A game by Michael Kiesling



for 2 to 4 players, ages 10 and up

RULEBOOK

DEEP PRINT GAMES

Theme and object of the game

For countless years, the Café de Paris has offered moments of carefree relaxation and a wonderful opportunity to pause and breathe amid a bustling city. Unfortunately, the café must close for emergency renovation.

You have been asked to redesign the valuable parquet floor, embellishing it with stylish intarsias.
In a contest, you must prove that you understand your craft better than your competitors.
If you manage to build the most valuable ornaments and still make good progress, you'll be able to claim new tools and many points. The contest ends after 3 rounds and whoever has gained the most points takes the victory and secures the contract for the intricate inlay work.

Components

4 floor boards (1 per player)

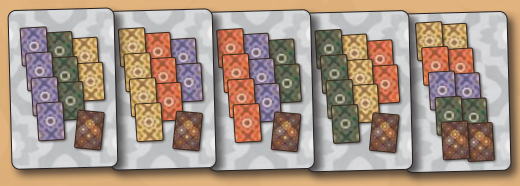
A side:



B side:

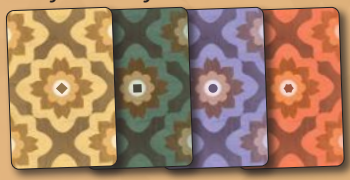


5 starting hand cards



76 material cards

16 of each of the 4 colors



12 wild cards



1 tool board



48 tool tiles

Front:



Back:



1 score board



150 wood elements

36 frames (9 of each of the 4 colors)



36 midsections



28 cores



20 tables



30 connectors



4 point tiles



4 scoring markers



1 round marker and **1 reward marker**



Setup

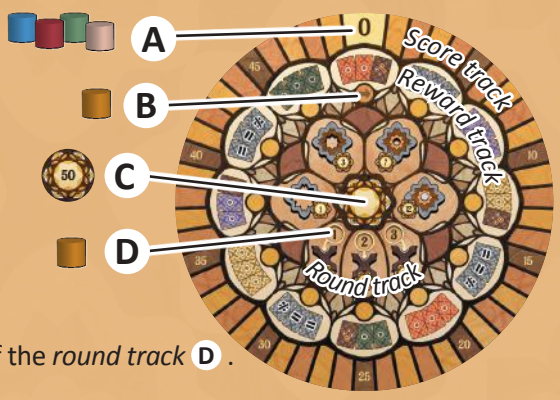
1 Put the **score board** in the middle of the table and place the following items onto it:

Each player chooses a **scoring marker** and places it onto space 0 of the *score track* (A).

Place one of the light brown markers as the **reward marker** onto the *reward track* space with the arrow (B).

Stack the 4 **point tiles** in the center of the score board (C).

Place the second light brown marker as the **round marker** onto space 1 of the *round track* (D).



2 Place the **tool board** next to the score board. Then take the **tool tiles**. Depending on the player count, remove some of them:



In a 2-player game, return all tool tiles with a 3(+)-player icon or 4-player icon on their back to the box.



In a 3-player game, return all tool tiles with a 4-player icon on their back to the box.

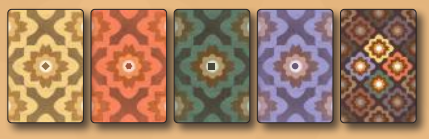
In a 4-player game, remove no tool tiles.



Place the remaining tool tiles face up onto the tool board, each onto its matching space in the column of its tool type. In 3- and 4-player games, there are up to two tool tiles per space. If these two tiles show different point values (and backgrounds), make sure to place the tile with the higher point value on top.



3 Sort the **material cards** by color and place them as 5 face-up ***material stacks*** within reach of all players.



4 Sort the **wood elements** by shape and color. Place them in a ***supply*** within reach of all players. Depending on the player count, you must then remove some of the **frames** from this supply and return them to the box:

In a 2-player game, remove 4 frames per color.

In a 3-player game, remove 2 frames per color.

In a 4-player game, remove no frames.



5 Each player takes the **floor board** whose wall color matches their chosen scoring marker. Decide together which side to use (A or B). Then, each player places their floor board with that side facing up in front of them.
For your first play, we recommend using the A side. The rules for the B side can be found on page 10.

Afterwards, each player takes **1 connector** from the supply and places it in their floor board's center.



