



1 x double-sided game board



1 x Work Tile with 2 florins



2 x Work Tile with 3 florins



8 x Patron Reward Tile



8 x Council Tiles



5 x player boards



5 x Hammer Workshops



5 x Pincer Workshops



1 x Special Craft Room



5 x Hammer Craft Room extension tiles



5 x Pincer Craft Room extension tiles with 4 spaces



5 x Pincer Craft Room extension tiles with 2 spaces

125 x Materials



25 x ore



25 x wood



25 x brick



25 x glass



25 x rope



5 x screens

1 per player color (red, blue, green, yellow, purple)

70 x Florin Clay Chips



20 x 1
florins



14 x 2
florins



12 x 5
florins



12 x 10
florins



12 x 20
florins



1 x cloth bag for
florins



12 x component trays



1 x Round Marker
and 1 Value Marker



25 x Common
Invention Cards



15 x Epic
Invention Cards



44 x Multipurpose
Cards

51 x Workers



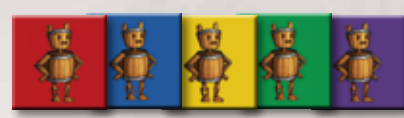
1 x gray
special apprentice



45 x Apprentices



5 x Masters



15 x Automata Tokens

x3

30 Tool Markers



15 x Hammer Counters



15 x Pincer Counters



30 x Fulfillment Markers



5 x Turn Order Markers



13 x Work Resolve Tokens



5 x Knowledge Markers

Note: There is no limit to the number of Materials(ore, wood, bricks, glass, rope), florins, and work resolve Tokens. If you run out of certain Materials or florins during the game, use suitable replacements.

Storage Tip: Separate the Materials by type into 5 of the component trays. Place the Council Tiles into a component tray. Separate all player components by color (Apprentices; Masters; Automata Tokens; Hammer Counters, 2 colored and 1 black; Pincer Counters, 2 colored and 1 black; Fulfillment Markers; Knowledge Markers; and Turn Order Markers) into 5 of the component trays. Use the last component tray to store the remaining small components.

Icons



Instant effect:
Receive the benefit immediately
and only once



Permanent effect:
Receive the benefit any time it
is triggered.



Performs as many **Works** as there are in
numbers of this icon. **This icon DOES
NOT represent a Hammer Workshop.**



Once per Round effect:
Except for the Declaring Invention
Phase, you can receive the benefit
once per Round.



Gain 1 **Material** of your
choice.



Gain 1 **Work Resolve Token** immediately.
Except for the Declaring Invention Phase,
any number of Work Resolve Tokens may be
used. 1 Work is resolved per 1 Work Resolve
Token.



This icon acts just like an upgraded or
non-upgraded **Automata Token**.



This icon acts just like a **Master**.



This icon acts just like a **Council Tile**.



This icon acts just like a **Craft
Room Extension Tile** (regardless
of its type).



This icon acts just like an
Apprentice.

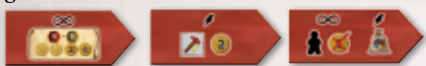


This icon acts just like a **florin**.

Set Up

1 One side of the Game board is for 1-3 players and the other side is for 4-5 players. Place the game board in the middle of the table with the appropriate side for the number of players face up.

2 For your first game, it's recommended that you use the 5 Patron Reward tiles shown in the picture on the right. After you get used to the game, shuffle the Patron Reward tiles and randomly place 5 of them face up on each empty space. Return the remaining tiles to the game box.



3 In the Market spaces (D - H) provide access to the Materials. Keep the supply of all 5 Materials near the game board.

4 Epic Invention Cards have a different color on their back. These are inventions that can only be completed by working on 15. Shuffle all Epic Invention Cards and place a specific number of cards on the bottom of the game board (4 cards for 1-2 players, 6 cards for 3 players, 8 cards for 4-5 players). Return the remaining Epic Invention Cards back into the game box.

5 In the Laboratory (B), you can expand your Workshop, get Automata, or pay florins to get Work supports. Set out as many Craft Room Extension tiles into their corresponding spaces as there are players in the game. Per player in the game, place 2 Automata Tokens into their corresponding spaces.



6 In the Academy (G), you can hire Apprentices or pay florins to buy Materials. For each player in the game, place 5 Apprentices.

12-1

This is the Present Inventions Card Row. Take the top cards from the invention deck and place them face up face up in the allotted empty spaces. Do not place 11 Works cards here during the game setup. Set aside 11 Works and draw cards until 4 or 7 Works are drawn.



7

The Council space (🏛️) is where turn order for the next Round is determined. It also provides access to Council Tiles that can be used in the current Round. Shuffle 8 Council Tiles and randomly place 4 tiles in each space. In a 1-2 player game, place only 3 tiles. Stack the remaining tiles face down near the game board. Each player will place their Turn Order Markers on the Turn Order track (see page 6).

13

The Bank space (🏦) is only used in a 4-5 player game.

9

Place a supply of florins near the game board.

8

Place a black Value Marker on the 0 space of the Value Track. The lower row of the Value Track is for Round 7 only.

10

Place the black Round Marker in the first Round space of the Round Track.

Place the Work Tile with 2 florins in the Round 4 space.

Place the two Work Tile with 3 florins in the Round 6 space.

11

Place the Special Craft Room, Special Apprentice, and Work Resolve Tokens in this space.

12

Shuffle all of the Common Invention Cards and place the deck face down here. After the Present Inventions row and the Future Inventions row are filled, shuffle the 🏠 Works cards set aside back into the card deck.

12-2

This is the Future Inventions Card Row. Take the top cards from the invention deck and place them face up in the allotted empty spaces. In a 1-3 player game, place a maximum of 1 🏠 Works card, and in a 4-5 player game, a maximum of 2 🏠 Works cards.

Note: The Common Invention Cards consist of inventions that require 4, 7, or 11 Works to complete. When a player completes an invention, they take the card. Slide the remaining cards to the right of it to the left immediately, so that any empty spaces are only at the right-end of the row. Fill in those empty spaces by taking cards face up from the top of the invention deck. If the invention deck runs out, no additional cards are dealt. In 1-3 player games, only 3 Invention Cards are placed on the Current Invention Card Row and Future Inventions Card Row.

Multipurpose Card

The Multipurpose Cards are used for three purposes (starting resources, invention symbols, and 1-player games). Shuffle them and place them face down into one deck.



If you are the second person to complete an invention, you will not receive its card (see page 11). In a 3-5 player game, you will receive a Multipurpose Card with the same symbol, indicating that you were the second person to finish the invention. It only displays the symbols that you receive and has no other effect, and it is called the symbol card in later games.

