

Fresco

A game for 2 to 4 players by Marco Ruskowski and Marcel Süßelbeck. Condensed rules for 3-4 players (including expansion modules Portraits, Bishop's Request, and Special Blend Colors) by Eric Postpischil, <https://edp.org>.

Introduction and Notes

Overview:

- Players choose get-up times, plan actions for the day, buy paints at market, score points by restoring parts of the cathedral, earn income in a studio, mix paints in a workshop, and improve their mood at the theater.
- Some points are scored by cards at the studio, fulfilling requests at the workshop and, at game end, from money. These rules incorporate the 3 expansion modules included with Fresco and do not cover play without them.

Money and paint are kept behind the large screens.

Money and paint are not limited by the tokens supplied with the game.

When scoring victory points (including at the end of the game):

- Start spaces S1-S4 do not count; counting starts at 1.
 - When your score counter would land on another player's counter, move it forward or backward (your choice) to the next empty space. (Moving backward lowers your score but raises your priority for choosing get-up time.)
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Setup

Locate the start spaces by the score track start. Place the board side with S1-S3 (for 3 players) or S1-S4 (for 4) up.

Take 1 master painter for each player and put them randomly in the start spaces.

For each player:

- Put 1 master painter above the hostel and 1 in a center space of the theater/mood track.
- Put 1 uncolored apprentice in a space at the top of the theater, in the same column as their master painter.
- Give each player 1 small and 1 large screen (both in the player's color); 1 action sheet with side 1 up; 1 paint piece each of red, yellow, and blue; 12 thalers; 5 apprentices in their color; and 1 paint blending reference card.

For 3 players, remove 3 market tiles from the game: the 2-blue, 2-yellow, and 2-red market tiles.

Shuffle all market tiles in the bag and deal them face-up to the spaces in the market booths, leaving 1 in the bag.

Set up the fresco tiles:

- Randomly remove 6 of the fresco tiles valued 3-11 from game.
- Put the value-24 tile in the center of the fresco.
- Shuffle all remaining tiles.
- Deal face-up to fresco.

Put bishop on center tile of fresco.

Put remaining money by studio.

Put remaining paint (cubes) by workshop.

Shuffle each portrait card set, A-C. Stack A-B-C facedown in studio, A on top. Deal 2 face-up to other studio spaces.

Stack the request tiles in 4 stacks by type (coins/purple/green/orange), each sorted by value, high on top.

Place the altar tile (showing +3 for pink and +5 for brown) on the blank space in the altar.

Play

Play rounds as described below.

When a round starts with 6 or fewer fresco tiles on the board or the last 2 portrait cards have been dealt (round 9):

- It is the last round. Players flip their action sheets to side 2 and use it in this final round.

Choose Get-Up Time and Adjust Mood

In reverse score order (starting with player in last place, initially space S1), each player:

- Moves their master painter in the hostel to an unoccupied get-up time (left column) in the hostel.
- Adjusts their mood up or down as indicated in the theater (center) column of the hostel, but not past an end.
 - While your master painter is in the "+1" region, take the uncolored apprentice for use (giving you 6 for play).
 - While your master painter is in the "-1" region, place an apprentice in front of your screen, out of play (4).
 - While your master painter is in neither region, play with 5 apprentices.

Plan Actions

All players simultaneously choose actions by positioning apprentices on action sheets behind the small screens.

- Each column is a location: market, cathedral, studio, workshop, and theater or (in the last round) cathedral.
- Only one apprentice may be in each space, and players are limited to the spaces on the action sheets.

When all players are ready, they remove their screens to reveal their action sheets.

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Perform Actions

At each location, each player, in get-up time order, performs all their actions. (Actions may be voluntarily forfeited.) After all players have completed their actions at a location, play proceeds to the next location.

Market: Buy Paints, Close Down Market Booth

Select one market booth to use for all apprentices deployed to the market this round.

Each assistant deployed to the market may purchase the paints shown on a tile in the selected booth:

- The price per tile is that in the market (right) column of the row you selected in the hostel.
- Take the depicted paint pieces from the supply and put them behind your large screen.
- Each tile may be used just once.

If you deployed at least 1 assistant to the market, close down the booth:

- Return all tiles of the selected booth to the bag, even if you made no purchases.

Cathedral: Restore Fresco or Altar

Each apprentice deployed to the cathedral may restore one segment of the fresco or restore the altar once.

Before restoring segments, you may pay 1 thaler to move the bishop 1 space orthogonally or diagonally.

To restore a segment of the fresco:

- Return the paint shown on the tile to the supply and put the tile facedown in front of you.
- Score (in one scoring action) the points shown on the tile, plus, if the bishop were on the tile, 3 points, or, if the bishop were adjacent vertically, horizontally, or diagonally, 2 points.
- Move the bishop to the restored segment of the fresco (the vacated space).

To restore the altar, do one of the following two (each of which is one scoring action):

- Return 1 red, 1 yellow, and 1 blue paint to the supply and score 2 points.
 - Substitute any of the above with any of green, orange, or purple (may repeat) for 1 additional point each.
- Return 1 green, 1 orange, and 1 purple paint to the supply and score 6 points.
 - Substitute any of green, orange, or purple with pink for 3 more points each or brown for 5 more points each.

Studio: Paint Portraits

For each apprentice deployed to the studio, you may receive 3 thalers from the bank..

One apprentice may take one of the displayed portrait cards (if any are left) instead of being paid 3 thalers.

- A card with a lightning symbol gives an immediate reward and is then removed from the game:
 - money, victory points, paint chosen from red/yellow/blue, paint of the depicted color, or a mood increase.
- A card with an infinity symbol is displayed in front of yourself and gives a permanent benefit:
 - God's servant gives you 1 additional thaler during income distribution.
 - Abbot increases the bishop's bonuses (when restoring the fresco) by 1.
 - Actor causes apprentices deployed to the theater to increase mood by 3 instead of 2.
 - Sexton allows you to move the bishop to any place for 1 thaler, once a round when working in the cathedral.

Workshop: Blend Paints or Fulfill Request

Each apprentice deployed to the workshop may blend paint up to 2 times:

- Return paint pieces as shown on the blending reference card and take the resulting paint.
- Paint produced by blending may be immediately reused in another blend.

One apprentice per round may fulfill a request instead of blending paint:

- A general request (showing 3 coins) is satisfied by any 3 fresco tiles you have.
- A special request (showing 3 splotches of a color) is satisfied by 3 fresco tiles with the same color splotch.
- Stack 3 fresco tiles satisfying the request, take the request tile, score the points shown on it, and put it facedown on top of the stack. The fresco tiles no longer contribute to your income, but the request tile does (1 coin and 1 paint, which is a choice of red/yellow/blue on a general request or the depicted color on a special request).

Theater: Improve Mood

Each apprentice deployed to the theater moves your master painter 2 spaces up the mood track, but not past the end.

Bureaucracy (skip in the last round)

Put any tiles left in the market into the bag, shuffle, and deal tiles face-up to booth spaces, leaving 1 in the bag.

Remove any leftover portrait cards in the studio and deal 2 new cards face-up.

Give each player the income (money and paint) shown on their (facedown) fresco and request tiles.

Move all master painters in the hostel to their sleeping places at the top.

End of Game

In order by get-up time, give each player 1 victory point for each 2 thalers they have.

The player with the most victory points wins.