



Die Meisterwerke

MILLE FIORI

EXPANSION

During the lagoon's Golden Age, the "Little Council" of influential citizens developed to advise the Doge and increasingly influence the city's political fortunes. The city becomes the hub of international trade. The closely guarded art of glassmaking is brought to perfection, and the masterpieces from the lagoon are soon coveted around the world.

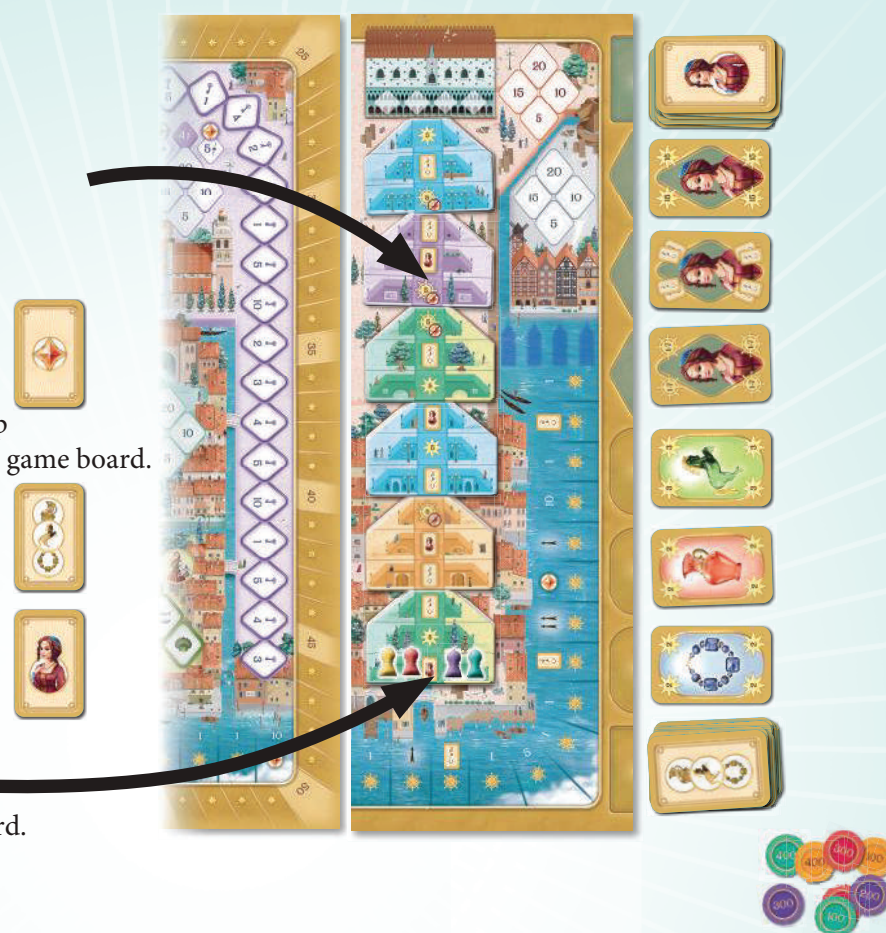
Game Components

1 Expansion Board, 59 New Cards (11 Doge Cards, 9 + 27 Masterworks Cards, 12 Dogaressa Cards), 6 Council Tiles, 4 Council Figures and 8 Score Tokens.

Game Setup

In addition to setting up the base game, complete the following setup steps:

1. Place the **Expansion Board** to the right of the base game board.
Shuffle the 6 **Council Tiles** and place the tiles in random order on the 6 Small Council spaces on the Expansion Board. Make sure that no Council Tiles of the same color are next to each other. The tiles, each with 3 Council spaces, remain in the same spaces throughout the game.
2. Separate the **New Cards** according to their 3 backs:
 - 2a. Shuffle the 20 New Cards that have the same backs as the base game cards (11 **Doge Cards** and 9 **Masterworks Cards**) together with them.
Attention: Now reveal 9 cards **no matter the number of players** and place them face up next to the game board. Unlike in the base game, place these cards to the **left** of the base game board.
 - 2b. Shuffle the remaining 27 **Masterwork Cards** and place them face down in a separate stack to the **right** of the new game board, as indicated on the edge of the board. Draw 3 cards from the stack and place those 3 Masterwork Cards face up next to the deck.
 - 2c. Likewise, shuffle the 12 **Dogaressa Cards** and place them face down in a separate stack to the **right** of the new game board, as indicated on the edge of the board. Draw 3 cards from the stack and place those 3 **Dogaressa Cards** face up next to the deck.
3. Each player receives 1 **Council Figure** in their color and places it on the bottom space of the bottom Council Tile in the Small Council.
4. Place the 8 Score Tokens next to the 100 space on the Score Track on the base game board.



Gameplay

Rules changes compared to the base game:

In a 2-player game, you now play 4 cards in each round. The exception rule of the base game for 2 players no longer applies.

You do not pass on the Start Player Card at the end of a round. Instead, it changes players when Doge Cards are played (see page 2).

In addition to the rules of the base game, the following applies:

SCORE TOKENS

As soon as you circle the Score Track with your Scoring Marker, you take the "100/200" Score Token of your color and place it in front of you with the "100" face up. If you circle the Score Track additional times, turn the Score Token over with the "200" face up or take the "300/400" token.



1. The Small Council

Players start with their Council Figures on the bottom Council space. This is the only Council space that can hold multiple Council Figures. If you move your Council Figure up, you only count unoccupied spaces and only place your figure on an empty space. You then receive the reward on the space where you end the move with your Council Figure.

There are 4 ways to move your Council Figure up the Council Track:

- ♦ **Played card color** – Each Council space in the Small Council shows a color matching the various sections of the game board: Workshops (brown), Houses (purple), Citizens (green) and Trade (light blue); the Harbor/Sea Route (dark blue) is not represented. If you play a card that shows the same color as the Council space your Council Figure is currently on, you must then move your Council Figure up once to the next unoccupied space. This also applies to extra cards that are played and also if you choose the alternative move option on the Sea Route for the card you played.

- ♦ **Doge Card** – Each Doge Card shows 1 or 2 arrows. If you play such a card, you must move your Council Figure up once or twice accordingly. See also “2. Doge Cards” (below).

Dogaressa Card – Some Dogaressa Cards allow you to move your Council Figure up to three times. See also “3. Dogaressa Cards” (page 3).

- ♦ **Sea Route** – Some spaces on the Sea Route show 1 or 2 arrows. If you reach such a space with your Ship, you must move your Council Figure up once or twice accordingly. See also “4. Sea Route” (page 3).

Next, you immediately **receive the reward** shown on the space **where you end your move with your Council Figure**. (You do not receive any rewards for the spaces you passed over.):

- ♦ **Points** - Immediately advance your Scoring Marker by the specified amount of points.
- ♦ **Masterwork** - Take one of the 3 face-up Masterwork Cards from the display to the right of the game board and place the card face-up in front of you. Immediately fill the free space with the top card from the stack. Alternatively, you may take the top Masterwork Card from the stack. See also “5. Masterworks” (page 4).
- ♦ **Dogaressa Card** – Take one of the 3 face-up Dogaressa Cards from the display to the right of the game board and place the card face-up in front of you. Immediately fill the free space with the top card from the stack. Alternatively, you may take the top Dogaressa Card from the stack. See also “3. Dogaressa Cards” (page 3).
- ♦ **Sea Route** – Advance your Ship 5 spaces on the Sea Route.

Attention: If your Ship lands on a space with a bonus symbol as a result of this reward, you may **NOT** play an extra card. This special rule prevents an unbalanced situation that would allow several extra cards to be played at the same time as a result of one card being played.

BONUS POINTS

As soon as you place your Council Figure on the Doge's Palace at the top end of the Small Council, place one of your diamonds on the free Bonus Points space with the highest value. Immediately advance your Scoring Marker by the specified amount of points on the occupied space. The earlier you reach this bonus, the more points you will receive for it. You can only receive this bonus once per game. Your Council Figure cannot move any further once it reaches the Doge's Palace space.