This shows you which resources to take at the start of the game. Get those resources from the supply or game board. Wherever you see “/”, choose only one of the resources displayed. If you choose take 1 your Apprentice from of the game board. Be careful not to take the Apprentice from your player board or the gray Special Apprentice.

For 1-player games only. See page 19 for details.

Player Set Up

Screens

Each player chooses one color. Receive the screen of the corresponding color. The inside of the screen contains a summary to help you play the game.

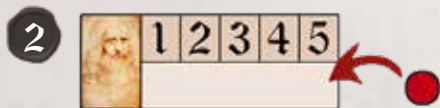
Keep florins and Materials you get during the game behind your screen so that other players cannot see them.



Look at the left side of the screen and prepare your personal space as follows:



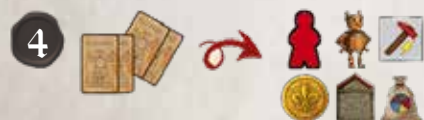
Take 1 Master and 3 Apprentices of the corresponding color. Then you receive 4 Multipurpose Cards randomly.



Decide the temporary turn order randomly, and each player places their Turn Order Markers under the corresponding number on the bottom line of the Turn Order track. This is a temporary turn order that will change, as explained in the next paragraph.



Each player receives 3 florins. (In 1-3 player games, you get 2 florins instead of 3.) The player whose Turn Order Marker is under the 1-space of the Turn Order Track chooses what number space on the top line to put their Turn Order Marker on. Repeat this process, from left to right, for all remaining players' Turn Order Markers on the bottom line of the Turn Order Track. Once everyone has decided their turn order of the first Round, each player receives additional components based on the number of players. If you play a 5 player game, the first and second players don't get anything extra. The third player takes 1 florin and the fourth player takes one Material they want. The last player receives 1 florin and 1 Material of their choice.



In turn order, each player chooses 2 cards from among the 4 Multipurpose Cards they received, and receives additional resources shown in the cards. Depending on the card, you can receive florins, Materials, Assistants, Craft Room extension tiles, Automata Tokens, Work Resolve Tokens and etc. If you don't have a Craft Room to place your Automata Token, keep it in your Workshop and use it when you can place it (see page 8).

After everyone receives the additional components, their additional resources, all players reveal their starting resources. After all players have a chance to see each other's starting status, they place their florins and Materials behind their screens. From now on, keep your florins and Materials secret until the end of the game. Return all Multipurpose Cards to the deck. The Multipurpose Cards are used as symbol cards of inventions during the remainder of the game.

❖ Player Board

Each player receives 1 player board.

These are 6 Patron Requests. Place one of the Fulfillment Markers in each empty spaces as shown.

To accomplish this request, you must be the first player to place a Master or Apprentice in the Council twice. For each time you are the first player to do this, move the Fulfillment Marker one space to the right. The Patron Request is accomplished upon the second time the Fulfillment Marker is moved in this way.

To accomplish this request, you must take your 3 Craft Room extension tiles and 2 Automata Tokens from the Laboratory .

To accomplish this request, you must hire all of your Apprentices from the Academy .

To accomplish this request, you must complete at least 1 Invention regardless of whether you get the invention or symbol card or not.

To accomplish this request, you must get 2 identical symbols.

To accomplish this request, you must complete at least 1 Epic Invention.

This is the Knowledge Track. Place the Knowledge Marker in this top space. Each time you accomplish a Patron Request, move your knowledge Marker down 1 space and immediately receive the reward for the space the Marker arrived.

Place the Work Resolve Tokens you have here so everyone can easily see it.

Place your 1 Automata and lay down 1 Apprentice here. These can only be gained through the rewards of the Knowledge Track.

Put your Master here.

Place your 3 Apprentices here. These are not paid (see page 16).

If you have more than 3 Apprentices during the game, place them here. The available Apprentices and Master are always standing up, so that other players can easily see them.

❖ Workshop

Each player receives 1 Hammer Workshop and 1 Pincer Workshop.

This is the Hammer Workshop. There are 3 Craft Rooms that you can use right away. You can expand this Area with the 2-Craft Room Tile, which includes a room that can place an Automata Token.

The Pincer Workshop can only be used by expanding the Craft Rooms. You can expand it with the 4-Craft Room and 2-Craft Room tiles that can place 2 Automata Tokens.

The calendar shows you the status of your works. A black tool Marker indicates how long the invention takes to complete. The tool Marker in your color indicates how many works you have done.

Place your 2 Hammer and 2 Pincer Markers in the appropriate Workshops. One Marker at each Workshop is used to declare work for an invention. Use the other to show the progress of the invention.

Place a black Hammer Marker and a black Pincer Marker. The black Markers are used to indicate the weeks for invention completion.



It is a basement space where you place Materials of the inventions you are working on.

Game Play

The rulebook is based on 3-5 player games. See page 19 for a 1-2 player games.

The game runs seven Rounds, and the player with the most florins wins at the end of the seventh Round. Repeat the following for each Round:

Round

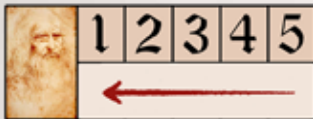
There are three phases in each Round:

- I Declaring Invention Phase:** You can cancel declared inventions and declare new inventions.
- II Assignment Phase:** Place one or more workers in one of your Workshops or in an Area of the game board.
- III Resolving Area Phase:** Start with the  Area, resolve each Area from the Area  to the Area  on the game board.

In the Declaring Invention Phase, each player has a chance to resolve the phase.

In the Assignment Phase and Resolving Area Phase, the corresponding players will take their turns.

I Declaring Invention Phase



In this phase, you can move Automata token, cancel declared inventions, and declare new inventions.

This phase proceeds in the reverse order of the Turn Order Track. Therefore, the information will be released starting from the player occupying the 5-spot and ending with the player on the 1-spot of the Turn Order Track. After one player has completed the Declaring Invention phase, the next player proceeds.



During this phase, you can freely move your Automata Tokens from one of your Workshops to another regardless of whether the given Workshop has a work in progress. However, an Automata can only be placed in a specific Craft Room as shown below. (See page 10 for the effects of Automata.)



The basic Craft Rooms and the extension tile of the Hammer Workshop.



Extension tiles of the Pincer Workshop.

You can place an Automata in a Craft Room where the furnace is burning. It can only be placed in some extension Craft Rooms, as shown on the left. If you have Automata, but you don't have a Craft Room where you can put it, you can't use it now. Keep your Automata Tokens in your Workshops and place them as soon as you have the appropriate Craft Rooms.

Tip: You can also place a Worker (Master or Apprentice) in a Craft Room where you can place an Automata.



