

The Workshop of Leonardo

Card game by Giuliano Polverari

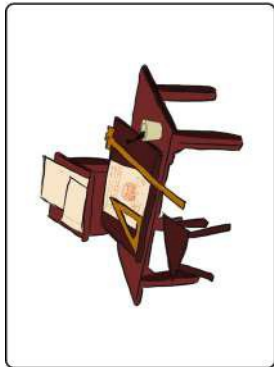
Illustrations by Andrea Savi

1-5 players, age 8+, duration 20'

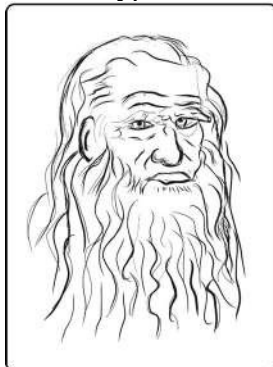
The apprentices of Leonardo's workshop study and practice various disciplines, to attract commissions from patrons and complete the master's unfinished masterpieces.

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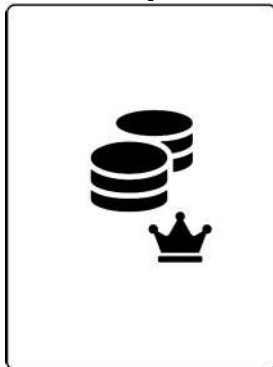
There are 108 cards of five types, distinguishable by the icons on the back:



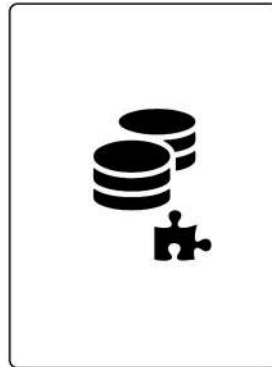
72 Apprentice cards



11 Leonardo cards



12 Patron cards



12 Unfinished cards



1 Fatigue card

The **Apprentice Cards** have icons on the top and bottom.

The top depicts one of the 6 Disciplines at that can be activated with the Study Action:



Painting



Letters



Architecture



Engineering



Physics



Biology

At the bottom they depict one of three possible Actions:



Practice



Leonardo's Visit



Work

Game Setup

Shuffle each deck of cards separately.

If there are 4 players, remove 8 Apprentice cards; if there are 3 players, remove 24 Apprentice cards; if there are 2 players, keep 32 Apprentice cards remove the rest. No one may look at the removed cards, and they will not be used in the game.

Place all the card decks as shown and reveal **3 Leonardo cards**, **3 Patron cards** and **3 Unfinished cards**. Leave space next to the Apprentice deck to accommodate discarded cards.

Each player **draws 4 Apprentice cards**.

Give the Fatigue card to the player who feels the most tired or who won the previous game.



Setup for 3 players

Playing the Game

The game is a sequence of rounds, each of which consists of an Action phase for each player and a short Maintenance phase at the end. The player to the left of the one with the Fatigue Card begins the round.

Action Phase

Going clockwise, each player takes a turn and does the following:

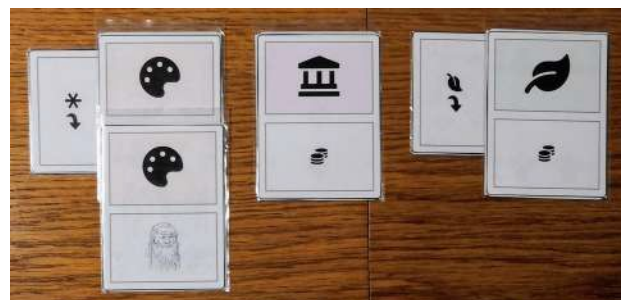
- 1 Choose and play a card from their hand, selecting whether to activate the action at the top (Study a Discipline) or the one at the bottom (Practice, Leonardo's Visit or Work);
- 2 Then, draw a new card from the Apprentice deck.