6 Take the **starting hand cards**. Place the card showing 5 card pairs next to the score board in a *resting area*. Shuffle the other 4 cards and give each player 1 at random.
Any spare starting hand cards are then also placed in the resting area.



Notes about the color icons

If it's difficult to tell the color of the ornaments apart, take note of the small icons on the components. On the material cards and the floor boards, you can find them in the center of the depicted ornaments. On the tool tiles, you can find them in the bottom right corner.



These icons have no other meaning for gameplay.



Yellow: diamond



Red: hexagon



Green: square



Violet: circle

Since the wooden **frames** are not marked with these icons, we recommend setting up their supply beside the *tool board* by placing each of them next to the row of its color.

As an alternative, you can leave the wood elements in their pigeon holes of the game box, and place it beside the score board. Make sure, however, that you then store any frames, which you remove during the setup of 2- or 3-player games, somewhere else (e.g., in the box lid).



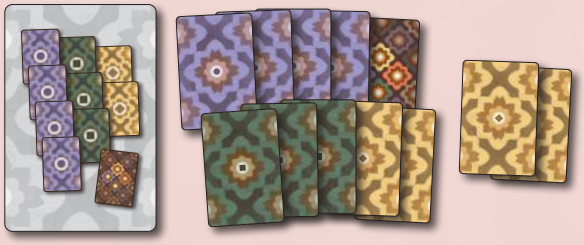
Playing the game

Intarsia is played over **3 rounds**. Each round comprises the following **3 phases**:
the **Preparation phase**, the **Building phase**, and the **Conclusion phase**.
After the 3rd round, the game ends with the **final scoring**.

Preparation phase

From the *material stacks*, each player takes the **10 material cards** depicted on their **starting hand card**.
Accordingly, you gain 8 or 9 material cards of certain colors and 1 or 2 wild cards. Take those material cards into your hand. From the second round onward, it is possible that you also have a few leftover cards from the previous round.
Once you've taken all your cards, place your starting hand card next to your floor board.

Example:
According to her starting hand card, Anni adds 4 violet material cards, 3 green material cards, 2 yellow material cards, and 1 wild card to her hand, where she already has 2 yellow material cards from the previous round.
Then, she places her starting hand card beside her floor board.



Building phase

First, determine the starting player for this round. In the first round, this can be any player. In later rounds, this is the player who was the **last** to pass in the previous round.

Beginning with the starting player, players take turns clockwise.
On your turn, you carry out **1 building action**, which comprises 4 steps. If you cannot or do not want to carry out a building action, you must **pass** instead and drop out of the round. Once all players have passed, the Building phase ends and you move on to the Conclusion phase.

Building action

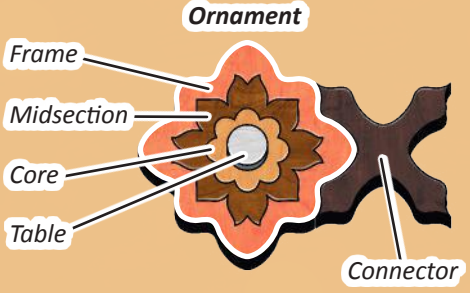
With each building action, you add exactly 1 wood element to your floor board.
The building action comprises the following **4 steps**:

1) **Pay for the wood element**
2) **Build the wood element**
3) **Claim a tool tile (if applicable)**
4) **Take new material cards (if applicable)**



The wood elements
In *Intarsia*, you assemble wood elements into ornaments. An ***ornament*** always consists of one ***frame*** to which you can gradually add one ***midsection***, one ***core***, and one ***table*** (in that order).
So, each ornament may consist of 1 to 4 wood elements and has a fixed color that is defined by the color of its frame.

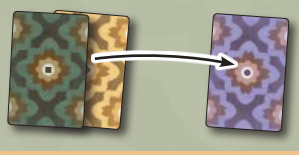
Connectors help you to open up space for new ornaments on your floor board, because new connectors can only be placed adjacent to frames and new frames can only be placed adjacent to connectors.



