

Magnifico

DA VINCI'S ART OF WAR

3 - 5 players

In ancient times, in Italy, the word "magnifico" meant not only "magnificent" but also "lavish". This is the reason why "magnifico" stands for everything and anything Leonardo da Vinci ever imagined. The term "magnifico" also describes the player who will succeed in giving life to Leonardo's inventions.

GAME DESIGN

Spartaco Albertarelli and Angelo Zucca

ART DIRECTOR

Paolo Parente

PRODUCTION MANAGER

David Preti

ILLUSTRATIONS

Edouard Guítton and Miguel Coimbra

GRAPHICS

Matthias Haddad

GAME BOARD

Nicolas Fructus

TRANSLATION

Matthieu Chan Tsín and Fulvio Cattaneo

PLAYTEST

Donatella Nicolò, Ketto Pelan, Dario Diana, Bruno Bacelli, Maria Adelaide "Dadi" Beltracchini.

"Magnifico" comes from an idea that Spartaco and David had in Las Vegas (a city renown for its culture and art) between a plate of Sushi and a plate of Sashimi...

Magnifico © Dust Game Ltd., 2006 - 2008

OBJECTIVE OF THE GAME

Players compete to receive the title of "Magnifico" by attempting to conquer Europe at the beginning of the 16th century. To achieve this, players need to use military strategy, shrewd economic planning, and Leonardo da Vinci's amazing creations.

GAME COMPONENTS

- A game board which represents Europe in the 16th century. It's composed of 32 territories and 4 sea zones.
- 5 armies of different colours. They consist of plastic tokens representing Soldiers (Infantry)
- 20 neutral coloured plastic Tanks
- 20 neutral coloured plastic Airplanes
- 16 neutral coloured plastic Castles
- 40 neutral coloured plastic Towers
- A supply of coins (Florins) of two values (silver: 10, gold: 50)
- A deck of special cards (60)
- 6 special dice
- A rulebook

Contents

GAME COMPONENTS.....	1
GAME BOARD.....	2
PLASTIC TOKENS.....	2
CARDS.....	4
GAME SETUP.....	5
GAME SEQUENCE.....	6
LEONARDO'S PROJECTS.....	9
WAR.....	9
CAPTURING TANKS AND AIRPLANES.....	16
TROOPS MOVEMENTS.....	17
VICTORY POINTS.....	18
GAME END.....	19
THE LEONARDO CARD.....	19
DESCRIPTION OF THE CARDS.....	19
TIPS AND SUGGESTIONS.....	23
F.A.Q.....	23



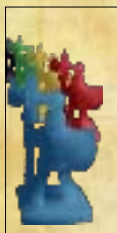
1 The game board

The game board represents a map of 16th century Europe. The map is divided into 32 territories and 4 sea zones (which are identified by different shades of blue). Each territory is identified by the name of a city and a distinct colour. The different colours help to distinguish borders more clearly, but they do not play any other role in the game. Apart from the British Isles, no other island on the map forms a separate territory: they all belong to a continental territory. The background colour of these islands in-

dicates the territory to which they belong. Please note that this map does not pretend to be geographically or historically accurate. Territories share borders with other territories and can face a sea zone. All territories which can be found along the same sea zone are connected to each other (see the rules regarding movement and war). There are three geographical locations which, in reality, are separated by the sea, but in this game they are considered identical to land borders (see picture). The Dardanelles strait has not been drawn in order to avoid confusion. The dark area in the middle of Europe roughly represents the impassable borders of the Helvetic Confederation. Finally there is a numbered frame used to record players' scores along the edge of the game board.

2 Plastic tokens

There are different plastic tokens of various colours in this game. The quantity of tokens included in the box is set by a definite and precise limit. If a certain token is no longer available, it cannot be exchanged with anything else. However, some tokens may become available once again in some particular circumstances. Tokens which are already on the board cannot be eliminated voluntarily. A token can be eliminated only after a battle.



2.1 Infantry - Each player leads an army (each army has a different colour) composed of Infantry units. In the rulebook, these tokens are called Soldiers or Infantry, depending on the circumstances.



2.2 Castles – During the game, Castles can be built on some territories. Once this is done, Castles cannot be moved. Castles belong to the player who occupies the territory on which they have been built with his Soldiers. Castles can be conquered by other players.



2.3 Towers – Castles can be strengthened with Towers, which can be inserted as shown in the picture. Players cannot build Towers in a place where there are no Castles. Once Towers have been built, they become part of the Castle itself. Up to 4 Towers can be built on each Castle. Once 4 Towers have been built, the Castle becomes a Perfect City.



2.4 Tanks – Tanks and Airplanes are the most amazing inventions Leonardo ever imagined. If Tanks and Airplanes had been built during the time period of the game, they would have radically changed our history. Tank tokens have a neutral colour since they can be captured. Each player develops his own Tank Project (see Project descriptions) with features that may vary from player to player. When a Tank is captured it receives the values which are indicated on the new owner's project card.

2.5 Airplanes – Airplanes are even more revolutionary and fantastic than Tanks. The project was simply unbelievable at the time. Airplanes are also represented by neutral colour tokens. The above rules regarding Tanks also apply to Airplanes.



2.6 Dices – Three faces of each die show the Vitruvian man, 2 faces are blank (without any symbol) and 1 face represents an explosion. The Vitruvian Man indicates a successful hit, the blank face a "miss", while the explosion indicates that something went "wrong". These symbols trigger different game effects (which are explained in the following pages), depending on the situation.



