

Playing with the "NOVEM" expansion

"The Enigma of Leonardo" is about to receive a new expansion – "Novem". The expansion contains new cards with new combinations of symbols, and also special text cards that make the game more dynamic and versatile.

The cards also look a bit different from the starter set cards. They have a different image on the back and a wine red edging.

From now on the rules we will refer to the starter set cards as "*main cards*" and cards from the "Novem" expansion will be called "*extra cards*".

The "*main cards*" are played as described in the starter set rules.

GAME START

The *main cards* and *extra cards* are shuffled separately and placed as two different decks. Players will now receive 6 *extra cards*. Four of them are placed in the four corners of your cross that is formed using your *main cards*. These cards are also placed face down and then flipped over once the game starts. The two remaining cards go to the player's hand. Once your cards are flipped over, place any revealed "*action cards*" (cards with a text on them) into your hand.



TURN SEQUENCE

When playing with the expansion, each player's turn will look like this:

1. Play an *action card* that can be played at the beginning of the turn.
2. Play a *main card* (with a black edging) and/or an *extra card* (with a wine red edging).
3. Receive a Key(s) if the cards on the table allow it.
4. Play an *action card* that can be played at the end of the turn or discard any *action cards* from your hand.
5. If there are less than seven cards in your hand draw cards until there are seven.

This way a player can play **one main card** and **one extra card**. In any case he must play at least one card but he cannot play 2 *main cards* or 2 *extra cards* at once. He can play two *main* or *extra cards* in a single turn only if an *action card* allows it.

Extra cards are played just like the *main cards*, by replacing a card on the table and replacing the same card of

your opponent to the left. If at the start of the game there are no cards in some corners (due to their being action cards) players can still play extra cards to that space.

You cannot play extra cards to the main cards spaces and vice versa.

RECEIVING KEYS

Players receive their respective Keys if there is a common symbol on three cards in a row – vertically, horizontally, and diagonally.

Once during the game players can receive any Key on their choice if they have a symbol in common on all 5 *main cards* OR all 4 *extra cards* and the *main middle card*.



If by the end of the turn a player has less than seven cards in his hand, he may draw cards from any of the two decks until he has seven cards once again.

If there are no more cards in a deck, shuffle the discard pile and form a new deck. It is recommended to have two separate discard piles for the *main* and *extra cards* to save time.

USING "ACTION CARDS"

Action cards are *extra cards* that have a text on them instead of symbols. They are used as described on the card and can greatly change the flow of the game. *Action cards* can only be played when the text on the card allows it. The *action card* is revealed to all players and after using its effect is discarded. Some *action cards* may stay in play for more than one turn but their description must mention this. If an *action card* doesn't allow any card to be replaced or to be placed in one of the spaces, the opponent's (to the right) card will be discarded instead of replacing that card.

At the end of the turn a player can discard any number of *action cards* without playing their effect.

WINNING THE GAME

When playing **with the expansion**, the first player to collect **NINE DIFFERENT Keys is the winner!**