You may also cancel Works in progress. If canceled, return the Material in the basement of that workshop to your screen. Then return the tool markers on the Invention Card and calendar to the setup spaces on the workshop. You can declare a new invention right from the workshop where you canceled the work.

Note You lose working weeks of canceled work. There is no compensation for the work you have done so far.

You can declare new inventions. To declare a new invention, you must have an empty workshop and all the Materials required for the invention. You can choose between Common Inventions or Epic Inventions to declare. If you want to declare a Common invention, you can choose one from the Present or Future Inventions Card Rows. It is important to remember that future inventions may only be declared for and worked on, but cannot be completed (see page 10). Likewise, because declaring an invention doesn't equate to completing it, you may also declare for inventions that other players are working on. This is because declaring invention first does not mean completing it first. You cannot declare an invention that you have already declared work on, or an invention that has already been completed.



Present inventions

Future inventions

Epic Inventions

Inventions that you have already declared

Inventions that someone has already completed

Declare a new invention proceeds as follows:

- 1 Select an empty workshop to use. Take one of your tool (Hammer or Pincer) Markers from the workshop and place it on the Invention Card you want to declare. The remaining tool markers are used to indicate the progress of the work counter.
- 2 Check the work weeks needed to complete that invention, and place the black tool marker on the corresponding spaces on the workshop calendar. If you have the effect of reducing the weeks of your work, apply it accordingly. If 7 is printed on the upper left of the invention card, it means it takes 7 works to complete it.
- 3 Finally, place the required Materials for the invention on the basement of the workshop. You may not declare if you don't have enough Materials. You cannot add or remove Material after you have declared the invention.



Example: You have declared a 7 Work invention at the Hammer Workshop.

The Pincer Workshop does not have a built-in Craft Room, so it is impossible to declare an invention unless the Workshop has been expanded. Players can choose which workshop expansion Tile to place first. You can declare a different invention in each workshop in the same phase. During the Round, you can still place Craft Room extension tiles to the workshop you are working on, and also place Automata tokens.

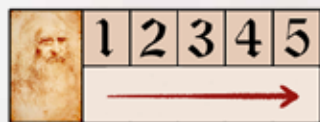
Note Keep tool Markers at the workshop where no work is being done. These Markers make it easy to see what other players are working on.

Tip: Even if you don't have any intentions to complete an invention, but you have the Materials and workshop allowance to do so, declaring the invention is possible strategy. The downside of this is that your Materials will be exposed to the other players. However, doing so puts pressure on them as well.

Note During the Declaring Invention Phase, you cannot use the effect of Invention Cards, or use the Work Resolve Tokens.

II Assignment Phase

Both the Master and the Apprentice are workers. In this phase, players place their workers.



The player in the first space of the Turn Order Track starts. Players take turns following the Turn Order Track. On your turn, workers can be placed on an Area of the game board or in one of your workshops where you have declared an invention. Because each player has a different number of Apprentices, and because you can place multiple Apprentices on a single turn, some players may run out of workers faster than others. Players take their turns until everyone has placed all their workers.

Unless you use a special effect, you must place at least one worker on your turn. If you gain an Apprentice from the previous turn, you can use it during the next turn immediately in the same Round.

When placing a worker, select a Master or Apprentice to place. You can place one or more Apprentices in the same place simultaneously, but you cannot place Apprentices and the Master simultaneously. You can place additional Apprentices where you have placed your Master, or you can place your Master where you have placed your Apprentice(s). However, you cannot add Apprentices where you have placed your Apprentice(s). These rules apply equally to the Workshop and all Areas of the game board.



- Multiple Apprentices can be placed at the same time



- Master can be added where one or more of your Apprentices are placed.



- Apprentice(s) can be added where your Master is placed.



- Master and Apprentice(s) cannot be placed at the same time



- Cannot add Apprentice(s) where your Apprentice(s) are placed.

Note Once placed, a worker cannot move unless a special effect is used.

✿ Assignment in the Workshop (resolve immediately)

Only one of the following can be placed in each Craft Room: Automata, Master, or Apprentice. You will gain works immediately when you place workers in the Craft Room.

- Gain 2 works with Master.
- Gain 1 work with an Apprentice.
- Gain 1 work for each Automata when the first worker is placed in that workshop.

When you place the first worker in the Workshop, all the Automata in the workshop are working immediately. Automata will not work with the later added workers. If you add an Automata to a workshop where you already have a worker, that Automata will not work.

Even if your workshop has an Automata, it will not work unless workers are placed.

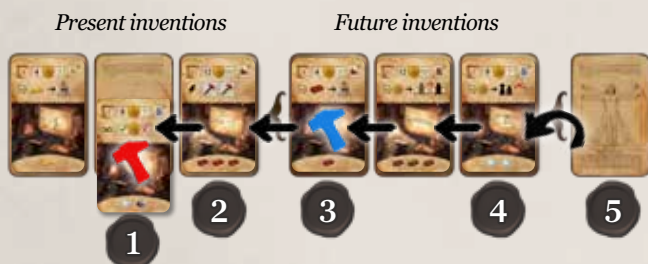


Whenever a worker is placed in a workshop, immediately advance your color tool Marker as many spaces as works you gain. If the tool marker of your color reaches or passes the Black Tool Marker, you complete the invention unless it was on the Future Invention Row. The first player to complete an invention takes the Invention Card. Works that exceed the required work weeks are discarded. You do not have to complete the invention in the Round you declared. The tool markers of unfinished inventions remain in their current spaces. You can continue working on them in later Rounds.

There are two card rows of Common Inventions. The left card row is for present inventions, and the right one is for future inventions. Thematically, the present inventions can be completed anytime because all the design structures have been researched. On the other hand, future inventions can be worked on but cannot be completed because the design structures are not fully understood yet.

Whenever someone completes the present invention and takes it, all cards to the right of the one taken are moved one space to the left. Then one future invention becomes a present invention. Then, draw the top card of the invention deck and place it in the right-most space of future inventions cards row. When the deck runs out, no new cards are dealt.

Example:



- 1 Red player has completed and taken the present invention.
- 2 Each of the inventions moves to the left.
- 3 The future invention that the Blue player was working on becomes the present invention.
- 4 The last invention moves to the left, creating an empty space.
- 5 Place 1 new Invention Card from the deck face up on the empty space.



✿ Shortening work week and inventions completion conditions

The following situations may occur during the game:



Some of the Invention Cards or Patron Rewards have the effect of shortening the workweek. As soon as you get this effect, move the black tool Marker by the shortened work week. However, moving the black tool Marker to the player color tool Marker does not automatically complete the invention. The player must perform one or more works lastly to complete the invention.



Let's say you have already worked as many weeks as you can complete the future invention. As one of the present inventions was completed, the future invention that you have worked becomes the present invention. In this case, the invention is not automatically completed. This means that players must do at least 1 work more to complete the invention.



