Reiner Knizia





MILLE FIORI

Im Glanz der Lagune

Schmidt

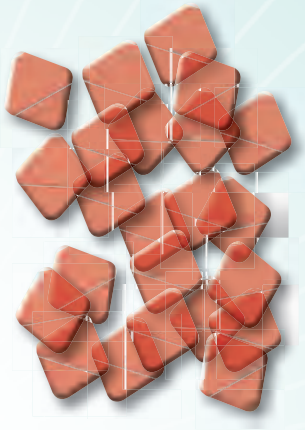
GAME

1. Place the Game Board in the middle of the table.

2. Set aside the Start Player Card from the deck of 110 Playing Cards. Then shuffle the cards and place them face down next to the game board as a draw pile. *See 2a to the right.



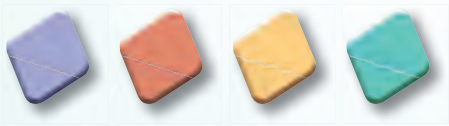


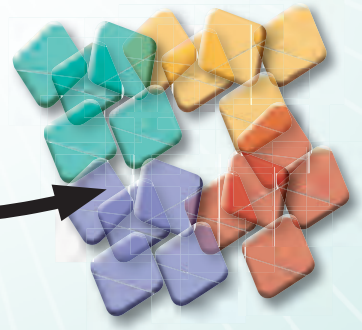




3. Each player chooses a player color and takes the following material in his color:

a. 30 Transparent Diamonds
Place 27 of these diamonds as your personal supply in front of you. Put the remaining 3 diamonds of your color ready as a general supply.





b. 1 Ship Token
Place your Ship on the starting space of the Sea Track.

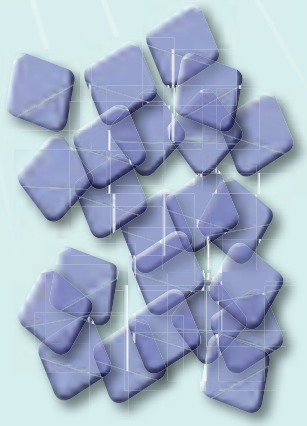


c. 1 Scoring Marker
Place your Scoring marker on space 100 of the Scoring Track.



4. The player with the fullest glass takes the Start Player Card. The game can now begin.





*2a. Reveal cards from the deck to form a face-up display next to the Game Board: In a 2- or 4-player game, reveal 9 cards. In a 3-player game, reveal 4 cards. (This display will have more cards added to it at the end of each round)



SETUP







Anatomy of the Cards:

Note: There is one card in the deck for each space on the Game Board.

CARD COLOR:
The background color of the card is associated with one of the areas on the Game Board.

SHIP'S WHEEL NUMBER:
This number indicates how far you can travel with your Ship if you use the card for movement on the Sea Track. (See Alternative Actions on page 11.)

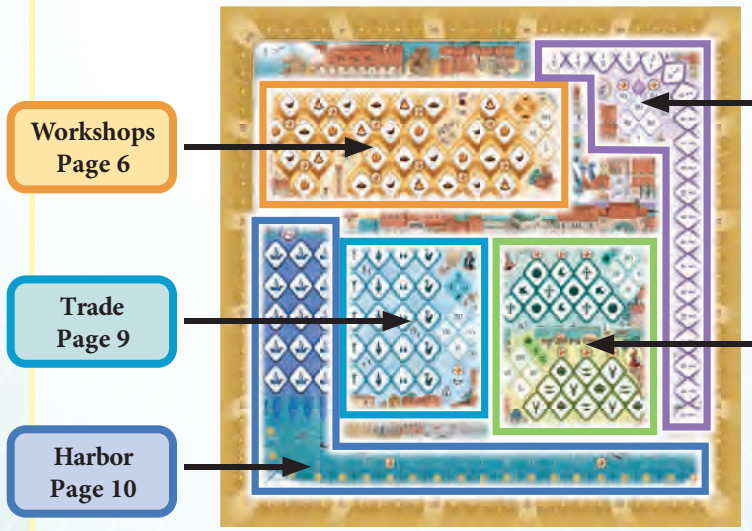


DIAMOND SYMBOL:
The symbol in the center of the card indicates on which Game Board space you can place your Diamond.