2.7 Coins – Coins represent different amounts (10 or 50) of Florins. Players acquire money during the Income Phase and use it to activate most of their actions. Each player may always check how much money other players have. During the game, players cannot lend money to each other. Loans and credits are not allowed.



3 Cards

All cards in the game represent various kinds of "projects" (except for the card showing Leonardo, which has a special value: see below).

3.1 Cards that represent Tank and Airplane Projects are printed horizontally; all other cards are printed vertically.

3.2 Cards depict war machines, tools, works of art, etc. Each one of them has a specific rule that is described in the last pages of this rulebook. The players do not need to know how projects work before starting the game, they can read the specific rules as long as the game goes on.

3.3 Cards can be "in decks", "on auction", "in store", or "in play". These terms are used throughout the rulebook in order to define the placement of cards. They are explained below.

3.4 Players can acquire Project Cards through auctions but once they got them, Projects become personal and they can't be given away, lent nor exchanged with anybody. The Leonardo card, however, is handed on to other players, in accordance with some specific rules.

*Production cost of a single unit
(in the example an Airplane)*

*Number of dice a
player rolls during a
combat phase when he
uses a unit for which he
owns the corresponding
Project Card (in the
example, an Airplane).*



*Max number of upgrades
for the Airplane (Tanks
have no limits).*

*Number of Hits this kind
of unit (in the example, an
Airplane) can inflict during
a combat phase when used
by the player who owns the
corresponding project card.*

*Activation cost of
this invention (cost
for building a Tank
or Airplane token, or
cost to put into play a
Project Card).*



*The symbols on this corner of
the cards indicate if the invention
is an upgrade for airplanes (like
the one in the example) or for
tanks. Projects which can be used
independently do not feature any
symbol in this corner of the card.*

*The icons on the lower part
of the cards summarize how the
projects works (in the example,
this invention increases by 1 the
number of hits each airplane can
inflict during combat).*

4 Game setup

4.1 Draw the card representing Leonardo from the deck and put it next to the game board, so that everybody can see it.

4.2 Pick up the deck and draw the 5 cards representing the Tank Projects and the 5 cards representing the Airplane Projects. If there are 4 players, randomly remove one Tank and one Airplane card. If there are 3 players, randomly remove 2 Tank and 2 Airplane cards. These cards should be put back in the box, and players cannot see them.

4.3 Shuffle the remaining Tank and Airplane cards and create a deck, then place it face down, next to the game board. The deck thus created is now known as the Tanks and Airplanes deck.

4.4 Shuffle all the other cards thoroughly and create a deck. Place it face down, close to the other one.

4.5 Take the plastic game pieces which represent Tanks, Airplanes, Castles and Towers, then place them close to the game board, so that all players can reach them easily.

4.6 Do the same with the coins: create a "stock" which represents the Bank. During the game, players take the money they need from the Bank, according to their income. This income derives from their properties. Players make all their payments to the Bank.

4.7 Each player rolls the 6 dice to determine the first turn order. The player who rolls the highest number of Vitruvian Men wins. If two or more players have the same number of Vitruvian Men, ties are broken in the following manner: the player who rolled

less "explosions" wins. In the event of another tie, players roll the dice again. The winner takes the Leonardo card, chooses his colour and takes the corresponding army.

4.8 Each player, starting with the player who has the Leonardo card and then continuing clockwise, chooses a territory and places 2 of his Soldiers and 1 Castle on it (only one territory per player). Then players receive 100 Florins. Only one rule needs to be followed in this phase: players cannot place their own Castle in a territory that borders one where another player has already put his own Castle (only land borders matter in this case).

4.9 At the end of this game phase, most territories on the game board are still empty.

4.10 Now players are ready to begin the first round.



5 Game sequence

Game play is divided in different rounds. Each round requires a sequence of actions. Some of these actions may be performed at the same time as other players, while other actions are carried out by players in turns. A round ends when all players have completed their own game turn. The game continues until a player reaches 30 points or another point total agreed upon by all players (see the end of this rulebook). The game phases of each round are briefly explained below. In the following pages, you will also find a more detailed description of the most complex phases.

5.1 INCOME

This is the phase in which all players receive the money they need to accomplish most game actions at the same time. This phase first takes place in the first round and is repeated in each round.

5.1.1 Each player receives 10 Florins per territory and 10 Florins per Castle that he owns from the Bank.

5.1.2 Some cards (see below) give more money to the player who owns them.

5.1.3 A player can never have more than 300 Florins. If a player has more than 300 Florins, the surplus must be given to the Bank.

5.2 RECRUITING

In this phase all players simultaneously strengthen their territories.

5.2.1 Each player places one Soldier, taken from his reserves, on each one of the territories he owns.

5.2.2 There's no limit to the number of Soldiers that can occupy a single territory.

5.2.3 If a player does not have enough Soldiers in his reserves to reinforce all his territories, this player must choose one or more territories which will not receive any reinforcements.

5.3 PROJECT AUCTION

In this phase, players try to win the projects created by Leonardo. Players draw cards from the two decks and put them on the table, so that everybody can see them. These cards are on auction. The number and type of projects on auction during each round depends on the number of players:

5.3.1 3 players: 2 cards on auction. One of them is taken from the Tank and Airplane deck. When the Tank and Airplane deck is depleted, the 2 cards are drawn from the Projects deck.