✿ Work Resolve Token

If you have Work Resolve Tokens, you can use as many of them as you want during your turn. Each time you use one token, you gain 1 work. Return the used token to the supply. If you work with tokens, Patron Rewards, or Area effects, you can complete the inventions the same way you've placed the worker. However, this does not activate the Automata.

Note You can use the Work Resolve Tokens only for your turn. "Turn" refers to when you act during the Assignment Phase and the Resolving Area Phase.

❁ Inventions rewards

While multiple players can declare for an invention, but they receive different rewards depending on the order in which they completed it. The reward is received as soon as the invention is completed.

The first player to complete an invention receives the number of florins to the left of the coin icon. (In this example, it's 4 florins.)

All other players to complete this after the first already has will receive florins equal to the number to the right of the coin icon. (In this example, that would be 3 florins.)

The effect of the card is only available to the player who first completed this invention. You can use the effect immediately as soon as you get the card. (In this example, the effect of the card is to exchange 1 glass for 1 Material you want once in a Round.)

If you're the first player to complete it, take the invention from the first, take that Invention Card and place it in front of you. Leave the tool markers of other players on the card. They are still permitted to work towards its completion and gain any secondary rewards.



The second player to complete the invention cannot get the card, so cannot use the effect of that card. However, the second player can get the symbol in the top right corner of the card. Take a card with the same symbol from the symbol card deck and keep that card in front of you. During the game, the symbol card has no effect, other than standing in for use of the depicted symbol. Starting from the third player and beyond to complete this invention, they only receive the florin rewards.

Note Symbol cards are not used in 1-2 player games.



Once you have completed your inventions, return all the Materials you have placed in the basement of the workshop to the supply. All of your tool markers you have placed on both the invention card and calendar return to their allotted spaces in the workshop.

You can also declare and complete the Epic Inventions like you do for the inventions of the Present Invention Row. However, this is no easy feat early on in the game, as Epic Inventions require many Materials and a long working time of 15 weeks.

Epic Inventions follow the same rules as the Common Inventions, except for two things: The Epic Invention Cards are not refilled, so players use only the cards that were drawn at the set up of the game. The effects of Epic Invention Cards are applied **at the end of the game**.

❁ Assignment in the Areas (resolve in the next phase)



...

Unlike the workshops, the Areas on the game board (A - I) are resolved in the phase following the one where the workers are placed on them. The ranking of influence in the Area is important, so you need to consider the influences of workers when you place them.

The Master's influence is 2. An Apprentice has 1 influence. The player with the most influence in an Area has the priority of the turn. If the influence is tied, the player who placed their workers earlier has the higher influence. Therefore, players should always place workers in order starting from the left of the space.

Example:



- 1 Red placed an Apprentice.
- 2 Next, Blue placed the Master.
- 3 Yellow placed 3 Apprentices simultaneously.
- 4 Red placed the Master additionally.

If the Assignment Phase finished in this state, the influence of Area B would be as follows:

Red has 3 influence. (1 Apprentice and the Master)

Blue has 2 influence. (Master)

Yellow has 3 influence. (3 Apprentices)

Red and Yellow are tied at 3 influence in the Area. Red breaks the tie because their worker placement occurred earlier than Yellow.

Thus, Yellow has the second most influence, and Blue has the third most influence.

Tip: There is no limit to the number of workers that can be placed in an Area. You can still place workers even if the space is full.

III Resolving Area Phase

In this phase, players resolve the effects of Areas, beginning from  to  of the game board (: Council, : Laboratory, : Academy, : Markets, : Bank)

When resolving each Area, players who placed one or more workers in that Area take their turns, starting with the most influential player. Players who do not have a worker in the Area do nothing during resolving that Area.

✿ Council



In the Council, players can decide their turn order for the next Round. Additionally, players with high influence can choose a Council Tile and use the effect immediately. Players do not pay the action costs in this Area.



The player who has the most influence in Council decides their turn order for the next Round.

Move your Turn Order Marker to the numbered space on the bottom row. Players who have not placed a worker in the Council cannot choose their turn order, so they must move their Markers to the remaining spaces according to the current turn order.

Let's say it's a 5 player game (as shown in the picture above). Red has the most influence and decides to go first in the next round. Having the second most influence, Yellow decides to go second next round. Blue has the third most influence and decides to go fourth next round, as feels there isn't a real benefit to go earlier. (This is a strategy to consider, as having a lot of Apprentices while going later in turn order can have its advantages.)

Green and Purple cannot choose their order because they have not placed workers in Council. Their orders are determined automatically. Green, which was ahead this Round, will go third next round, and Purple will be fifth.

When the order for the next Round is decided, move the turn order Markers to the top row.



In addition, players with high influence rankings in the Council receive Council Tiles. Starting with the player with the highest influence, take 1 of the revealed Council Tiles.

- In a 4-5 player game, you can only take Council Tiles up to the **3rd place** in influence.
- In a 3 player game, you can only take Council Tiles up to the **2nd place** in influence.
- In a 2 player game, only the player **1st place** in influence can take a Council Tile.

Note Players who have placed workers on the Council but fall out of the above listed rankings cannot take the Council Tile.

When you select a Council Tile, if there are any florins placed under the Tile, you take that as well. Each Tile can hold up to 2 florins.

Council Tiles with a discount in a specific Area only apply **this Round**. All other Council Tiles are used as soon as they are received. If you cannot use the benefits immediately, they will be discarded. These used or discarded Council Tiles are set aside, and when the stack of Council Tiles runs out, the tiles are shuffled to create a new stack.

✿ Council Tile Effects



You can immediately sell 1 Material of your choice for 3 florins, or you can buy 1 Material of your choice for 1 florin. You cannot buy or sell multiple Material.



Gain 1 florin immediately.



You may immediately move all or some of your workers placed in one of  -  Areas to another Area. At this time, the  Council Area is not applicable.



During this Round, apply the Value Track on this Tile when you resolve the Laboratory  and Academy . This price applies only to you.



Gain 2 Works immediately. You can use 2 Works to one workshop or to two workshops separately.



Gain 1 Material immediately.



Gain 1 Work immediately. In addition, you may complete one future invention during this Round. For example, you can complete 1 future invention while working with effects such as the Laboratory.



The cost of purchasing Materials in the  -  market for this Round or selling Materials in Round 7 is adjusted to the price on the Tile. This price applies only to you.

❁ Value Track

From to , starting with the player who has the most influence in each Area, players take turns in order, and take one action per turn. Each Area provides 4 chances for players to take an action with increasing cost(, , , florins). The Value Marker is placed on the Value Track to show the cost of the action, starting on the space.