Below is an explanation of the Actions:

- **“Study a Discipline” action:** place the card in your play area.

You will divide your Disciplines into columns. If you already have a Discipline in play, add the card to that existing column.

Note: your **“Level of a Discipline”** is obtained by counting the number of cards of that Discipline you have in play and adding up its total Practice Points (explained below).



Example of a play area with 3 Disciplines

- **“Practice” Action:** Rotate the card and place it under one of your Discipline columns already in play. The Level of that Discipline increases by 2 points.

The lower section of the card shows two Discipline symbols next to the Practice symbol ↻, and can only be associated with the Discipline shown. However, if instead of a Discipline there are two wild symbols ✳, it may be placed under any Discipline column.

- **“Leonardo's Visit” Action:** discard the card just played, then choose one of the face up Leonardo cards and place it in your play area, activating the corresponding effect:

★★★	Gain 3 additional Victory Points at the end of the game.
✳✳↻	Rotate this card and place under one of your Disciplines in play as you would a Practice action, increasing its Level by 2.
📄📄	Draw two cards from the Apprentice deck. You will play the rest of the game with 2 more cards.
📄😊	Draw a card from the Apprentice deck. You will play the rest of the game with 1 more card. Also, you can never possess the Fatigue card (if you do, it will need to be reassigned in the next Maintenance phase).
👁️👁️👁️	Look at the top 3 cards of the Apprentice deck, choose one and play it immediately. Return the other 2 cards to the bottom of the Apprentice deck.

The effects of the “Leonardo's Visit” Actions are cumulative.

- **"Work" Action:** discard the card played, then choose a Patron or Unfinished card and move it to your play area.

You must meet the requirements of the Patron or Unfinished card, that is, you must have in play the Disciplines shown at the top of the card, with a level at least equal to the number of symbols present.

The Patron and Unfinished cards provide the number of Victory Points shown at the bottom of the card at the end of the game; for Patron cards this number is fixed, for Unfinished cards it depends on the accumulated number of cards with identical central design (from 2 to 12 points).

Maintenance phase

The player with the Fatigue card:

- 1 **Replaces the Leonardo, Patron and Unfinished cards** that were removed from the center area during the round, drawing new cards (as long as any remain) from their respective decks;
- 2 Identifies any players who are more "fatigued," that is, those who have accumulated a higher total of Leonardo, Patron and Unfinished cards than themselves. If there is a tie, **assign the Fatigue card** to the player of your choice.

Note: The next round will be initiated by the player to the left of the new player with the Fatigue card.

End of the Game

At the end of the round in which the last card of the Apprentices deck is drawn, a further final round is performed (in which drawing Apprentice cards is skipped).

Then the game ends and each player's Victory Points are calculated:

- 2 Points for each Discipline in play;
- 3 Points for each High Level Discipline in play (greater than or equal to 4);
- 3 Points if a player has all six Disciplines in play;
- Points ★ provided by the Leonardo, Patron and Unfinished cards accumulated.

The player with the most Victory Points wins. In case of a tie, the player with the most Disciplines in play wins. In case of further tie, the victory is shared.

Rules for Solitaire Play

Shuffle the Apprentice deck, remove 8 cards without seeing them (they will not be used) and divide the rest into 4 equal parts. Play each of them as if they were players according to the basic rules, noting the final score. Solitaire is won if you score at least 130 points in total!

List of Leonardo's studies and works cited

Patron Cards:

- Dama con l'ermellino
- Battaglia di Anghiari
- Bombarda
- Carro armato
- Chiesa a pianta centrale
- Codice Atlantico
- Luce cinerea
- Mulino ad acqua
- Studi anatomici
- Studio dei fossili
- Trattato di architettura
- Trattato sugli uccelli

Unfinished Cards:

- Adorazione dei Magi
- Macchina volante
- Monumento equestre a Francesco Sforza
- Ponte sul Bosforo