POINT SYMBOLS:
The symbols at the bottom of the card indicate how many points you receive for placing your Diamond on that space.

SCORING FOR OTHER PLAYERS:
Some cards show this gold symbol. This indicates that when the card is scored, other players may receive points in addition to the active player.

Anatomy of the Game Board:



Gameplay

The game is played over several rounds.



At the beginning of each round, the starting player deals **5 cards face down to each player**.



See special instructions on how to set up the card display on page 2.

Next, all players simultaneously choose **1 card from their hand**. Keep this card in your hand, and place the remaining cards face down in front of your left neighbor.



Choose 1 card and pass the remaining cards to the player on your left.

The starting player begins by playing his hand card face up on the table.

In most cases, you will place one of your diamonds on an empty space in the color of the card played. For this you immediately receive points (by moving forward on the Scoring Track with your Scoring Marker) and you may possibly receive an additional bonus.



Play the chosen card and (most often) place one of your diamonds on an appropriate space.

Where exactly you can place your diamond, how many points you receive for it and when you receive a bonus, will be described in the “Areas” section beginning on page 6).

Finally, place your played card face up on the discard pile and the next player in clockwise order takes their turn.



Discard Pile

After all players have played their chosen cards, pick up the cards passed to you by your right neighbor. From these cards, once again choose a card to keep, as described above. Pass the remaining cards to your left neighbor, and beginning with the starting player, play your chosen card.

This continues until players each have 2 cards passed to them by their right neighbor. Choose 1 card as normal, but **do not pass the last card on**. Instead, **after all players have played their second-to-last card**, each player places their last card next to the Game Board in the face up display with the other cards.



Add the last card from your hand to the face up display next to the Game Board.



This ends a round. The starting player passes the Starting Player Card to the next player in clockwise order. The new starting player begins the next round as described above.
Note: Do **not** deal any additional cards to the face up display; more cards will be added to it at the end of each round.

The game can end in one of two ways, when:



- at the end of a round, the card deck is empty (this will happen after 10/7/5 rounds with 2/3/4 players),



- **or** when a player places the last of their diamonds from their personal supply on the Game Board.

For more information on the end of the game, see “Game End and Final Scoring” on page 12.

Special Rule for a 2-Player Game

In a two-player game, you only play 3 cards in each round, and the last **two** cards are placed face up next to the Game Board.

Areas

Workshops

This area provides the raw materials for glass production.



Quarz *Ash* *Lime* *Pigments*

PLACEMENT

You may place 1 diamond from your personal supply on 1 **free space** that shows the symbol matching the one on your card.
You always have the choice to place your dimaond on any free space showing the displayed symbol. You may place the dimaond adjacent to an existing diamond of yours or your fellow players or start a new area.



IMMEDIATE POINTS

After placing the diamond, you immediately receive **1 point** for the just-placed diamond, plus **1 point** for each of your previously-placed diamond that are in a **connected group** with it.

If you place on a "Pigments" space, you instead receive **2 points** per each of your connected diamonds in the group.



Example: With this placement Blue has created an area of 3 contiguous spaces and receives 3 points for it.



Example: Blue has created an area of 4 contiguous spaces, and by placing on a "Pigments" space, they receive 8 points.

END GAME BONUS POINTS

As soon as you have placed diamonds on each of the **4 different raw materials** at least once, place 1 of your diamonds from your personal supply on the free Bonus Points space with the highest value. The earlier you achieve this bonus, the more points you will receive for it **in the Final Scoring** (see page 12). You can only receive this bonus once per game.



EXTRA CARD

Whenever you place a diamond on the third and final space surrounding one of these gold dimond symbols you may immediately **play 1 extra card**. To do this, select one of the face up cards next to the game board and play it as if you had played it from your hand (place a diamond **or** move on the sea track, receive points and possibly other bonuses) and then place the card on the discard pile. You may be able to chain several actions in this way. **Caution!** Only the player who places on the final free space around a gold diamond receives the bonus. It is irrelevant which players have occupied the other 2 spaces.