The lower row of the Value Track is for Round 7 only.

Starting with the most influential player, you can take an action or pass your turn. The cost of the first action is zero. If you take an action, move the Value Marker one space to the right. If you pass, all of your workers in that Area are returned to your player board, and the Value Marker is left where it is. Next, to further illustrate, let's say the player with the second most influence takes an action or passes. If the previous player had taken an action, then the action cost will be 2 to the current player. If the currently player wants to take an action they would pay 2 florins to the supply and move the Value Marker 1 space to the right. If the current player decides to pass, then they leave the Value Marker where it is (i.e. 2 florins for the player with the third most influence to take an action) and

take back all their workers. This process repeats for each subsequent player based on rank of influence.

After the last player's turn, the process continues with the player having the most influence that still has workers in that Area (the ranking may change as workers are removed). Therefore, you can take more than one turn in the same Area, though the costs will increase each time. When a player takes the 4th action of an Area, or when all workers in that Area have been removed, return the value Marker to the space and resolve the next Area.

The same rules of Value Track is applied to the Area - .

❁ Laboratory



In the Laboratory, you can get 1 Craft Room extension Tile, 1 Automata, or 1 Work for 1 florin per turn. Pay for the action cost according to the Value Track, and choose one of the three actions you want to take.



You can only get your own color Automata Tokens.



You can only have 1 Craft Room extension Tile per type, and place it on the corresponding workshop as soon as you get it.



Gain 1 Work by paying 1 florin. In Rounds 4-5, you pay 2 florins for 2 Works, and in Rounds 6-7, you pay 3 florins for 2 Works (see page 16).

Example: Red, Blue and Green placed their workers in the Laboratory.

1



Red, having the most influence, got 1 Automata Token for no cost.

2



Blue, the second most influential player, pays 2 florins to take 1 Craft Room extension Tile.

3



Green, third in influence, couldn't pay 3 florins, so retrieved workers and gave up the action.

4



It's Red's turn again. Red gained 1 Work with 4 florins (3 florins for action cost and an 1 florin for the Work).

5



It's Blue's turn again and, not wanting to pay 4 florins, retrieves the workers.

6



It's Red's turn again. Red paid 4 florins and received one Automata Token.

All four actions are over, so no one can act in the Laboratory. The Value Marker is reset back to on the Value Track.

❁ Academy



In the Academy, you can get 1 Apprentice, or buy 1 Material for 1 florin per turn. Pay for the action cost according to the Value Track, and choose one action you want to take. The effect of the buying Material changes on Rounds 6-7. In Rounds 6-7, you can get 2 Works for 3 florins instead buying Material (See page 16).

Example: Only Red has placed workers in the Academy. Since Red can have 4 turns, Red pays 9 florins and hires 4 Apprentices.

❁ Markets -



In each market, you can get 1 corresponding Material per turn. Pay for the action cost according to the Value Track, and buy 1 corresponding Material. However, in Round 7, you do not buy any Materials on the market, but sell your own Materials. When you sell the Material to the market, you don't pay for the action cost, but sell Materials according to the bottom row of the Value Track (See page 16).

Note For faster game play, if only one player has placed in each market, players may proceed their turns at the same time.

❖ Bank I



The bank is only used for 4-5 player games. Players do not use the Value Track as in the Council. The player with the most influence gets 2 florins, while the player with the second most influence gets 1 florin.

Patron Requests

On the left side of your player board are 6 Patron Requests. Each time you accomplish a Patron Request, your Knowledge increases by 1 and you receive one Patron Reward you want. Move your Knowledge Marker down one space on the Knowledge Track and take the reward indicated where the knowledge Marker landed. Then, take the Fulfillment Marker for the accomplished request to indicate that you have completed that request. Choose one of the 7 Patron Rewards shown on the left side of the game board, and place the Fulfillment Marker you took on it. Patron Rewards are effective immediately upon receipt. You will receive a reward for each completed request if you accomplish multiple requests simultaneously.



● Be the player with the most influence in the Council twice

The player who ranks first in influence in the Council moves their Fulfillment Marker one space to the right. If they achieve this feat a second time, they accomplish the request.

Tip: First place in influence is different from the first place in turn order.



● Gain 3 types of Craft Room extensions and all of your Automata Tokens in the Laboratory

As soon as you bring all 3 Craft Room extension tiles and 2 Automata tokens from the Laboratory, you accomplish the request. The Automata Token you get as a reward from the Knowledge Track doesn't count.



● Hire all of your Apprentices at the Academy

As soon as you hire all of your Apprentices from the Academy, you accomplish the request. The Apprentice you get as a reward from the Knowledge Track doesn't count.

Tip: After completing this request, even if any Apprentice returns to the Academy because the salary is not paid, the completion of this request will not change (See page 16).



● Complete one invention

As soon as you complete your first invention, you accomplish the request. Even if you do not receive an Invention Card or symbol card, the request is considered accomplished.



● Gain two identical symbols

As soon as you get 2 symbols of the same type (via invention cards or symbol cards), you accomplish the request.



● Complete One Epic Invention

As soon as you complete an Epic invention, you accomplish the request. Even if you do not receive an epic Invention Card or symbol card, the request is considered accomplished.

❖ Knowledge Track



- 1 Each time you accomplish a Patron Request, your knowledge increases by one. Move your Knowledge Marker down one space and receive a reward for it.
- 2 On the second and fourth spaces of the Knowledge Track, you can get an Apprentice or an Automata Token. At this time, the Apprentice or Automata Token you receive is not received from the Laboratory or Academy, but from your player board. Those Apprentice and Automata Token placed here can only be obtained through the Knowledge Track.

For the second space of the Knowledge Track, choose between an Apprentice or Automata Token. On the fourth space of the Knowledge Track, you get the leftover reward. If you do not want to receive the remaining reward, you can decide not to take it. But if you give up the reward, you won't be able to get it again.

Tip: Automata can be received even if there is no Craft Room to place in it.

- 3 Place the completed Fulfillment Marker on the Patron Reward space you want on the game board. You can also place your Marker on the reward received by other players. However, you cannot place a Marker on a reward you have already received. The Patron Reward must be applied immediately. You cannot use the effect later.

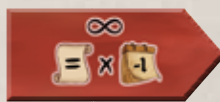
❁ Patron Reward

The following rewards are depicted on the game board. So you can choose them in any game.



As soon as you choose this reward, all Automata Tokens you own and will gain are upgraded. Each upgraded Automata Token gain

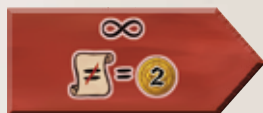
2 Works instead of 1. It does not increase the work done by Automata Tokens that have already been done.



