

Fresco: The Scrolls

Introduction

The bishop presents the painters with some extraordinary scrolls. When a painter completes a section of the fresco that is on either a row or column of his scrolls, he may call the bishop over to inspect his work & gain VP for completed sections of the fresco along the row or column.

Components

The game components are 10 cardboard scroll tiles:

- 5 blue tiles – one for each of the columns of the fresco.
 - 5 yellow tiles – one for each of the rows of the fresco
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Preparation

At game set up, each player is given a blue & yellow scroll tile which they keep hidden behind their large screen. Arrows on the tiles are used to align the tiles in relation to the top of the fresco.

Unused tiles are returned to the box unseen.

Changes in the play:

This expansion affects the "Cathedral: Restore the fresco or altar" section of the game.

When a player completes a section of the fresco that appears on either of his scrolls & the bishop is on the completed section, the player can use his scroll or scrolls.

- If the completed section only appears on one scroll, the player gains 2 points for each completed section of the row or column.
- If the completed section is the intersection of both of a player's scrolls, the player can play both scrolls. If so, the player gains 3 points for each completed section of the row & column. The intersecting section is scored twice: once for the row & once of the column.

Notes:

- All completed sections are scored regardless of which player completed them.
 - Once scrolls have been played & scored, they are discarded for the rest of the game.
 - Unused scrolls have no value at the end of the game.
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Playing two:

Leonardo does not receive scrolls.

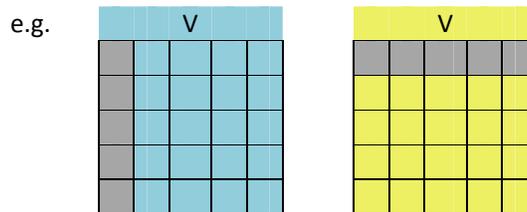
Fresco: The Scrolls – Home Made

Components

If you want to get an idea of what this expansion is like, examples of the components can be made at home or the tiles can be replaced with playing cards.

Option 1: make your own scrolls

Using any word processor that has table creation capabilities (e.g. MS Word), create ten 5 x 5 tables. On each table highlight a different row or column. Be sure to add an arrow at the top of each table for alignment purposes. The backs of the column tables are blue & that the backs of the row tables are yellow.



Option 2: use playing cards

Functionally, what's important here is not the graphics on the tiles, but to be able to ensure that you can clearly indicate which row & column each player has.

So, find a deck of playing cards & take out the A-5 of Spades to represent each of the columns of the fresco & the A-5 of Hearts to represent each of the rows of the fresco.

Each player gets a Spade card & a Heart card.

The cards correlate to the fresco as follows,

Top of Fresco

	AS	2S	3S	4S	5S
AH	> V	V	V	V	V
2H	>				
3H	>				
4H	>				
5H	>				