5.3.2 4 players: 3 cards on auction. Two of them are taken from the Tank and Airplane deck. If there's only one card left in this deck, 2 cards are put on auction from the Projects deck (and the last card from the Tank and Airplane deck). When the Tank and Airplane deck is depleted, the game continues with 3 cards drawn from the Projects deck.

5.3.3 5 players: 4 cards on auction. Two of them are taken from the Tank and Airplane deck. If there's only one card left in this deck, 3 cards from the Projects deck are put on auction (and the last card from the Tank and Airplane deck). When the Tank and Airplane deck is depleted, the game continues with 4 cards drawn from the Projects deck.

5.3.4 Once the cards have been drawn, each player secretly selects the amount of money he plans to bid. Each player has to hold the

money in his hand and keep the hand on the table, so that everybody can see it. The minimum bid is 10 Florins. NOTE: the bid is secret. Ensure that other players cannot see your remaining Florins.

5.3.5 Once all players are ready, the bids are revealed at the same time. The highest bidder becomes the Magnifico for the turn and immediately receives the Leonardo card and the right to choose which Projects he wants to pick first. Then the other players do the same, following in decreasing bid order.

5.3.6 If two or more players bid the same amount of money, the player who is the closest (in clockwise order) to the owner of the Leonardo card wins. Note that the Leonardo card is immediately given to the highest bidder and this can influence the order of the auction in case of a draw.

5.3.7 If a player chooses a card representing a Tank or Airplane, he immediately puts it in front of him/herself face up ("into play"), so that everybody can see it. If he wins any other Projects, he takes the card and puts it in front of him/herself, but face down (into the "store"). The cards into the "store" need to be "activated" to be placed "into play" (face up). Each player owns a personal "store".

5.3.8 Players cannot buy a Tank Project if they already have one. The same applies for Airplanes. All other cards have no such limits.

5.3.9 Players do not have to buy any card on auction, but if they pass on the opportunity to purchase a card, their right to it passes on to the following player, according to the bid order. Players who pass on the purchase keep the money they had bid.

5.3.10 Players who pass on the purchase of a Project cannot get the Leonardo card.

5.3.11 Players can never receive more than one card per auction. If a card is not bought, put it on the bottom of the deck, face down.

5.3.12 The money used by players to pay for auctions they won is paid to the Bank.

5.3.13 If a card is left unwanted after the auction, it must be placed at the bottom of its deck.

5.4 PLAYER TURN

At the end of the auction phase, players begin their own game turn. The first player to do so is the owner of the Leonardo card. Other players follow clockwise. Different actions may take place during each player's turn as described below. Players may carry out all their actions during their own turn before letting the next player play. A player's turn only ends when this player has accomplished all the actions at his disposal or if the player clearly states that his turn has ended. Players do not have to carry out all their possible actions before ending their own turn.

5.4.1 **Activating one or more Project cards.** Players can put one or more Project cards - taken from their "Store" - into play by paying the activation cost to the Bank (this amount is displayed on the card and it is not related to the amount of money that was paid during the auction). Cards put into play are left face up for the rest of the game and do not require the payment of further activation costs. Tank and Airplane cards do not have an activation cost as they allow players to build Tanks and Airplanes by paying the cost indicated on the card.

5.4.2 **Building Tanks and/or Airplanes.** If they own the proper cards, players can build Tanks and Airplanes but only inside territories

that have a Castle. Each Castle can "build" just one Airplane or Tank per turn. In order to build one Tank or Airplane, players have to pay 20 Florins to the Bank. Only Castles built in previous turns can "build" Tanks or Planes (a player cannot build a new Castle and then use this Castle in the same turn for building a Tank or an Airplane)

5.4.3 Strengthening Castles. Players can add a Tower to a Castle they own. In order to do this, they have to pay 20 Florins to the Bank per Tower they want to build. Players can build only one Tower per Castle and per turn, but they do not have to strengthen all Castles. Only Castles built in previous turns can be strengthened.

5.4.4 Building a new Castle. Players can pay 30 Florins to the Bank to build a new Castle which they will put in one of their own territories. Unlike the start of the game, players can now build Castles in territories sharing a border with territories owned by other players. There can only be one Castle per territory. During his turn, a player can build only one Castle. This new Castle cannot be strengthened and cannot build Tanks or Airplanes.

5.4.5 Invading a territory. After paying 10 Florins to the Bank, a player can invade an "empty" territory (a territory that no other player has yet occupied). In order to invade a territory, a player must have an attacking army in a territory sharing a border with the targeted territory. However this action is also possible if the attacking territory and the attacked one are contiguous to the same sea zone. Territories are only "empty" at the beginning of the game, since players are not allowed to voluntarily leave one of their own territories empty during the game. A player cannot invade/attack more than 3 territories in the same turn.

5.4.6 Attacking an enemy territory. After paying 30 Florins to the Bank, a player can "declare war" on an enemy territory (a territory that is occupied by an enemy). The subsequent battle follows the rules found below in the "War" paragraph. Regardless of the amount of money they own, players can attack/invade a maximum of 3 times during their own turn.

5.4.7 Moving troops. This is a special action that a player can perform anytime during his turn. This action consists of moving as many Soldiers, Tanks or Airplanes as a player wants from a territory he owns to another one that he owns. In order to do this a player has to follow some rules: the player can carry out these movements anytime during his turn (at the beginning, in the middle, at the end, between two attacks, etc.) but the player has to carry them out all at the same time. Each player can execute up to 3 movements per turn.