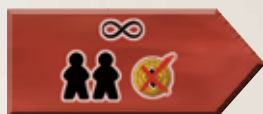
As soon as you choose this reward, the Work Week on inventions of that symbol is reduced by 1 week for each invention or symbol card you have. For example,

if you have 2 red symbols, the Work Week of the third red symbol invention will be reduced by 2 weeks.

The following rewards are used at random for each game.



If you choose this reward, you get 2 florins for each new type of symbol you get. This reward also applies when you get the first symbol. However, this only applies to cards obtained after you placed the Marker on this reward.



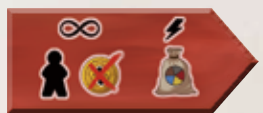
If you choose this reward, you will not pay the salary of two of additional hired Apprentices (See page 16). However, if you don't have an Apprentice to pay for the salary, you won't get florins back.



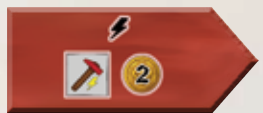
If you choose this reward, you gain 2 Works immediately. If you don't work immediately, this reward provides nothing. You can use 2 works to one workshop or to two workshops separately.



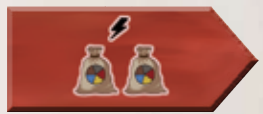
If you choose this reward, you receive 5 florins.



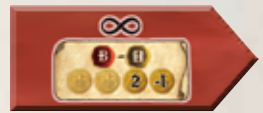
If you choose this reward, you will not pay the salary of one of the additional hired Apprentices (See page 16). However, if you don't have an Apprentice to pay for the salary, you won't get florins back. And immediately you receive 1 Material you want.



If you choose this reward, you gain 1 Work Resolve Token and 2 florins.



If you choose this reward, you gain 2 Materials of your choice. You can also receive two of the same Material if you want.



If you choose this reward, you will pay only 2 florins for the 3rd step of the Value Track, and pay less than 1 florin for the last step. When used with the Council Tiles on the left, the last step can be played for only 2 florins. But the cost for the 3rd step is 2 florins even though you use it with the Council Tiles.

Note: You cannot pay for Materials instead if you have florins. It does not affect the sales price of Round 7.

End of the Round and Setup For Next Round

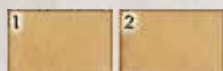
After resolving the last Area, everyone gets a chance to use any abilities from the cards they forgot to use. Then the Round ends. Return all of your workers from the game board or your workshops to your player board.

Place 1 florin on each florin space of the remaining Council Tiles in the Council Area. Each space can only be stacked up to 2 florins. If any spaces already have 2 florins, discard the Council Tile and florins. Then, place one new Council Tile on each empty space. If there are no new tiles, all used and discarded tiles are shuffled to make a new stack.

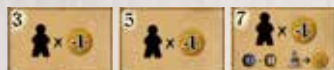


❁ Setup For Next Round

Move the Round Marker down one space on the Round Track to the right of the game board.

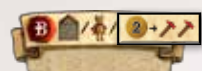


Except for Rounds 1-2, other Rounds have changes at the beginning or after the end of the Round.



After Rounds 3, 5, and 7, players must pay salaries for additional Apprentices they hired, at a rate of 1 florin for each additional Apprentice hired. (So if you have 5 Apprentices at this point, you have to pay the salaries of the 2 Apprentices gained in addition to the 3 you already had from the start of the game.) Salaries are paid to the supply. If you don't have enough florin, you pay with the Materials for the number of florins you couldn't pay. You can choose the Materials to pay. If you don't have enough Materials, any unpaid Apprentices will be sent back to the Academy. If you want to use those Apprentices, you must hire them again.

Note You cannot pay for with Materials instead if you have florins. If florins are available, you must use them first. Then, if you must resort to Materials for payment, then you must pay with them as much as you are able to. You can't return your Apprentices back to the Academy in attempt to save florins or Materials.



Some effects in the Laboratory will change from Round 4. You can do 2 Works for 2 florins instead of 1 Work for 1 florin. Cover the 1 Work action part of the Laboratory with the Work Cost Tile with 2 florins that was placed in the Round 4 space of the Round Track.



Some effects of the Laboratory and Academy will be changed from Round 6. You can do 2 Works with 3 florins. Remove the Work Cost Tile with 2 florins in the Laboratory and place one of the Work Cost tiles with 3 florins that was placed in the Round 6 space to the Laboratory. Cover the Academy's purchase of 1 Material action with the remaining Work Cost Tile with 3 florins.

❁ Sell Materials In Round 7



In Round 7, you can sell Materials to the **D** - **H** market instead of buying them. You can only sell the corresponding Materials in each market. You cannot sell the Materials placed at the basement of your workshops. You do not pay for actions that use the Market Area. The selling price is indicated at the bottom of the Value Track.



The player who is first to sell sells 1 Material for 2 florins. You can only sell 1 Material once a turn. The second player to sell sells 1 Material for 1 florin. The player who sell for the third sells 2 of the corresponding Materials for 1 florin. The last player to sell sells 3 of the corresponding Materials for 1 florin.

Any remaining Materials that are not used will not be scored, so it is recommended that you sell any remaining Materials, if you have any.

Note You must place at least 1 worker in the market that corresponds to the Material you want to sell. For example, in the **D** market, only iron can be sold.

End of The Game and Final Scoring

Players receive additional florins depending on the type of symbol on the invention or symbol cards, and receive bonus florins from

15 Epic Inventions.

• Different type of symbol bonus

× **15** Players who collect all five types of symbols receive 15 florins.

× **10** Players who collect four types of symbols receive 10 florins.

× **6** Players who collect three types of symbols receive 6 florins.

× **3** Players who collect two types of symbols receive 3 florins.

Note Even if you collect multiple sets of symbols of different types, you can only receive the reward once.

• Same type of symbol bonus

× **6** Players who collect 4 symbols of the same type receive 6 florins.

× **10** Players who collect 5 or more symbols of the same type receive 10 florins. For example, if you collect 4 gray symbols and 6 red symbols, you receive 16 florins.

• **15** Epic Invention bonus

Each player receives bonus from the effects of their completed Epic Invention Cards.

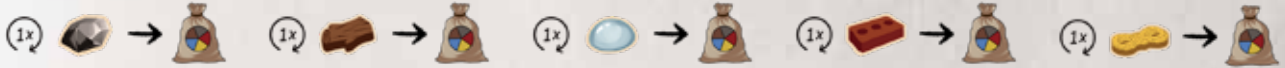
After receiving bonus florins, unused Work Resolve Tokens, incomplete inventions, and remaining Materials are discarded. Players gain nothing from them.

