A game by Marco Ruskowski and Marcel Süßelbeck for 2-4 players aged 10 years and above

FRESCO

The bishop awaits very high-ranking visitors, but unfortunately the large fresco - the painting at the ceiling of the cathedral - is in urgent need of being restored.

The most renowned fresco painters of the renaissance are hired and now have to prove their skillful mastership. Which painter will succeed in restoring the fresco to its former glory?

Overview

"Fresco" is an exquisite family game for 2-4 players aged 10 years and above. It will whisk you away to the epoch of the renaissance and all its grandeur. Plunge into this cavalier era und experience advanced ways of gaming by using the 3 expansion modules included in this box. You may combine the basic game with these modules in any way you like. The modules will increase the challenge gradually, thus affecting the playing time.

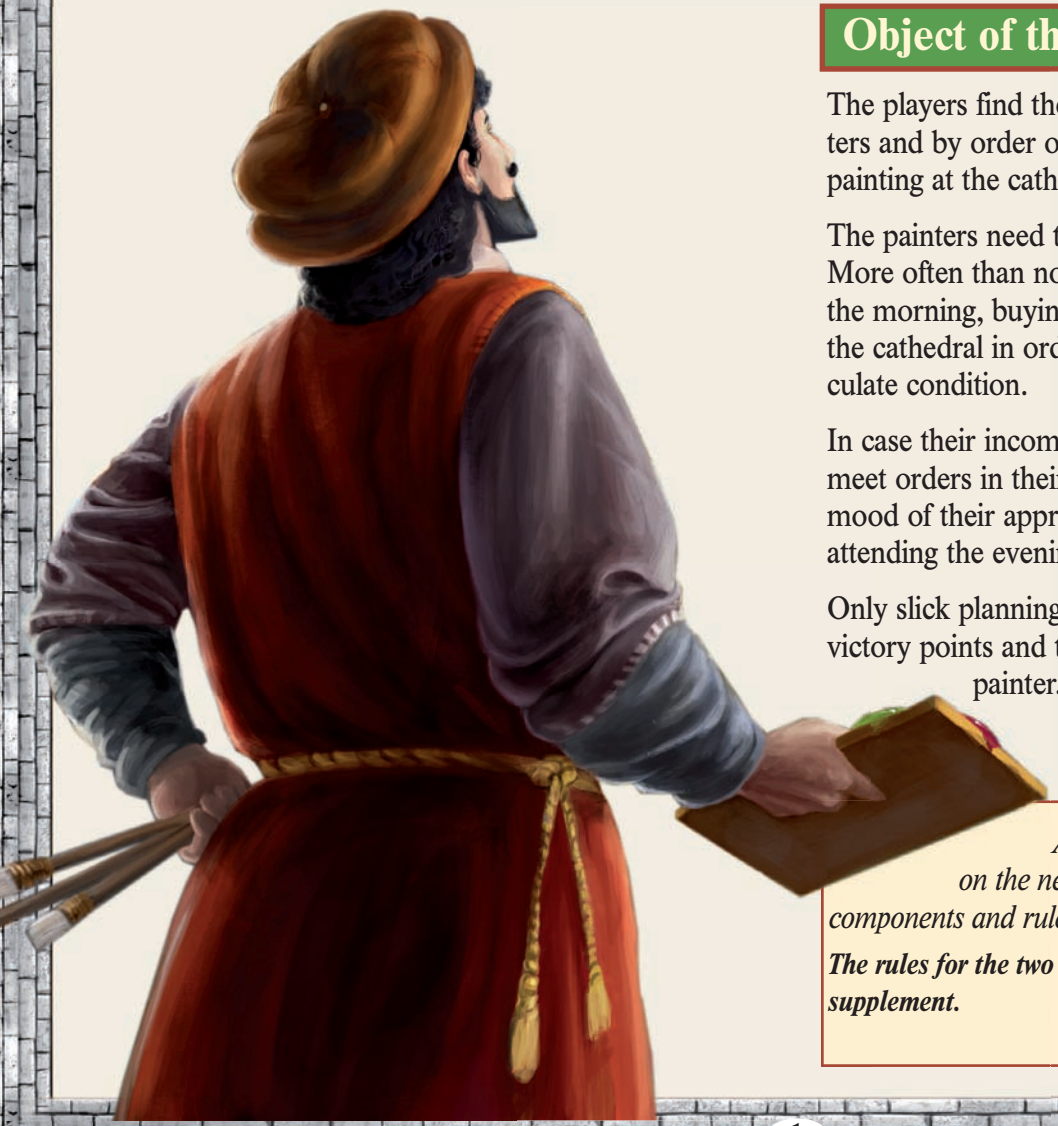
"Fresco" is a game sure to provide entertainment many times over.