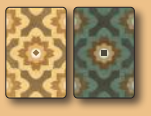
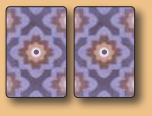
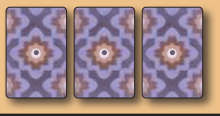
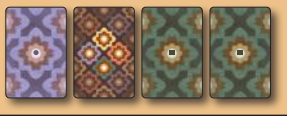
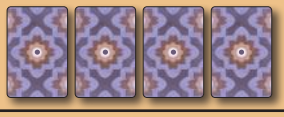
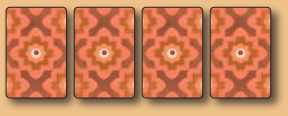
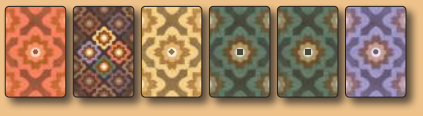
Step 1) Pay for the wood element

Choose a wood element and pay its cost by playing **material cards** from your hand according to the table below. These cards must be of **one** color, which is defined by the ornament to which you will add the element in the following step. Only connectors have no specific color (*at least not on the A side of the floor board*).

Wild cards: Each wild card can be played as a material card of any color. 

2:1 trade: You may always play any two material cards as a substitute for one card of a needed color. You can do this as often as necessary when paying costs. 

The costs of wood elements (using the example of a violet ornament)

Wood element	Cost	Example of an alternative payment
Frame 	**1 material card** of the ornament's color 	
Midsection 	**2 material cards** of the ornament's color 	
Core 	**3 material cards** of the ornament's color 	
Table 	**4 material cards** of the ornament's color 	
Connector 	**4 material cards** of **one** color of your choice, e.g.: 	

Important: You may only choose and pay for wood elements that you are able to build *(see below)*.

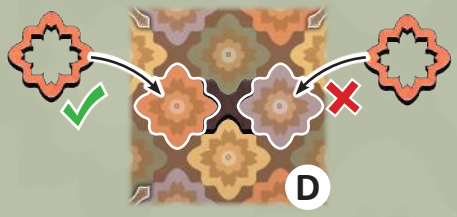
After playing the cards, display them in front of you and take the wood element from the supply.
Note that the number of wood elements in the supply is limited. If a wood element is not available in the supply, it cannot be built. Frames are especially scarce.

Step 2) Build the wood element

Add the new wood element to your floor board. Note that it must be built adjacent to at least one existing wood element. This means that frames can only be built adjacent to at least one connector (A) and connectors can only be built adjacent to at least one frame (B). Midsections, cores, and tables can only be added to existing ornaments and only in that order (C).



Furthermore, each wood element may only be built onto an **empty**, dedicated space on your floor board. The spaces for the frames are colored accordingly (D). Midsections, cores, and tables each have a color of their own. However, they may only be added to an ornament that matches the color of the cards played in step 1 (E).





Step 3) Claim a tool tile (if applicable)

On the tool board, there are several tool tiles displayed. Each tool tile shows a *point bonus*, a *tool type*, and a *requirement*, which involves 1 to 3 ornaments of one color. The colored tops (wood, silver, gold) only serve the purpose of backing their corresponding point bonus (1, 2, 3 points).



After building a wood element, check whether you meet the requirement of any tool tile on the tool board. A requirement is met if your floor board includes all the ornaments shown, whether or not any of these ornaments include more wood elements than required.





If you meet the requirement of a tool tile, claim it and place it face up beside your floor board. Keep tiles of the same tool type together. Once claimed, none of your tiles can be taken away from you.

After placing the tile beside your floor board, score it by gaining points equal to its own *point bonus* **PLUS** the *point bonus* of **each** tile of the **same tool type** that you've claimed already.
Then, advance your scoring marker that many spaces on the score track.



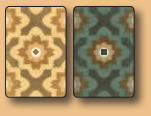
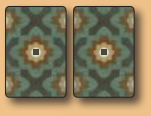
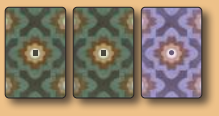
Important: In 3-player and 4- player games, on each space of the tool board, there may be up to 2 tool tiles (which show the same requirement but may differ in their point bonuses). You cannot claim more than **one** of these two tiles.

If you forget to claim a certain tool tile, you may claim it on your next turn if it is still available. However, if you thereby claim more than one tool tile on the same turn, make sure that you score them in the order in which you have met their requirements.

Step 4) Take new material cards (if applicable)

First, return all cards you played in step 1 to their material stacks. Then, take new material cards from the stacks and add them to your hand. How many and which cards you can take (if any) depends on the wood element you built in step 2 and possibly on the color of its ornament (*see table below*).