Example: Green has placed their diamond as shown and may now play 1 extra card from the face up display.

Houses

This area shows the houses of the island citizens.

PLACEMENT
In this area you may place 1 diamond from your personal supply on **the next free space** along the track. Players start at the beginning of the track (in the space under which the arrow is shown) and fill the remaining spaces in the direction of the arrow. You are not allowed to skip spaces.



IMMEDIATE POINTS
After placing the diamond, you immediately receive the **number of points shown in that space**. If you have now created a continuous row of at least 2 of your diamonds, you **also** receive the points shown in those previous spaces as well.



Example: You have placed a diamond the space shown, which is worth 5 points. Since you previously placed diamonds in the 2 spaces before this one, you receive a total of 12 (4 + 3 + 5) points.

END GAME BONUS POINTS
As soon as you have placed diamonds on spaces showing **4 different values** (whether connected or not), place 1 of your diamonds from your personal supply on the free Bonus Points space with the highest value. The earlier you achieve this bonus, the more points you will receive for it **in the Final Scoring** (see page 12). You can only receive this bonus once per game.



Yellow has placed diamonds on spaces with 4 different values (4, 3, 5 and 1).

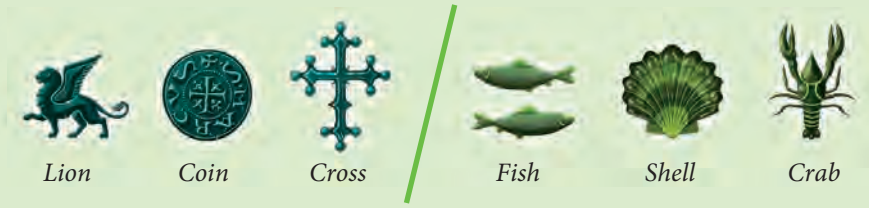
EXTRA CARD
As soon as you have placed diamonds on spaces showing **3 different values** (whether connected or not),you may immediately **play 1 extra card**. To do this, select one of the face up cards next to the game board and play it as if you had played it from your hand (place a diamond **or** move on the sea track, receive points and possibly other bonuses) and then place the card on the discard pile. You may be able to chain several actions in this way. You may receive this bonus one more time if you have placed diamonds on spaces showing **5 different values**.



Yellow has placed diamonds on spaces with 3 different values (4, 3 and 5).

Citizens

This area represents the citizens on the island. The citizens are divided into two groups, Nobles and Commoners. Each of the two groups is arranged in its own pyramid of diamond spaces, and each pyramid consists of 3 different symbols, shown to the right.



PLACEMENT

You may place 1 diamond from your personal supply on 1 **free space** in the pyramid of the color matching the color of your played card. You do **not** have to match the symbol of the played card; you may place your diamond on any symbol in the pyramid. (However, you receive more points if you **do** match the symbol, see "Immediate Points" below.) The pyramids must be built from the base upwards. You may only place a diamond on a space of a higher level if the two spaces directly below that space contain diamonds (of any player).



Example: The 2 spaces on the base level are already occupied by diamonds, so Red is allowed to place their diamond on the Cross space on the second level (even though it does not match the Coin on the card).

IMMEDIATE POINTS

After placing the diamond, you immediately receive **1 point** if the diamond is placed on the base level of the pyramid, **3 points** for the second level and **6 points** for the top level. If you place your diamond on a space with **a symbol that matches** your played card, these points are **doubled**.

In addition, all players with diamonds on **spaces beneath your newly-placed diamond** receive points for those diamonds (1 point each for diamonds on the base level, and 3 points for diamonds on the second level). However, these points are never doubled.



Example: Red has placed their diamond on the Coin space on the top level, therefore they receive double points for this placement (12 / 2 x 6). In addition, all players receive points for their diamonds placed beneath this one. Red and Green each receive an additional 4 (3 + 1) points, and Yellow receives 1 point. Blue does not receive any additional points because their diamond is not beneath Red's newly-placed one.