- The basic game: Fresco
- The expansion modules, gradually increasing the challenge:

  Module 1: The Portraits

  Module 2: The bishop's requests

  Module 3: Special blend colors



Object of the game

The players find themselves in the roles of fresco painters and by order of the bishop have to restore the large painting at the cathedral's ceiling.

The painters need to carefully plan for their workday. More often than not they have to get up very early in the morning, buying and mixing paints for their work in the cathedral in order to restore the fresco to its immaculate condition.

In case their income is not sufficient the players have to meet orders in their own studio. This may lead to a bad mood of their apprentices which can be cured only by attending the evening show at the theater.

Only slick planning will help you to gain the most victory points and to become the most glorious fresco painter.

All components of "Fresco" are listed on the next page. The supplement contains all components and rules of the modules.

The rules for the two player game can also be found in the supplement.

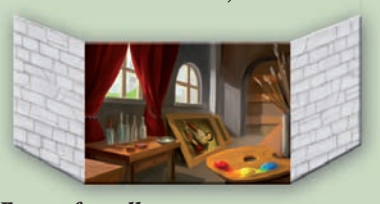
Game components

- **1 double-sided game board**
- **14 market tiles**
- **25 fresco tiles** with values from 3 to 11.
- **60 coins (Thalers)** with values of 1 (36x), 5 (16 x), and 10 (8x)
- **78 paint pieces,** 17 each of red, yellow, blue; 9 each of green, purple, orange
- **4 natural-colored apprentices**
- **20 apprentices,** 5 each in 4 colors
- **12 master painters,** 3 each in 4 colors
- **1 bishop**
- **4 small screens**
- **4 large screens**
- **4 action sheets**
- **4 cards showing tables of blending paints**
- **1 linen bag**
- **1 rules leaflet**

Gaming material per player

Each player takes in their selected player color:

- **1 small screen** and **1 action sheet,** which they place behind the screen, side "1" being visible



Front of small screen



Inside of small screen, showing an overview of phase 1, phase 2 and preparation of next round



Action sheet
Side 1 and 2
Side 2 is needed for the final round only

- **1 large screen,** behind which they place **1 yellow, 1 red** and **1 blue paint piece** and **12 Thalers**



Front of large screen



Inside of large screen, showing a table of blending basic paints



- **1 card with table of blending basic paints**
- **3 master painters**



- **5 apprentices**



Set up for a 3 or 4 player game

Any dis

1. The double-sided game board ...

... is placed in the middle of the table within easy reach for all players. The side for 4 players is face up (starting spaces S1 - S4).

For 3 players turn the board over and use the side showing starting spaces S1 - S3.

2. Th

Put 1 n
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them o
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9. The bishop

The bishop takes his place in the center of the fresco.





8. The theater

Each player places one of their master painters on the corresponding space of the mood display.

One natural-colored apprentice is placed on the space above each column.

7. The workshop

All paint pieces are placed on the 6 spaces of the workshop, sorted by color. This is the common supply.

6. The studio

Place all coins on the three free spaces of the studio, sorted by denomination. This is the common supply.

Any surplus components are not used for the basic game.

tinctive features for a 3 player game are highlighted by a blue background

he starting spaces (S1-S4)

master painter of each player
e linen bag. Then draw one
he other from the bag and place
on the starting spaces S1 to S4
order as they were drawn.

3. The hostel

Each player places one of their master painters on a space above the hostel.

The hostel displays:


Left column - get up time in the morning


Middle column - change of mood


Right column - market prices





4. The market with four booths I - IV

Put all 14 market tiles into the linen bag and shuffle well. The tiles show the paints which can be bought at the market. Draw the appropriate number of tiles for each booth and place them there face up. 1 tile will be left over in the bag.