The player with the most florins wins the game. In case of a tie, the player with the more symbols collected wins. If the number of symbols is the same, compare the cards. The player with more Epic Invention Cards wins. If it is still a tie, compare the number of cards in order of **11** cards, **7** cards, **4** cards, symbol cards. If a tie still remains, then the victory is shared.

Invention Cards

Common Invention Cards

❖ Inventions Require 4 Works



Once per Round, except in the Declaring Invention Phase, you can change 1 indicated Material to any other 1 Material you want. When you using the once-per-Round effect cards, rotate them 90 degrees to indicate that the benefits have already been activated this round. Return activated cards to their original positions at the beginning of the new Round.

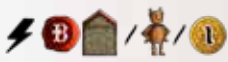
❖ Inventions Require 7 Works



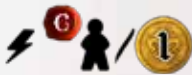
As soon as you complete this invention, you receive 1 Work Resolve Token. You may use as many of them as you like during your turn.



As soon as you complete this invention, you receive 1 Material of your choice.



As soon as you complete this invention, you receive 1 Craft Room Extension Tile or 1 Automata Token from the Laboratory **B** for free. If you don't want to take it or can't take it, you get 1 florin. Craft Room Extension Tile or Automata Token gained in this way can be immediately placed in your workshop.



As soon as you complete this invention, you can hire 1 Apprentice from the Academy **G** for free. If you don't want to hire, or if you can't, you get 1 florin. This Apprentice can be used immediately on a later turn during the given round.

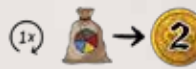


As soon as you complete this invention, you receive the Special Craft Room Tile. Place the Special Craft Room Tile on the top right of the Hammer Workshop as shown.

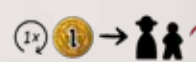
Note Special Craft Room Tile cannot be placed in the Pincer Workshop.



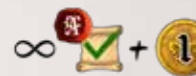
As soon as you complete this invention, you can reuse 1 Apprentice from that workshop. If you can't or don't want to, you get 1 florin.



Once in a Round, except in the Declaring Invention Phase, you can sell 1 Material of your choice for 2 florins.



Once in a Round, you may pass for 1 florin during the Assignment Phase. If you pass, you don't place your workers, and it's the next player's turn. Then, when your turn comes again, you place workers.



Each time you receive a Council Tile from the Council, you receive an additional 1 florin.

Note: You cannot use this effect if you have placed a worker in the Council, but have not received a Council Tile due to low ranking.



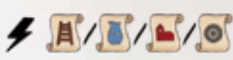
Even if you are not the first person to complete an invention, you still receive florins for it as if you had.

Example: If you are the third player to complete a 7 Works invention, you still get 8 florins instead of 7 florins. However, you still do not receive symbol cards.

❖ Inventions Require 11 Works



As soon as you complete this invention, you receive 2 Materials of your choice. Both of these Materials can be of the same type.



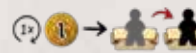
As soon as you complete this invention, you receive 1 of your choice of the featured 4 symbols. Take a card displaying the symbol of your choice from the symbol card deck.



As soon as you complete this invention, you receive 2 Work Resolve Tokens. You may use as many Tokens as you like during your turn.

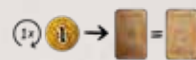


As soon as you complete this invention, you receive the gray Special Apprentice. Use this Special Apprentice exactly as you would one of your own colored Apprentices. You don't need to pay the salary for the Special Apprentice.

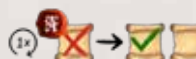


Once per Round, after the Assignment Phase, you may move one of your Apprentices to another Area on the game board by 1 florin. You can also move it to an Area where your Apprentices are already placed. Any Apprentice moved in this way is considered the last to be placed.

Note You cannot move your Master. You cannot move an Apprentice to a workshop.



Once per Round, except in the Declaring Invention Phase, you may pay 1 florin to complete 1 Future Invention. This does not affect the Work Weeks. You still have to work as many times as required.



Once per Round, when you take a Council Tile from Council **C**, you may duplicate the effect of another player's choice or the remaining Tile on the Council, rather than using the effect of the Tile you selected. This does not affect the florins stacked under the Council Tile spaces.

  Reduces the Work Weeks of all inventions by 1 week.

Note: As soon as you get this card, the Work Weeks of the inventions you are working on will also be shortened. However, you cannot complete the invention by this effect.

   You don't need to pay the salary of 2 additional hired Apprentices. You can use this effect with the Patron Reward, which has the effect of a salary discount. However, you won't get florins back even if you don't have an Apprentice to pay for the salary.

  =  When you place your Master in the workshop, you gain 3 Works instead of 2.

Note: It does not apply to the Master that you have already placed in the workshop.

Epic Invention Cards

As with Common Inventions, players who complete an Epic Invention receive the corresponding florins immediately. The first player to complete an Epic Invention takes the Invention Card, and the second player takes the corresponding symbol card. The effect of Epic Inventions is only applied at the end of the game.

At the end of the game, you will receive bonus florins for each Epic Invention you own. When scoring the bonus florins, calculate including the corresponding Epic Invention Card.

 ×   ×   ×   ×   ×  You receive 2 florins for each symbol you have.

 ×  You receive 3 florins for each of your inventions that have a permanent effect.

 ×  You receive 2 florins for each of your inventions that have a once-per-Round effect.

 ×  You receive 2 florins for each of your inventions that have an instant effect.

 ×  You receive 1 florin for each Fulfillment Marker you placed on the Patron Reward of the game board.

 ×   ×  You receive 1 florin for each Craft Room Extension Tile and Automata Token you own. This is not applied the basic Craft Room of the Hammer Workshop. You also receive 1 florin from Special Craft Room gained from the card effect. You also receive 1 florin for each Automata Token that have not been placed in the workshop.

Note: If you have all Automata Tokens and Craft Rooms including Special Craft Room, you will receive 7 florins.

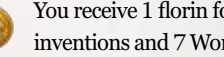
 ×  You receive 2 florins for each unused Material. You cannot receive Materials from the Materials you have placed in your workshops.

 ×  You receive 1 florin for each invention and symbol card you own.

   ×  You receive 1 florin for each Apprentice you hired except for the Master and 3 Apprentices. You also receive 1 florin with a Special Apprentice obtained from the effect of the card.

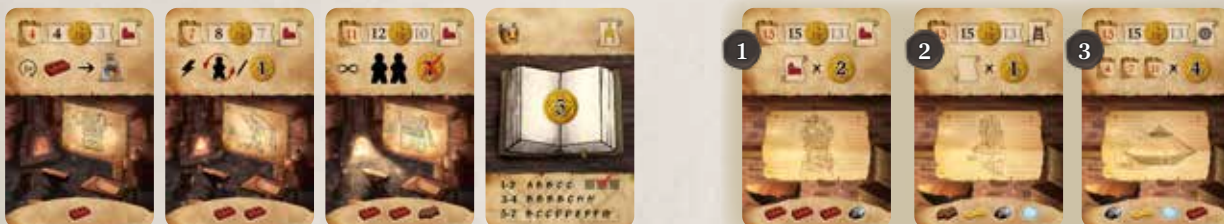
Note: If you have hired all the Apprentices and the Special Apprentice, you will receive 7 florins.