5.5 SCORING VICTORY POINTS

Once all the players have completed their own turn, Victory Points must be recorded. After this last phase, the game continues with a new income phase (and so on), unless one of the players reaches the amount of points needed to gain victory. Each player records his Victory Points by moving one of his Soldiers (taken from the ones outside the board) along the numbered frame of the game board.

6 Leonardo's projects

There are different kinds of cards which represent Leonardo's Projects. Some cards represent the two most important and amazing creations he ever imagined: Tanks and Airplanes, while other cards represent all his other projects, including some works of art. Some projects can be used to improve Planes and Tanks, while others can be used independently.

6.1 All the Project cards (with the exception of Tanks and Airplanes projects) have an "activation" cost which needs to be paid in order to be put into play from a player's Store. Activation costs are shown on the card and are not related to the amount of money a player has paid to obtain the card during the auction. Player must always pay the Bank.

6.2 Some of these cards (showing the tank symbol on the upper right corner) can be used to improve Tanks. Players must place them close to their Tank card. There is no limit to the number of these upgrades, but these cards can be activated only if the player already has a Tank card into play.

6.3 Some of these cards (showing the Airplane and hook symbols on the upper right corner) can be used to improve Airplanes, however each Airplane card can receive a maximum number of upgrades which corresponds to the number of hooks shown on the card itself. If a player has already added all the upgrades allowed to his Airplane, he cannot improve it any more (upgrades that are already in play cannot be eliminated nor exchanged).

7 War

War is fought between two bordering enemy territories, or two enemy territories that face the same sea zone. Note that the invasion of empty territories, which usually only happens during the first rounds of the game, does not cause any battle, so it is not subject to the following rules.

7.1 DECLARATION OF WAR

7.1.1 Declaring war costs 30 Florins, regardless of how many troops are involved. A player declaring war must indicate which territory he will attack and from which one of his territories the attack will come. During their turn, players can attack up to 3 times, and thus spend a maximum of 90 Florins on attacks.

7.1.2 The attacking territory and the attacked one must border each other or face the same sea zone (in this case the attack is called "sea raid"). Note that two territories which border the same sea zone can be far from each other.

7.1.3 After the declaration of war and the payment of 30 Florins to the Bank, the attacking player must create the army he wants to use to conquer the enemy territory. This army must be composed of Infantry units and, eventually, Tanks and/or Airplanes.

7.1.4 All tokens that compose the attacking army must come from one single territory.

7.1.5 During the game, players may not attack any player's last territory.

7.2 COMPOSITION OF THE ATTACKING ARMY

7.2.1 The attacking player can attack with up to 6 Soldiers (Infantry) and 6 Tanks or Airplanes. Players can mix these tokens according to their wishes (example: 4 Tanks and 2 Airplanes). The attacking player must clearly state which and how many tokens he wants to use in this attack and then move them into the attacked territory.

7.2.2 The players can never use Tanks and Airplanes alone, they always need Infantry support. The attacking army must always include at least one Infantry token.

7.2.3 One single Infantry token can support all Tanks and/or Airplanes in the attack (up to 6 in total).

7.2.4 During the battle the defending player uses all the Soldiers, Tanks and Airplanes he owns in the attacked territory, without any limit.

7.2.5 The attacking player must always leave at least one Soldier in the territory from which he attacks.

7.3 BATTLES

The battle takes place in the attacked territory, between the two armies involved.

7.3.1 If the attack is a "sea raid" the attacking player must eliminate one of his own Soldiers from the army before the start of the battle.

7.3.2 The battle is divided into "assaults". Each assault involves a player's Soldiers, Tanks or Airplanes. All the rules that follow apply to both the attacking and the defending player. Usually, each player arranges up to 3 assaults (Infantry, Tanks and Airplanes assaults) that he can carry out before facing the enemy assaults (the special situations are explained below). Each assault requires rolling one or more dice. The results of these dice are applied immediately.

7.3.3 Battles always start with the attack (except for some exceptions - see card descriptions): the attacking player chooses the sequence of his "assaults". For example, the player may decide to make a first assault with his Infantry, then with Tanks and last with Airplanes. There's no strict rule about the order of the assaults, but each kind of assault can only be carried out once.

7.3.4 During each assault a player can use less tokens than available, but he has to state this clearly. For example, if a player simply declares "Infantry" and doesn't specify the number of tokens he wants to use, it means all his Soldiers will join the assault. This rule is applied to Infantry and Airplanes, while Tanks follow a different rule, which is explained below.

7.3.5 Players do not have to use all of their assaults (Infantry, Tanks, Airplanes), but they have to carry out at least one.



7.3.6 In this game you will find 6 dice, but this number isn't meant to be a limit to the strength of the defending player who, if necessary, may re-roll any dice.

7.3.7 Once a player has concluded all of his attacks, the other player starts his own attacks. The battle goes on in this manner until all the Soldiers of one of the two armies have been destroyed.

7.3.8 The destruction of the last Soldier in one army brings the battle to an end. If the attacking player is defeated then the Tanks and/or Airplanes that are still present are captured by the defending player and remain in the attacked territory. If the defending player is defeated then the attacker conquers the territory and everything it contains (Tanks, Airplanes, Castle, Towers).