2. Doge Cards

Anyone who associates themselves with the powerful Doge of the city enjoys many advantages.

If you play one of the Doge Cards, it has the following effects:

- ♦ **Start Player** – Immediately take the Start Player Card. You are now the starting player.
- ♦ **Council Figure Movement** - Move your Council Figure up once or twice according to the number of arrows shown on the card. If the Doge Card shows 2 arrows, you **must** move your Council Figure up twice.
- ♦ **Points** - Many Doge Cards give you points. Immediately advance your Scoring Marker by the specified amount of points.

Remember: You do not automatically pass the Start Player Card at the end of a round. Whoever has the Start Player Card keeps it until a Doge card is played.



Played Card Color



Doge Card



Dogaressa Card



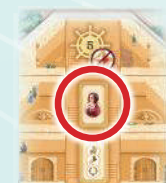
Sea Route Space



Reward: Points



Reward: Masterwork



Reward: Dogaressa Card



Reward: Sea Route Movement



3. Dogaressa Cards

The Dogaressa – the Doge’s wife – influences the events in the city.

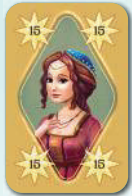
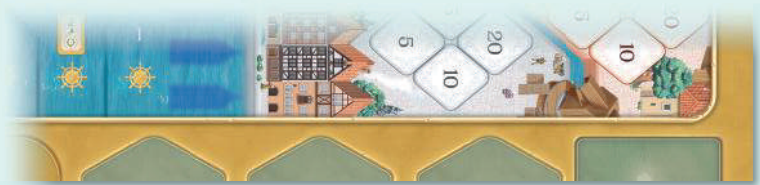
If you receive a Dogaressa Card as a reward on a Council space, you choose 1 of the 3 face-up Dogaressa cards from the display to the right of the game board and place the card face-up in front of you. Immediately fill the free space with the top card from the stack. Alternatively, you may take the top Dogaressa Card from the stack.

On your turn, you may use a Dogaressa Card that you have previously placed in front of you **instead of the card you played**. You then shuffle the used Dogaressa Card back into the deck of Dogaressa Cards. You also discard the card you played, **unused**.

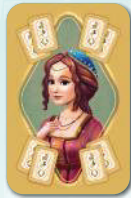
Attention: If the stack of Dogaressa Cards is temporarily empty, your choice of cards to take may be limited. If, in extreme cases, there are no Dogaressa Cards at all at the edge of the game board at any time, the reward of a Dogaressa Card is temporarily suspended.

There are 6 different types of Dogaressa Cards:

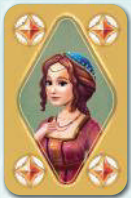
- ♦ **Points** - Immediately advance your Scoring Marker by the specified points.
- ♦ **2 Masterworks** - Take 1 of the 3 face-up Masterwork cards from the display to the right of the game board and place the card face-up in front of you. Immediately fill the free space with the top card from the stack. Alternatively, you may take the top Masterwork Card from the Stack. You then take a second Masterwork Card the same way. See also “5. Masterworks” (page 4).
- ♦ **Extra Card** - Immediately play an extra card. To do this, choose one of the cards on display to the left of the game board and play it exactly as if you had played it from your hand.
- ♦ **Sea Route** – Move your Ship forward on the Sea Route by **your choice** of 1 to 7 spaces.
- ♦ **Minor Doge Card** – Immediately move your Council Figure up once. In addition, you receive 7 points. Finally, take the Start Player Card, becoming the starting player.
- ♦ **Major Doge Card** - Immediately move your Council Figure up one, two, or three times. (This is the only card that gives you the choice of how many spaces to move up the in the Small Council.) You also receive 3 points. Finally, take the Start Player Card, becoming the starting player.