 ×  You receive 4 florins for each set of 4, 7, and 11 Work inventions you own.

 ×   ×  You receive 1 florin for each 4 Work inventions and 7 Work inventions you own. And, receive 2 florins for each 11 Work inventions you own.

Note: All a card's effects are only applied to the player who has that card. It cannot be applied or rewarded to other players.

Example: If you have 3 invention Cards, 1 symbol card, and 3 Epic Inventions as follows, you receive florins at the end of the game.



1 The Epic Invention Card on the left provides 2 florins per red symbol. You receive 8 florins because you have 4 red symbols.

2 The Epic Invention Card in the middle provides 1 florin per invention and symbol card. You receive 7 florins because you have 7 cards.

3 The Epic Invention Card on the right provides 4 florins per set of 4, 7, and 11 inventions. You receive 4 florins because you collected 1 set.

You received a total of 19 florins with Epic Inventions cards

2 Player Game

Setup the game with the general rules and apply the changes below. (Remember: In 1-2 player games, only 3 Council Tiles and 4 Epic Invention Cards are used.)

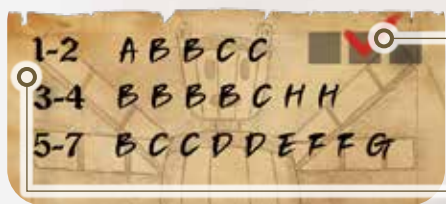
In a 2 player game, choose an unused color for a dummy player, and place 1 Apprentice of that color on each Area of the game board. Once all have been placed, the second player in turn order chooses an Area of their choice and removes the Apprentice placed there. Thereafter, at the start of each Round, all Apprentices of the dummy player are placed, and the second player in turn order removes one. Dummy Apprentices placed in this way are considered to be the first to be placed, and are considered to have taken actions by paying an action cost according to the Value Track during the Area Resolving Phase.

In the Council, only the player with the most influence can take the Council Tile. If you complete the invention a second time, you will not receive a symbol card. All other rules apply as in a 3-5 player game.

1 Player Game

The single player game aims to score a lot against two Bots. Setup the game with the general rules and apply the changes below.

After receiving the components of the color the player will use, prepare two colors of Apprentices, Fulfillment Markers, and Turn Order Markers for the Bots. The player receives the starting components using a Multipurpose Card as per the basic rules. Then shuffle the Multipurpose Cards and place them in a pile face down. From now on, this is the Bot card deck. In single player games, symbol cards are not used, as you only take cards the first time you complete an invention.



Bot's Choice: During the game, it is used when the Bot needs to choose something. There are usually three options to choose from, and the Bot chooses the red marked space. When you draw a card like the right one, Bot chooses the middle one.

Bot's Assignment Phase: The numbers on the left represent the Round. Depending on the current Round, place the Bot's workers in each Area shown to the right.

When the deck of Bot runs out, shuffle the used cards back into a new pile.



● Determine the first Round turn order

Reveal the top card of the Bot deck. Place your Turn Order Marker on the marked space on the Bot's choice, and place Bots' Turn Order Markers on the other two spaces each. The picture on the left shows the turn order of the first Round when the player is Red and the Bots are Blue and Green, and the middle of the space on the revealed card is marked.

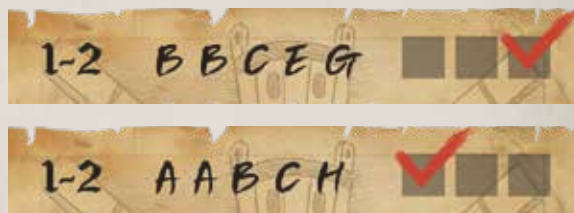
● Declaring Invention Phase

Declare inventions in reverse turn order, just like the general rules. Bots always declare on the present invention only, and use Fulfillment Markers instead of tool Markers. When a Bot declares an invention, draw a Bot card and places 1 of that Bot's Fulfillment Marker on the present invention corresponding to the location on the selection space. Unlike players, Bots may place additional Markers on inventions that already have a Fulfillment Marker in their color. In rare cases, if a Bot runs out of Fulfillment Markers, it will use Knowledge Markers of the same color.

● Assignment Phase

Place workers in turn order, as like the general rules. However, there are exceptions. Each Bot and player places their workers at once. According to the Turn Order Track above, after Blue places all workers, the player places all workers. Then Green places all workers. Bots do not use the Master. On the Bot's turn to place workers, draw a Bot card and place the Bot's Apprentices in the indicated Areas for that Round.

Example: The worker placement phase of Round 1 proceeds in the order of the Blue Bot, the player, and the Green Bot. Draw a Bot card for the Blue Bot. Place 2 Blue Apprentices in Area B, one each in Areas C, E, and G. Then, you place all of your workers in the Areas and workshops. Draw another Bot card for the Green Bot. Place 2 Green Apprentices in Area A, one each in Areas B, C, and H. The Assignment Phase is over.



● Resolving Area Phase

As with the general rules, resolve each Area starting with Area A.

In the Council , the two with the highest influence take Council Tiles. Bots always choose the tile with the most florins. If there are multiple tiles with the most florins, draw a Bot card to determine which Tile to choose. Draw the cards until a card is revealed showing the one of tiles with the most florins. The Council Tiles and florins selected by the Bot are discarded. Then draw a Bot card again, and determine the turn order for the next Round. Continue to draw Bot cards until a card is revealed showing the available turn order space.

In Areas  - , the Bots' Apprentices are considered already paid for and activated in accordance to the Value Track. If the player completes an invention with a Bot's Markers, return all the Bot's Markers placed on that card.

● End of the Round

Since Bots don't have workshops, they complete their inventions at the end of the Round. Check the number of Fulfillment Markers placed on the invention Cards. If the   Works cards have 2 Bot markers of the same color, then that Bot completes the invention. If the  Works card has 3 Bot markers of the same color, then that Bot has completed it. If the player's tool Marker is not placed on the inventions completed by the Bot, return all the Bot's Markers and remove the Invention Card from the game. If the player's tool Marker is placed on a card completed by a Bot, the player can continue to work. However, remember that in a single player game, you don't receive a symbol card, so if you complete the invention after the Bot, you'll only receive florins.

At the end of the game, players calculate their final score and record the total florins.

Credits

A Game By

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