7.3.9 All the game pieces that are eliminated during the battle return to the players' unused reserves.

7.3.10 In the case the territory is defended by a Castle, it can happen that there is no more chance for the attacking player to defeat any of the defending soldiers. In this only case, the attacking player is allowed to withdraw his troops, bringing the surviving game pieces back to the attacking territory just before rolling the dice for a new assault. The defending player can never withdraw.

7.4 INFANTRY

7.4.1 Infantry is the backbone of any army and also the main force which needs to be defeated in order to determine the outcome of the battle. Infantry not only occupies territories and determines their owners, it also supports Tanks and Airplanes while attacking and defending. The destruction of a player's last Soldier in a battle brings battle to an end.

7.4.2 During battles, all hits destroy Infantry tokens (apart from some exceptions).

7.4.3 During Infantry assaults, the player who controls the Soldiers rolls one die for each Soldier involved in the battle: the "miss" (blank side) don't generate any damage, the "explosions" represent "return fire" and cause the loss of one of his own Soldiers. The "hits" (Vitruvian Man) are the only ones that can eliminate enemy Infantry tokens (see the description of Castles for the rules regarding protection).

7.5 TANKS

7.5.1 Tanks are extremely powerful weapons, but they are not made for all situations. Each Project has a different function and a different effect. Both characteristics can be modified during the game with appropriate upgrades (see the card descriptions).

7.5.2 When an assault is led with Tanks, players do not have to immediately state how many tanks they are going to use, but each Tank can be used just once per assault. For each Tank which takes part in an assault, players roll as many dice as are shown on each Tank card and check the results. After each roll, the player can decide to switch to another kind of assault or continue with another Tank (as long as it hasn't been used yet).

7.5.3 Inner working of Tanks depends exclusively on the "explosions" and doesn't take into consideration any other dice symbol.

— 0 explosion = the Tank works perfectly and scores as many hits as shown on the Project card (plus any upgrades) owned by the player.

— 1 explosion = the Tank works partially and scores half of the hits (round down).

4 players game, right after setup.





— 2 explosions = the Tank doesn't work at all (no hits).

— 3 or more explosions = the Tank explodes and the explosion eliminates all the Infantry, Tanks and Airplanes tokens involved in the combat in its own army.

7.5.4 The more dice are rolled, the more a malfunction or devastating explosion becomes possible. Some of the Tank upgrades allow you to reduce the number of dice that are rolled. There's no limit to the number of upgrades you may apply to your Tank Project Card but, despite the number of upgrades, in order to use the Tank you always need to roll at least one die.

7.6 AIRPLANES

7.6.1 Airplanes are not as powerful as Tanks and, without any further upgrades, they can score just one hit, like a normal Soldier. However, since they can attack from above, Airplanes ignore any protection. This turns them into very effective weapons against the most powerful defenses (see the description of Castles).

7.6.2 Player rolls as many dice as the Airplanes used in the assault.

— Miss = the attack fails, but the Airplane is safe.

— Explosion = the Airplane falls (the token is removed from the game) without hitting.

— Hit = the attack hits the target; the player can eliminate one enemy Soldier. The Airplane is safe.

7.6.3 Once a player has declared how many Airplanes are going to be used in an assault, he has to roll all the necessary dice

at the same time and apply all the effects obtained from the result of the rolls.

7.6.4 Airplanes are limited in the number of Upgrades they can receive (this number is represented by the hooks). The following upgrades can be installed on Airplanes:

7.6.5 Gyroscope: this mechanism improves the balance of the Airplane, thus the aim of the pilot and the number of hits the Airplane can score are improved. Each gyroscope installed on an Airplane allows it to eliminate one more Infantry token per "hit" obtained on the die.

7.6.6 Anti-tank Bomb: the anti-tank bomb has a unique function. When a player declares he wants to lead an assault with his Tanks, the enemy can use his Airplanes to try to destroy the enemy Tanks BEFORE they can be used (of course, only the Airplanes in the attacked territory can be used). The player must declare that he wants to use Airplanes before the first enemy Tank is used in combat and must state in advance how many Airplanes will be used. The player rolls as many dice as the number of Airplanes involved and eliminates as many enemy Tanks (Anti-tank Bombs cannot hit any other token) as the number of hits scored (Gyroscopes don't effect the anti-tank bomb), then the enemy can go on with the assault, with the remaining Tanks. A "miss" means this attempt has failed but the Airplane is safe, while an "explosion" means the attempt has failed and the Airplane has fallen (and is eliminated). All the Airplanes which have survived can then be used as usual. Please note that ALL the enemy Tanks involved in the combat can be hit during an anti-tank assault.

7.6.7 Anti-aircraft Culverin: similarly to the anti-tank bomb upgrade, a player who is facing an air assault can declare that he wants to try to intercept the enemy Airplanes with his Airplanes present in the attacked territory, if these Airplanes are equipped with this anti-aircraft weapon. The rules are similar to the ones explained above, but in this case the eliminated tokens are enemy Airplanes. Airplanes equipped with both anti-tank and anti-aircraft upgrades can be used against the enemy's Tanks and then against enemy Airplanes, or vice-versa.