Taking new material cards (using the example of a violet ornament)

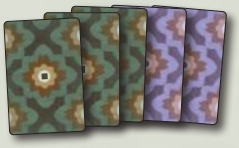
Wood element	New cards to take	Examples
Frame 	You may **not** take any new cards.	
Midsection 	Take **1 material card** of your choice. However, it may neither be a card of the ornament's color nor a wild card.	 / 
Core 	Take **2 material cards** of your choice. However, those may neither be cards of the ornament's color nor wild cards.	 / 
Table  *or* Connector 	Advance the ***reward marker*** on the ***reward track*** **1 or 2** spaces in a clockwise direction.  Then take the 3 material cards depicted on the space to which you moved the reward marker.	  Take 2 yellow material cards and 1 wild card. /   Take 2 material cards of one color AND 1 material card of another color (but no wild card). One of these colors may be the same as the ornament.

You want to take a material card but its stack is empty?

If you would draw from an empty stack, draw any remaining cards you would gain from that stack from another stack instead. This can be the stack of the ornament's color but not the wild one.

Building action example:

Anni wants to add a table to the green ornament on her floor board. She must pay 4 green material cards. Since she has only 3, she replaces the fourth by paying 2 violet cards.





Then, she takes the table from the supply and adds it to the ornament.



Afterwards, she takes a look at the tool board and claims the tool tile with a hammer that requires a complete green ornament. She places it next to her other tool tile with a hammer and scores a total of 4 points: 2 for the new tool tile and 2 for that other tool tile with a hammer.

Finally, she returns the cards she paid with to the material stacks and advances the reward marker 1 space. Following the rules on the space she reached, she chooses to take 2 green and 1 yellow material card and adds them to her hand. Then it is the next player's turn.



Passing

If you cannot or do not want to carry out a building action, you must pass instead. Do this by adding your starting hand card to the ones in the resting area and, if necessary, returning material cards from your hand to the material stacks until you have a maximum of 3 left. For the rest of the round, your turn is skipped.
Once all players have passed, the Building phase ends and you move on to the Conclusion phase.

Conclusion phase



Depending on the round, each player receives points for the **connectors** on their own floor board:

- If it's the end of the 1st round, gain 1 point per connector on your floor board.
- If it's the end of the 2nd round, gain 2 points per connector on your floor board.
- If it's the end of the 3rd round, gain 3 points per connector on your floor board.

Advance your scoring markers on the score track accordingly.



Then, move the round marker to the next space of the round track. If the round marker was already on space 3, the game ends with the final scoring.



Otherwise, the player who was the **last** to pass in the previous phase chooses 1 of the 5 starting hand cards from the resting area and places it in front of them. Then, in a clockwise direction, each of the other players also takes 1 of the remaining starting hand cards from the resting area. Afterwards, start the next round with the Preparation phase.

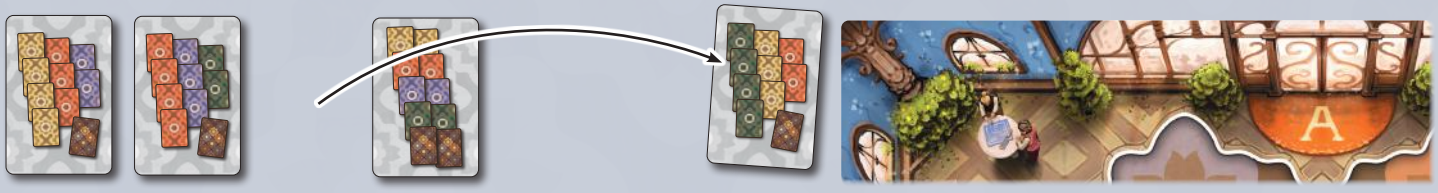
Conclusion phase example:



At the end of the 2nd round, Anni has a total of 4 connectors on her floor board and receives 8 points for them. Peter and Jana each have 3 connectors and so gain 6 points each.



After advancing the round marker to the 3rd round's space, the players choose new starting hand cards. Peter was the last to pass in the previous phase and goes first in choosing a card from the resting area. Then Anni, who comes next in a clockwise direction, takes one of the remaining 4 starting hand cards. Afterwards, Jana chooses a card.



Note: Once your scoring marker moves past space 50 of the score track, take a point tile from the center of the score board and place it in front of you with the 50 facing up. If your scoring marker moves past space 50 a second time, flip your point tile so that the 100 is facing up.