END GAME BONUS POINTS

As soon as you have placed diamonds on spaces showing **all 3 symbols** of a pyramid at least once, place 1 of your diamonds from your personal supply on the free Bonus Points space with the highest value.
The earlier you achieve this bonus, the more points you will receive for it **in the Final Scoring** (see page 12). You can only receive this bonus once per game, for each of the two pyramids.



Example: Red has placed diamonds on all 3 different symbols of the pyramid and may place a diamond on the highest-valued free bonus point space.

EXTRA CARD

As soon as you have placed a diamond on any **top level space** of a pyramid, you may immediately **play 1 extra card**. To do this, select one of the face up cards next to the game board and play it as if you had played it from your hand (place a diamond **or** move on the sea track, receive points and possibly other bonuses) and then place the card on the discard pile. You may be able to chain several actions in this way.



Example: Red has placed a diamond on a top level space and may play an extra card.

Trade

This area shows the 4 different trade goods.



Glassware *Glass Carafes* *Glass Jewelry* *Glass Swans*

PLACEMENT
You may place 1 diamond from your personal supply on any **free space** that shows the symbol on your played card.

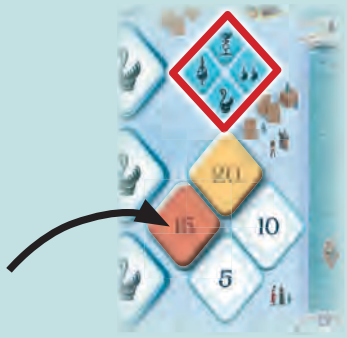


Example: Red has placed a diamond on a Glass Carafe space; therefore the Carafes have a value of 3 points. Red has 2 diamonds in the column and receives 6 points. Yellow has 1 diamond in the column and receives 3 points.

IMMEDIATE POINTS
After placing the diamond, you first determine the value of the good. To do this, count the number of spaces of that good in the column that are already occupied by diamonds (of any player). This sum is the value of the good and indicates how many points each individual diamond is worth.

All players who have diamonds on that good in the column receive as many points for each of their diamonds as the good is worth.

END GAME BONUS POINTS
As soon as you have placed diamonds on each of the **4 different goods** at least once, place 1 of your diamonds from your personal supply on the free Bonus Points space with the highest value. The earlier you achieve this bonus, the more points you will receive for it **in the Final Scoring** (see page 12). You can only receive this bonus once per game.



Example: Red has placed diamonds on all 4 different goods. Since the 20-point bonus space is already occupied by Yellow, Red places their diamond on the 15-point bonus space.

EXTRA CARD
Whenever you place a diamond that helps one of the other players get a "good deal" (i.e., at least one of the other players has **more** diamonds in that good's column than you do), you may immediately **play 1 extra card**. To do this, select one of the face up cards next to the game board and play it as if you had played it from your hand (place a diamond **or** move on the sea track, receive points and possibly other bonuses) and then place the card on the discard pile. You may be able to chain several actions in this way.



Example: Red has placed a diamond on a Glass Swan space. Since Blue has 2 diamonds in this column and Red has only 1, Red can now play an extra card from the face up display.

Harbor

This area represents the transport of glassware to Europe.



Example: Green plays a Ship card with a Ship's Wheel number of 4. They first place a diamond on a free Ship space in the harbor, and then move their Ship 4 spaces forward on the Sea Track.

PLACEMENT

You may place 1 diamond from your personal supply on any **free Ship space.**

In addition, you move your Ship forward on the Sea Track by as many spaces as the number shown in the Ship's Wheel number on the played card.

IMMEDIATE POINTS

Ship spaces: You do not always receive points immediately when placing a diamond on a Ship space. Only when a fleet is full, i.e., when all 3 spaces in a row are occupied, do the ships depart and award points to the players involved. Each player involved receives points for each of their diamonds in the fleet. How many points each diamond in the fleet is worth depends on how many goods spaces (in the adjacent Trade area) are occupied in the same row (by diamonds of any player).