7.6.8 Paratroopers: when paratroopers are dropped inside an enemy Castle, they completely nullify its protection value (see Castle description) for the whole battle. If the attacking player decides to use one Airplane to drop the paratrooper, he has to sacrifice and eliminate one Soldier among those taking part in the battle, then roll a die:

- Miss = the mission fails, but the Airplane is safe
- Explosion = the mission fails and the Airplane falls (and is eliminated).
- Hit = the mission succeeds and the Airplane is safe.

Note that the Soldier is lost in any case. The paratrooper can be used during the Airplane assault and the Airplane used to "transport" him can't hit Infantry tokens at the same time. This means that the player has to declare that one of his Airplanes involved in the assault is using the paratrooper and roll one die before rolling the dice for the assault. A player can use only one paratrooper per assault.

7.7 CASTLES

7.7.1 Castles are the production centers for Tanks and Airplanes, but they also offer protection to Soldiers who occupy the territory where they have been built. A Castle also grants an income (10 Florins per turn) to the owner.

7.7.2 Each Castle can be expanded during the game with Towers and can thus reach various levels of protection:

- The Castle alone = level 1
- 1 Tower = level 2
- 2 Towers = level 3
- 3 Towers = level 4
- 4 Towers = level 5

7.7.3 During each Infantry or Tank assault, the attacking player must reduce the number of hits according to the protection level of the Castle. Each level reduces the number of hits by 1 (for example, if 6 Soldiers attack a level 5 Castle and each attacking Soldier scores a Hit on the die, only one hit will pierce through the defenses and only one defending Soldier will be eliminated).

7.7.4 The defensive power of Castles applies to all the assaults the attacking player performs with Infantry and to each single attack by Tanks. For example: the defending player has a level 1 Castle and 7 soldiers, while the attacking player attacks with 3 Soldiers, 2 Airplanes and one Tank 4-5 (it rolls 4 dice and can generate 5 damages). The result of this attack is represented below. The defending player loses 6 Soldiers (his Castle blocks one of the

two hits from Infantry and one of the five hits from the Tank, but it does not protect against Airplanes). The attacking player loses one Airplane and one Soldier (because of the explosions rolled on the dice). Then the defending player rolls a die for his remaining Soldier, but the Soldier is lost to a bad roll (note that in this case the Castle doesn't protect the infantry). The attacking player occupies the Territory and conquers the Castle.

7.7.5 Airplanes completely ignore the defensive power of Castles.

7.7.6 Some Projects (see further) allow the attacking player to reduce the defensive level of attacked Castles.

7.7.7 Castles do not provide any protection against "return fire" when the defending player carries out his assaults with his Infantry. They do not protect from the explosion of an own Tank either.

7.7.8 Even if the attacking forces come from a territory that has a Castle, they do not receive any protection.

7.7.9 A Castle which has 4 Towers becomes a Perfect City. A Perfect City not only provides the best level of protection, it also contributes to the acquisition of Victory Points (see further).

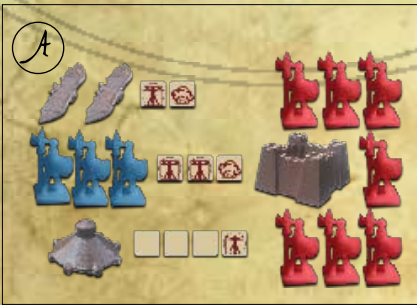
8 Capturing tanks and airplanes

Tanks and Airplanes are neutral coloured tokens since they belong to the player who controls the territory where they are or to the attacking army of which they are part.

8.1 If all the Soldiers in an army are eliminated, the Airplanes and Tanks that are present are captured by the enemy army.

8.2 Captured Tanks and Airplanes have the same features as those shown on the project card of their new owner, even if these features are worse than the ones they previously had.

8.3 If a player does not own the appropriate project, he cannot use the captured tokens in any way, so he cannot even move them during the movement phase of his turn. The captured tokens remain the property of that player even though they cannot be used until the player obtains the appropriate Project.



9 Troop movement

During their turn, players can move part of their own troops on the game board.

9.1 Movements can be carried out at any moment during player's turn.

9.2 A player may carry out up to three movements during his turn.

9.3 A movement consists in taking one or more tokens (Soldiers, Tanks, Airplanes) from a territory and moving all of them into another territory connected to the previous one by a continuous chain of bordering territories which belong to the player who carries out the movement.

9.4 Alternatively, a movement may take place between a territory and another territory which face the same sea zone.

9.5 The previous two kinds of movement cannot be unified in a unique movement which

would include both a "movement by land" and "movement by sea". This action requires two different movements.

9.6 Each game token can be moved different times during the same turn, if the player has enough movements at his disposal.

9.7 Each group of tokens that is moved must remain together when it starts and finishes its movement.

9.8 Castles (and also Towers) can never be moved. In order to move Tanks and/or Airplanes, it is necessary to have the appropriate Project Card in play.

9.9 Tanks and Airplanes can also be moved alone, they don not need to move with Infantry.

9.10 Movement through enemy territories is not allowed, even if the player that controls the latter agrees with the movement. Players are also not allowed to leave one of their territories empty.



The blue player moves two groups of Soldiers with a movement by sea and a movement by land through two territories. In all, the player has carried out two movements.

10 Victory points

This game uses a system of Victory Points which are assigned to players at the end of each complete game round (once all players have played their own turn). Players have to accomplish certain objectives in order to gain these points. There are also Victory Points which may be assigned only once during the whole game, in some precise moments.

10.1 "Magnifico Leonardo": the player who owns the Leonardo card gains 2 Victory Points. These points are assigned at the end of each turn.