End of the game

The game ends after the 3rd round. Now, carry out the **final scoring**, in which each player scores the ornaments of their own floor board as follows:



For each of your ***1-piece ornaments*** (consisting of exactly **1 frame**), gain **1 point**.



For each of your ***2-piece ornaments*** (consisting of exactly **1 frame and 1 midsection**), gain **3 points**.



For each of your ***3-piece ornaments*** (consisting of exactly **1 frame, 1 midsection, and 1 core**), gain **7 points**.



For each of your ***4-piece ornaments*** (consisting of exactly **1 frame, 1 midsection, 1 core, and 1 table**), gain **12 points**.

Whoever has the most points wins. In the case of a tie, the tied player who has claimed more tool tiles wins. If that does not break the tie, the victory is shared.



Final scoring example:
Over the 3 rounds of the game, Anni has gained 63 points from tool tiles and connectors.

Now, she scores the ornaments on her floor board:

- *For her two 1-piece ornaments (A), she gains 2 points.*
- *For her four 2-piece ornaments (B), she gains 12 points.*
- *For her single 3-piece ornament (C), she gains 7 points.*
- *For her three 4-piece ornaments (D), she gains 36 points.*

This brings her total to 120 points (63 + 2 + 12 + 7 + 36).

Variant

The B side of the floor board

The back of the floor board offers a more challenging variant. If during setup you choose to play with this side, note the following changes:

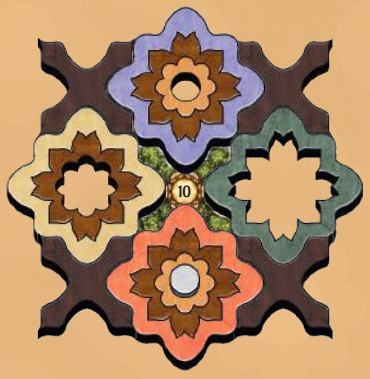
- The four inner spaces that are usually dedicated to connectors show **plants** now and **cannot** be built upon.
- The other spaces that are dedicated to connectors each have a specific color. This means when you want to place a connector there, you must pay for it with 4 cards of that space's color.

Example: *Once this space has at least one adjacent frame, you can build a connector here if you pay* ***4 red material cards*** *during step 1 of your building action.*



The end of the game and the final scoring are carried out as usual with the following additional scoring:

For each **plant** that you have completely enclosed, you gain **10 points**.
A plant is completely enclosed if the **4 adjacent ornaments** **AND** the **4 connectors in its corners** have been built. It doesn't matter how many wood elements each of the enclosing ornaments comprises (single frames are enough).





Overview of the wood elements: Costs and new cards to take (using the example of a violet ornament)

Wood element	Cost	New cards to take	Example
Frame	**1 material card** of the ornament's color	**none**	
Midsection	**2 material cards** of the ornament's color	**1 material card** (but none of the ornament's color nor a wild card)	
Core	**3 material cards** of the ornament's color	**2 material cards** (but none of the ornament's color nor a wild card)	
Table	**4 material cards** of the ornament's color	Advance the ***reward marker*** on the ***reward track*** **1 or 2** spaces clockwise and take the 3 material cards depicted on that space.	
Connector	*On the A side of the floor board:* **4 material cards** of **one** color of your choice, e.g.: *On the B side of the floor board:* **4 material cards** of the space's color onto which the connector is placed		



We wish to thank everyone who participated in the development and testing of this game. A very special "thank you" from Michael Kiesling goes to his wife, Ina.

DEEP PRINT GAMES

Game design: Michael Kiesling
Artwork: Lukas Siegmon
Development: Moritz Bornkast, Peter Eggert
Rulebook: VEB Spielekombinat Katja Volk, Moritz Bornkast, Viktor Kobilke
Proofreading: Neil Crowley

© 2024 Deep Print Games GmbH, Sieglindestr. 7, 12159 Berlin, Germany. All rights reserved.

www.deep-print-games.com

Distribution:
Pegasus Spiele GmbH
Am Straßbach 3
61169 Friedberg, Germany.

Playing is Passion!
www.pegasus.de

Pegasus Spiele

v1.0 All rights reserved. Reprinting or publishing of the rule book, game components, or illustrations is prohibited without prior permission.