For three players there are only 3 booths. Please remove the tiles shown below from the game:



There is a total of 11 tiles, 2 of which will be left over in the bag.



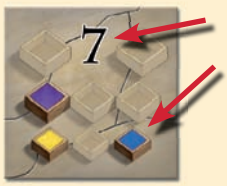
5. The cathedral with fresco and altar

Take one of the 25 fresco tiles valued 11 and place it face up in the center space of the fresco.



Shuffle the remaining tiles and randomly deal them out face up onto the segments of the fresco.

Front



Victory Points

These paint pieces must be expended for restoring

Back



Needed only for expansion module "The bishop's request".

Income

Playing the game

Fresco lasts for several rounds; each round is split into 2 phases:

1. Choosing get up time and adjusting mood

2. Planning and performing actions

Both phases are now explained in detail:

1. Choosing get up time and adjusting mood

The player holding **last** position on the victory point track goes first.

They take their master painter from his space above the hostel and place the figure on a **get up** space of their choice (left column). The other players do likewise **in order from second last position to first position,** placing their master painter on any free get up space. Only one painter may occupy any single get up space.

The get up time has the following effects for each player:

- It may change the player's own **mood**
- It affects their market **price**
- It determines the **player order** for the actions in phase 2.

Change of mood

Any change of mood is displayed in the middle column of the hostel. Immediately after choosing their get up time the player adjusts their mood by moving their painter up or down his column on the mood display. A figure may never be moved beyond the top or bottom space of a column.

The emotional state affects the following:

- **"+1" Spaces**
  If a player's master painter is occupying any of the two **"+1" spaces** they take the **natural-colored apprentice** from the space **above their column**. They may use this apprentice for **1 additional action** (thus having a total of 6 actions) on their action sheet. A player keeps their extra apprentice until they are leaving the **"+1" spaces**. When leaving these spaces they return the apprentice to his space above the column.
- **"-1" Spaces**
  If a player's master painter is occupying any of the two **"-1" spaces** they have to dispense 1 of their own apprentices, placing him in front of their screen (thus having a total of only 4 actions during phase 2). When leaving these spaces they take their apprentice back and can use him again.

Please note: At the start of the game the master painters are standing on the starting spaces S1 - S4, S1 qualifying for the last position.

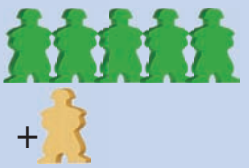


Example:
1.) Player Red is holding last position on the victory point track. He goes first choosing a get up time and places his master painter on the 7 o'clock space. This means that for this round his mood is changing for the worse by 1 and that he has to pay 2 Thalers for each market tile he wants to buy. No other player may place their master painter on this get up space.

2.) Now player Red adjusts his mood by moving his figure in the theater down 1 space.

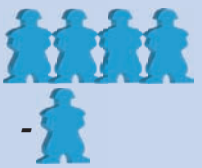






The player may deploy 1 additional apprentice.





The number of the player's apprentices is reduced by 1.

Market prices

Depending on the get up time they choose, the column to the right shows the price a player has to pay at the market for 1 market tile.

Player order

After all players choose their get up time the player order for this round is fixed. The player having chosen the earliest get up time will be first player during phase 2, followed by the other players in ascending order of their chosen get up time.



Example:
Player Red has to pay 2 Thalers for each market tile he wants to buy.

Important:

There are 2 different player orders during the game:

1. *The order of choosing get up time (depending on the players' positions on the victory point track).*
2. *The order of performing actions (dependingon the players' get up time).*

2. Planning and performing actions

Planning actions

Now all the players begin planning their forthcoming actions **simultaneously behind their small screen**. They can perform actions at the 5 different locations on the game board. The players deploy their available apprentices to the 15 spaces of their action sheet. Only 1 apprentice may be placed on any single action space, thus activating this action.



Example:
For this round player Red is planning to visit
1 x the market,
2 x the cathedral,
0 x the studio,
1 x the workshop and
1 x the theater.

Performing actions

After all players have chosen where to send their apprentices they remove their small screens and go visiting the 5 locations one after the other. At each location the attending players perform their actions in order of their previously chosen get up time. The active player performs all their actions at a certain location before the next player will perform their actions at this location.