10.2 "Leonardo's Workshop": the player who has the most cards into play (no matter the kind, apart from the Leonardo card) gains 2 Victory Points. In case of a tie between two players, each player involved in the tie gains one Victory Point. If the tie is between more than two players, these points are not assigned. Note that cards in the "store" do not count.

10.3 The "Great Court": The player who controls the most Castles (regardless of the number of Towers) gains 2 Victory Points. In case of a tie between two players, each player involved in the tie gains one Victory Point. If the tie is between more than two players, these points are not assigned.

10.4 The "Imperial Crown": the player who controls the most territories gains 2 Victory Points. In case of a tie between two players, each player involved in the tie gains one Victory Point. If the tie is between more than two players, these points are not assigned.

10.5 Perfect Cities (Castles with 4 Towers): players gain 1 Victory Point for each

Perfect City under their control. Each Perfect City also counts for the Great Court.

10.6 The First Wonders: the player who puts into play the first Airplane or the first Tank in history gains 2 Victory Points. Similarly, 2 Victory Points are also assigned to the player who completes a Perfect City first. These points are only assigned once in the game. These points are assigned as soon as the first Airplane or Tank comes into play, and as soon as the first Perfect City is built. Players do not have to wait for the end of the round to claim these points.

10.7 Leonardo's Art: some project cards represent works of art which produce immediate Victory Points when played. The number of Victory Points is displayed on the cards (see below to find the description of these cards). These Victory Points are assigned immediately after the cards are played. Players do not have to wait until the end of the round to claim these points. These cards also count for "Leonardo's Workshop".



11 Game end

11.1 The game ends when a player gains 30 or more Victory Points.

11.2 Victory Points are always assigned starting with the player who has most points. In the event of a tie, the player who owns the Leonardo card or who is closer to the owner of the Leonardo card, clockwise, wins the tie.

11.3 The first player who reaches 30 or more Victory Points wins immediately, even if another player would have been able to reach a higher result.

11 The Leonardo card



The Leonardo card plays a very important role throughout the whole game. Besides supplying 2 Victory Points and determining who begins a new turn, this card allows the player who owns it to save 10 Florins

when he wants to activate any Project or build new Castles, Towers, Tanks and Airplanes (but it does not influence the costs of war, or the amount of money needed to attack an enemy territory or to invade an empty one). The Leonardo card must be always visible on the table and it is the only card which can change owner during the game.

12.2 The player who wins the auction gains the Leonardo card (and this player has to spend the money bid to buy a Project card).

12.3 Note: both the rule which determines who wins an auction in case of a tie and the rule which determines who calculates the Victory Points first in the event of a tie are articulated around the position of both the players involved in a tie and the Leonardo card, but in two different ways.

13 Card descriptions

Here you will find a detailed description of all the Project cards. It is not necessary to read the description of all the cards before starting a game. Descriptions may be read when the cards that are on auction are revealed. Each card features a depiction of the Project itself and its activation cost (or construction cost). Moreover, cards may feature pictograms which summarize how a Project works and symbols to recognize the "upgrades" for Tanks and Airplanes.

13.1 Tank – This Project allows the construction of Tanks. These cards are put into play immediately after the auction and do not have any activation cost; therefore they can never stay in the "Store". The Florin



value indicates the construction cost of one single Tank, the number of dice to be rolled, and the number of hits the Tank can inflict. There are 5 Tank cards, all different from each other.



13.2 Airplane – This Project allows the construction of Airplanes. These cards are put into play immediately after the auction and do not have any activation cost; therefore they can never stay in the “Store”. These cards feature “hooks” which indicate the maximum number of upgrades the Airplane can receive. The Florin value indicates the construction cost of one single Airplane.



13.3 Gyroscope – This mechanism improves the balance of the Airplane, thus the aim of the pilot and the number of hits the Airplane can score against Infantry. Each gyroscope installed on an Airplane increases the number of hits it can inflict during each assault (but it doesn't change the number of dice rolled).



13.4 Anti-tank Bomb – This Airplane upgrade allows a player to intercept enemy Tanks before they can assault. Rules for this card are explained in the Airplane paragraph.



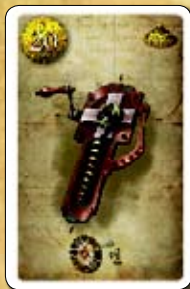
13.5 Paratrooper – The paratrooper is a very special assault weapon and it's an upgrade for Airplanes. Rules for this card are explained in the Airplane paragraph.



13.6 Anti-aircraft Culverin – This upgrade turns an Airplane into an anti-aircraft weapon, which can intercept enemy Airplanes before they can reach their target. Rules for this card are explained in the Airplane paragraph.



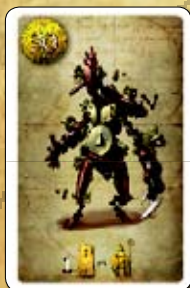
13.7 Mechanical Transmission Gear – This amazing invention improves Tank movement and maneuverability. Each Mechanical Transmission Gear card in play reduces the number of dice rolled to check the performance of a Tank in use by 1. However, the number of dice rolled cannot be lower than 1.



13.8 Cannon-lighter
- This device improves the cannon trigger that equips the Tanks. It increases the number of hits each Tank can inflict by 1.



