Setup of the players

Each player gets of the same *colour* (red, green, blue, yellow or purple)

- a set of 4 inventors
- the accompanying (research) cubes
- the accompanying starting levels of the four disciplines
  a. physics (lightbulb),
  b. chemistry (flask),
  c. mechaniscs (bolt)
  d. mathematics (drafting compass)

Example

Setup of the age

There are three ages. This is indicated by the roman I, II or III on the back of the cards of the inventions.

1. The number of invention cards in each age is determined by the **number of players + 3**.

> *Note: an invention card, in the same order, requires efforts in some or all of the disciplines:*
>   a.   *physics (lightbulb),*
>   b.   *chemistry (flask),*
>   c.   *mechaniscs (bolt)*
>   d.   *mathematics (drafting compass)*
> *Note: the further in the ages, the more research (cubes) are requred to complete an invention.*

2. On each of the invention cards you put **two, blindly drawn tokens**. The tokens can be

- **points** (red ribbons)
- "**stars**": wildcards for the blue street (see scoring)
- "**coffee**": this allows you to refresh your inventors and researching with a researcher on your turn
- "**crates**": this allows you to add two cubes on the invention card you have your inventor research on; note that those cubes can be used for any discipline and that your inventor's disciplines (on his/her card) could have contributed zero useful cubes to start with
- **level upgrades** for the disciplines of your inventors (2, 3 or 4)

NOTE: eah of the above tokens can always be used as a level 1 upgrade for a discipline of your inventors. That is why there is a 1 on the back of each of them.

You start of with age I.

An age is **over** when all but one card of the age is completed. You remove that last card from the game, even if there are research cubes on it. And then you lay out the same amount of cards and tokens of the next age.

> *Note: going from one age to another does not refresh the inventors.*

Example Age 3 (7 cards, so a 4-player game)

When is the game over?

At the end of age III. In other words, when the one but last invention card of age III is completed.

How do you win?

You and your team of inventors must have collected the most points (recognition).

How do you earn points?

There are 4 ways to earn points

1. Points indicated by the numbers in the **red ribbons**

   a. on the **tokens** you collected

      ➔ *generally 1, 2 or 3 points per token*
      ➔ *the token cannot be used for another purpose (e.g. to upgrade the level of an inventor)*

   b. on the **completed invention cards** you collected

      ➔ *note that completed invention cards can serve double, once for the points in the red ribbon, which are definitively acquired points AND also in the calculation of the street (see below)*

   c. on the ***inventor cards you have upgraded*** from their starting levels in the disciplines to (at least) the levels indicated under the red ribbon

      ➔ *example: Einstein starts out with 1 in physics and 1 in math, but if you can upgrade him to a 3 in both physics and math he is worth 9 points at the end of the game.*
      ➔ *Important: upgrading requires you to insert all intermediate levels, so to go from a 1 to a 4, you must first upgrade to a 2, then to a 3 and finally to a 4*
      ➔ *note: you can upgrade whenever you want, even after the end of age III; however, it may be interesting to upgrade earlier, because then using that inventor for research will in general have a bigger impact in the completion of an invention.*

2. The <u>highest number (max. 5) of the</u> **street(s)** formed by the consecutive numbers in the blue rectangles on the completed invention cards you collected, as the case may be, completed with the blue star tokens (to fill the gaps).

Who is the starting player?

Take your pick.

   Note: in general the one starting is not in the best place to play strategically. So as a challenge you can challenge each player to answer trivia questions on the inventors or tell a story about an inventor. If they can't answer, they start.

What can a player do in his / her turn?

One of the two following things:

1. ***Send out one inventor to research on one invention***

   This entails

   a. that you place a number of ***research cubes*** up to the respective levels that inventor has in the different disciplines on the corresponding research requirement fields on the invention card.

➔ *Note that you may take into account any upgrades already performed on the inventor card (by the insertion of upgrade level tokens).*
➔ *Note that if your inventor has a higher level that required and/or has a level in a discipline that is not required for the invention, that knowledge is "useless" for that invention and no cubes are added therefor, but only for the knowledge of the inventor that is useful.*

b. that you **tap the card** of the inventor you used, to indicate that he/she needs to rest and needs to be refreshed

2. *Refresh all the inventors in his team*

Note: it is not a requirement that all inventors are "tapped" to refresh. It can be a tactical move to refresh at a moment where you have nothing better to do.

When is an invention completed?

When all the requirements on the invention card are fulfilled.

What happens when an invention is completed?

1. The player that completed the invention card gets the little statue of **Leonardo Da Vinci**.

2. The "**loot**" of the inventory card is distributed amongst the contributors to the invention.

   a. The loot for a contributor is either the invention card OR one of the tokens on the invention card.

      ➔ Note: there is only loot for up to three contributors. In case of more contributors some will not receive loot.
      ➔ Note: there is only one piece of loot for a contributor. So when a player completed an invention all by himself, he will only be allowed to choose 1 of the 3 potential pieces of loot. That can nevertheless be useful to exclude another player from the advantage of "free riding".

   b. The order in which the loot is divided is as follows:

      - The contributor that contributed most to the completion of the invention (most cubes on the invention card) goes first; if multiple contibutors contributed the same amount of cubes, the one in the possession of Leonardo Da Vinci goes first, and then in clockwise order the contributors with the same contibution level.
      - The contributor that contributed the second most to the completion of the invention (most cubes on the invention card) goes thereafter; if multiple contibutors contributed the same (second) amount of cubes, the one in the possession of Leonardo Da Vinci goes first among them, and then in clockwise order the contributors with the same contibution level.
      - The contributor that contributed the third most to the completion of the invention (most cubes on the invention card) goes thereafter; if multiple contibutors contributed the same (third) amount of cubes, the one in the possession of Leonardo Da Vinci goes first among them, and then in clockwise order the contributors with the same contibution level.

Any tips or tricks?

- It is best to focus on the inventors upgrade in the early ages and on the inventon cards in the later ages.
- Look at what other players can do with their inventors, and what they are likely to do (based on what they may need to increase their score).