- 1 Good: 1 point per diamond
- 2 Goods: 3 points per diamond
- 3 Goods: 6 points per diamond
- 4 Goods: 10 points per diamond



Example: Green places their diamond in the last free Ship space in a row. 3 Goods in the same row are occupied with diamonds. The fleet departs and transports 3 different goods. Green has occupied 2 of the Ships in that fleet and receives 12 (2 x 6) points. Red has occupied 1 ship and receives 6 points.

Sea Track: If your Ship ends its movement on a space on which a number is shown, you also receive that many points.

EXTRA CARD

If your Ship ends its movement on a space showing a **bonus symbol**, you may immediately **play 1 extra card**. To do this, select one of the face up cards next to the game board and play it as if you had played it from your hand (place a diamond **or** move on the sea track, receive points and possibly other bonuses) and then place the card on the discard pile. You may be able to chain several actions in this way.



Example: Green ends their Ship movement on a space showing a 5 and receives 5 points for it.



Example: Blue ends their Ship movement on a space showing a bonus symbol and may immediately play 1 extra card.



On the final space of the Sea Track, you receive 10 points **and** may immediately play 1 extra card.

Note: Once a player's Ship reaches the final space of the Sea Track, they cannot advance any further on it.

Alternative Turn Option

All cards show a Ship's Wheel number of 1–5 in their upper corners, in addition to their main symbol.

Instead of using the played card as described above, you can use any card to move forward on the Sea Track. In this case you only pay attention to the Ship's Wheel number and move your Ship forward on the Sea Track that many spaces.

Attention: The symbol and the color of the card have no meaning in this case. You may not place a diamond on a Ship space with this alternative turn option.

You then immediately receive points or may play 1 extra card, as described above in the Harbor area.

Finally, discard the played card as usual.

Note: There is only one card in the deck corresponding to each space on the Game Board. If you use a card for its Ship's Wheel movement, this card is out of play and the corresponding space may no longer be occupied by a diamond.



Example: Blue plays a Citizens card, but does not use it to place a diamond in a pyramid; instead, they uses it to move their Ship forward on the Sea Track. Blue moves their Ship 3 spaces forward. They end their movement on a bonus space and can immediately play 1 extra card. Then they discars the card. Since this card is out of the game, not all spaces of the pyramid can be occupied.

Note on the Face Up Display of Cards

The face up display of cards next to the Game Board is refilled throughout the game; the last card of each round is placed face up into the display. Be aware that you need to allow some extra space here for the cards added during the game. If, in the rare case, a player is allowed to play an extra card but there are none in the face up display, that player receives **5 points** instead.

Game Variant

If you want a more tactical game, you can agree beforehand not to select your cards simultaneously, but only on your turn. This gives you more opportunity to react to the other players' moves. Please note, however, that this can significantly extend the playing time.

Game End and Final Scoring

The game can end in one of two ways:

- If at the end of a round, the card deck is empty (this will happen after 10/7/5 rounds with 2/3/4 players), the game ends immediately and you proceed to final scoring.

- When a player places the last of their diamonds from their personal supply on the Game Board, they first finish their turn.

  If that player is allowed to play one or more extra cards, they can use the diamonds of their color that were set aside at the start of the game.

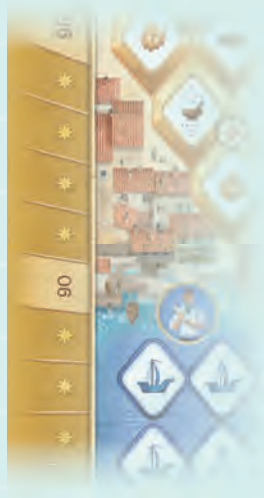
  After that, the remaining players who have not yet played their selected card this round play their turn as normal.

  The game then ends and you proceed to final scoring.









In the final scoring, you add up the end game bonus points you have collected and move that number of spaces forward on the scoring track. (For a better overview, you can clear away all diamonds that are not on bonus spaces before the final scoring.)

The player with the most points wins the game.

In case of a tie, all players involved count their remaining diamonds (in the personal and general supply). The player with fewer diamonds left wins the tie.



Example of end game bonus scoring: Red receives 20 points, Blue 15 points and Yellow 10 points. Calculate all areas in this same way.

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