13.9 Multi-cannon
- This device improves Tanks' firing abilities. This device gives Tanks multiple cannons. The Multi-cannon increases the number of hits each Tank can inflict by 2.



13.10 Automaton
- These mechanical Soldiers can be assigned to the defense of Castles (if a Castle has at least 1 Tower). Players who own this card and are defending a territory which contains a Castle, can do 1 more "assault" and roll a die

for each Tower built on the attacked Castle. These mechanical Soldiers are immune to "explosions", which are considered like a "miss". Mechanical Soldiers can be used in addition to "normal" Soldiers and their dice are rolled separately, but only until one defending soldier is still alive.



13.11 Multi-gun
- This card gives Infantry an extremely powerful weapon. Players can double the damage of a hit for each Multi-gun in play, but they can do so only during Infantry assault. Hits inflicted by a Battle-Wagon

cannot be doubled with the Multi-gun. The effects are applied exclusively to each single rolled die. Two or more effects cannot be applied to the same die (each die can receive a maximum of one bonus).



13.12 Battle-wagon
- This war machine is used by Infantry to cause more damage during assaults. For each Battle-wagon they have in play, players can turn a miss into a hit. Hits thus obtained with this weapon cannot be doubled with the Rifle. Extra-damages are applied exclusively to the result of the single dice roll. You can't apply 2 or more effects to the same die (each die can receive a maximum of one bonus).



13.13 Bombard
- Bombards are special cannons which can shoot projectiles over defensive walls. The defensive level of a Castle is reduced by 1 for each bombard in play. This only applies during Infantry assaults.



13.14 Great Cannon

- This huge weapon may be used during Infantry assaults against a territory which contains a Castle with Towers. Each Great Cannon in play can "destroy" one Tower of the enemy Castle. When one attack is blocked by a tower, the stones give

way and the entire structure collapses. The destroyed Tower is removed and put back in the reserve. Great Cannons cannot destroy Castles, just Towers. The attacking player must declare if he wants to use Great Cannons before rolling the dice for the Infantry assault.



13.15 Submarine

- Submarines make coasts much safer, since they can intercept enemy troops coming by sea. Each Submarine in play increases the number of Soldiers lost during the "landing" against the owner of the card by 1.

Submarines can counter the effects of the Armoured Ship (see below).



13.16 Armoured Ship

- The Armoured Ship offers protection to Soldiers taking part in a sea raid. Each Armoured Ship allows players to reduce the number of Soldiers lost during the "landing" by 1. This invention

can counter the effects of the Submarine.



13.17 Walls

- This Project strengthens the defensive power of all the Castles of the owner of this card, increasing their defensive level by 1. Castles cannot reach a defensive level higher than 5 and this card does not turn a level 4

Castle into a Perfect City: it simply improves its protection.

13.18 Work of Art

- Leonardo's genius wasn't focused only on tools or machines. He was also a great artist. When one of Leonardo's works of art is put into play, the player who owns the card immediately earns (as well as one-off payments) the number of Victory Points indicated on the card. Artistic cards contribute to the creation of Leonardo's Workshop, just like any other card. Each Work of Art allows players to gain 10 extra Florins during the income phase.





14 Tips and suggestions

14.1 The target score can be changed in order to play a shorter or longer game.

14.2 During the game, players cannot take part in any kind of exchange or negotiation involving money, cards, or tokens.

15 Frequently Asked Questions

Q. I've just conquered a territory; can I use the same troops to attack another one?

A. Yes, the same tokens can be used more than once during the same turn.

Q. Can I attack a territory from two bordering ones?

A. Not directly. First you need to move your own troops into the territory from where you want to attack.

Q. I've just conquered a territory, can I strengthen it with tokens coming from another one?

A. Yes, but only if you haven't previously carried out any other movement during the turn.

Q. I attacked a territory but I didn't manage to conquer it, can I attack it again?

A. Yes, but you have to respect the limit of 3 attacks per turn. You can attack several times. Each attack must be deducted from the total. Even if the territory is always the same one, each attack is unique.

Q. I haven't strengthened my tokens (Tanks, Airplanes, Towers) and I've already attacked, can I do it now?

A. Yes, you can perform all the actions in the order you like as long as you have money.

Q. I have many territories and I can't remember where I've already put the reinforcements, what can I do?

A. The easiest way to avoid this is to place the reinforcement tokens laying down, standing them up only when finished.

Q. Can I build one Castle and reinforce it with a Tower in the same turn?

A. No, Towers can be placed only on previously built Castles.

Q. If I have no Airplane cards (or Tank cards), can I buy an upgrade that's related to one of them in auction?

A. Yes, you can, but the card will remain in your Store until you can actually use it. Once you buy the Tank (or Airplane) card you can activate and put into play the upgrade.

Q. I bought an Airplane upgrade, but I've already reached the maximum number of upgrades I can use. Can I put this upgrade into play in order to gain the Victory Points that come from Leonardo's Workshop?

A. No, you can only play projects you can actually use.

Q. May I discard an upgrade previously put into play?

A. No, cards into play can't be discarded.



This is an example which explains the auction process.

Player A owns the Leonardo card and, once you show the bids, you find out that everybody bid 30 Florins.

Since nobody clearly wins the bidding war, player B receives the Leonardo card, since he's the closest to the player who owns the Leonardo card, in clockwise order.

Player B gets the right to choose first. Then it's the turn of player D and then player C.

Player A probably won't be able to get any project.