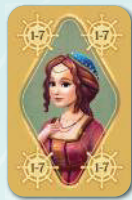
Points



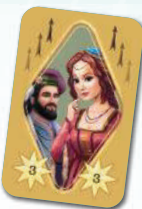
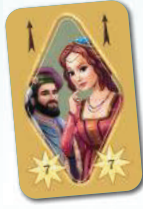
2 Masterworks



Extra Card



Sea Route



Minor and Major
Doge Cards

4. Sea Route

Lucrative trade routes bring political influence and new insights into glass making.

The Sea Route from the base game has been expanded and now leads to lucrative trading cities. In addition to the usual points and extra cards, the following effects can now also be found here:

- ♦ **Masterwork** - Take one of the 3 face-up Masterwork Cards from the display to the right of the game board and place the card face-up in front of you. Immediately fill the free space with the top card from the stack. Alternatively, you may take the top Masterwork Card from the stack. See also “5. Masterworks” (page 4).
- ♦ **Council Figure Movement** – If your Ship lands on a space with 1 or 2 arrows, move your Council Figure up once or twice according to the number of arrows. If the space shows 2 arrows, you **must** move your Council Figure up twice.

Note: The last space of the Sea Route on the base game board now becomes a normal space, and the Sea Route now continues on the Expansion Board.

BONUS POINTS

As soon as you place your Ship on the trading city at the end of the Sea Route, place one of your diamonds on the free Bonus Points space with the highest value. Immediately advance your Scoring Marker by the specified amount of points on the occupied space. The earlier you reach this bonus, the more points will receive for it. You can only receive this bonus once per game. Your Ship cannot move any further once it reaches the trading city space.



Masterwork



Council Figure Movement



5. Masterworks

Perfect the art of glassmaking and create masterpieces.

There are 3 different shapes of Masterworks and all of them are available in 3 different glass colors. Therefore, there are 9 different Masterworks in total. Each Masterwork has a value of 2–5 points.



There are 3 ways to get a Masterwork card from the display to the right of the Extension Board:

- ♦ **Council Spaces** – Your Council Figure's movement ends on the corresponding Council space in the Small Council. See “1. The Small Council” (page 2).
- ♦ **Sea Route** - Your Ship lands on a space with a Masterwork card symbol. See “4. Sea Route” (page 3).
- ♦ **Dogaressa Cards** - There are Dogaressa cards that allow you to take 2 Masterworks at once. See “3. Dogaressa Cards” (page 3).

Take one of the 3 face-up Masterwork cards from the display to the right of the game board and place the card face-up in front of you in a “shop window” display, as described below. You immediately fill the free space with the top card from the stack. Alternatively, you may take the top Masterwork card from the stack.

Attention: If the stack of Masterwork Cards is empty, the display can no longer be replenished. If, in extreme cases, there are no Masterwork Cards at all at the edge of the game board at any time, the reward of a Masterwork Card can no longer be applied.

There are also 9 Masterwork cards shuffled into the base game cards. If you play one of these cards (from your hand or as an extra card), place it in your shop window as well, as described below.



Council Space



Sea Route



Dogaressa Card



YOUR SHOP WINDOW

Whenever you receive a Masterwork card from the display or play one from your hand (or from the extra cards display), you place the card face up in front of you. (You do not put the card on the discard pile as usual, nor do you place a Diamond on the game board.) In the course of the game you will be forming a 3 x 3 grid (your Shop Window) with your Masterwork cards. It is up to you where you place your Masterworks in the Shop Window (within the 3 x 3 grid). Once placed, you may no longer change the position of Masterwork cards, but you may place new Masterwork cards on top of existing ones.

Then you immediately advance your Scoring Marker by the specified amount of points shown on the card.

Your Shop Window can bring you lucrative bonus points at the end of the game:

SCORING THE SHOP WINDOW

Your Shop Window is only scored at the end of the game, and only the top cards in each position are considered for scoring. You score each of the 3 horizontal rows and each of the 3 vertical columns in your Shop Window separately as follows:

If there are 3 Masterworks of the same color in a line, you receive 10 bonus points.

If there are 3 Masterworks of the same shape in a line, you receive 10 bonus points.

If there are 3 Masterworks of the same color and shape in a line, you receive a total of 20 bonus points.

Advance your Scoring Marker accordingly.



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