

The Enigma of Leonardo

GAME RULES

Leonardo Da Vinci has left an immense amount of different illustrations and sketches. Complicated mechanisms, anatomic studies, natural effects, hydrodynamics and optical occurrences, detailed sketches of plants, animals and humans, diagrams of war machines and flying apparatus... All of Leonardo's projects were unthinkable in his time and still amaze to this day. Many projects still remain a mystery. Look closely at these worn out drawings, figure out there meaning and perhaps you will be the one to solve The Enigma of Leonardo.

The player who gathers all seven keys wins the game.

Game start

At the start of the game all cards must be placed in one deck and shuffled. Each player then receives 10 cards from the deck. The rest of the deck is placed in the middle of the table face down. Key cards are placed next to the deck.

Each player randomly picks five cards from the 10 he or she received and without looking at them places those in front of him face down in the form of a cross. The remaining cards are held in the players hand, the cross is then flipped face up.



Turn sequence

The player to go first is chosen at random. When that player finishes his turn, the next turn goes to the player to the left of him clockwise and so on.

Turn phases for each player:

1. Play a card from the hand.
2. Receive a Key if your cards allow it.
3. Draw one card from the deck to your hand.

During his turn a player must play a card from his hand to replace one of the cards in his cross. The replaced card then replaces the card in the same zone of his opponent to the left. The opponents replaced card is then placed in the discard pile.



This way, when playing a card the player not only replaces his card but also that of his opponent (player to the left of him). The player may try to get a needed Key this way or try to stop his opponent from getting one.



Receiving keys

Each card has two symbols at the top left part of the card. Each symbol has its own Key card. There are 12 different Keys in total.

If the cards in the players cross have three identical symbols vertically or horizontally he receives a Key card with that symbol.

The player may only receive a Key after playing a card on his turn. This means that a card played as a replacement by his opponent won't count.

After receiving a Key the player places it in front of himself to indicate that he has already received that Key.

A player may receive more than one Key on his turn if the cards in his cross have more than one identical symbol.



A player cannot receive more than one Key of each type.

Once during play a player can receive any Key card (except for one he already has) by having five identical symbols in his cross at the end of his turn.

At the end of his turn a player must take one card from the deck. If there are no more cards in the deck reshuffle the discard pile to form a new deck.

Winning the game

The game ends when one of the players collects **SEVEN DIFFERENT Keys**. The player who has collected them is considered the winner.

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