If a player did not deploy at least one of their apprentices at a certain location, they do not perform any actions there. They are simply skipped in the player order.

Players are not forced to perform their chosen actions. A player may forfeit performing any of their chosen actions. In case a player does not possess sufficient money or paint pieces needed for a certain action, they **must** forfeit this action.

Locations and actions:



Market: Buy paints or close down market booth

First the active player selects one of the available market booths and then decides to perform one of the two following actions:

- **Buy paints** or
- **Close down market booth**

The particular locations and associated actions:



Market: Buy paints or close down market booth



Cathedral: Restore the fresco or altar



Studio: Paint portraits



Workshop: Blend paints



Theater: Improve one's mood

Buy paints

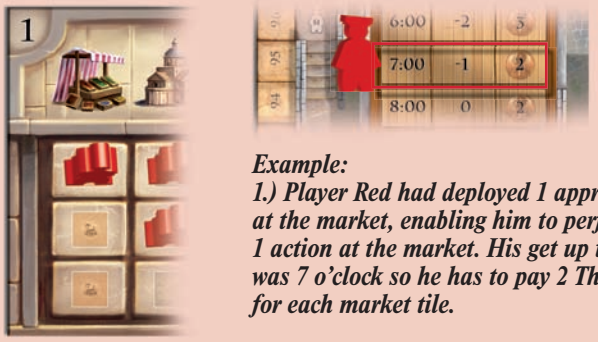
Each of the player's apprentices deployed at the "market" column may buy **1 market tile** from the selected booth. Each tile can be bought only once. The purchase price depends on the player's previously chosen get up time.

The player takes the paint pieces shown on the tile they just bought from the common supply and hides them behind their large screen.

Having finished all their purchases at the selected booth the player returns all tiles of this booth to the linen bag.

Close down market booth

If the active player deployed at least 1 of their apprentices at the "market" column they may forfeit buying paints and close down the selected booth instead. All tiles of this booth are returned to the linen bag. This counts as a free action.



Example:
1.) Player Red had deployed 1 apprentice at the market, enabling him to perform 1 action at the market. His get up time was 7 o'clock so he has to pay 2 Thalers for each market tile.



2.) He wants to buy the tile with 3 yellow paint pieces at booth IV. He pays 2 Thalers and picks up 3 yellow paint pieces from the common supply. He returns all tiles of booth IV to the linen bag.

Cathedral: Restore the fresco or altar

Each of the player's apprentices deployed at the "cathedral" column may:

- **restore one segment of the fresco** or
- **restore the altar once**

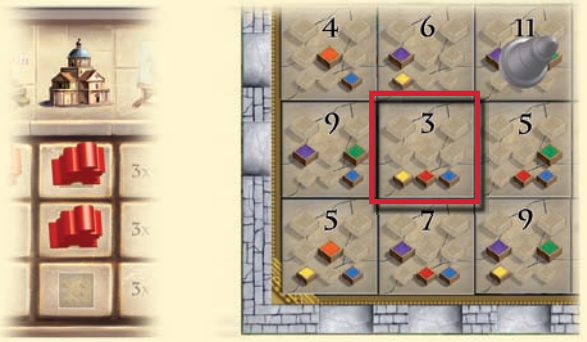
Restore a segment of the fresco

The fresco is divided into 25 segments; each segment is covered by 1 tile. In order to restore a segment the player must own the paint pieces shown on the segment's tile.

When restoring a segment the player returns the requested paint pieces to the common supply and gains the victory points shown on the tile plus any bonus points gained by the bishop, if applicable. *(see bishop)*

The player advances their master painter on the victory point track as many spaces as the number of victory points they just gained *(not counting the starting spaces S1 - S 4, the actual victory point track starts with space 1).* If their movement ends on a space already occupied by another player's painter they have to decide whether to stop on the next empty space behind or in front of the occupied space. No space on the victory point track may **ever** be occupied by more than 1 figure.

After restoring a segment the player removes the fresco tile from the board and places it face down in front of them. Finally they move the bishop to the restored segment.



Example: 1.) Player Red had deployed 2 apprentices at the cathedral and therefore is entitled to perform 2 actions at this location. First he selects the tile valued 3.



2.) He returns the paint pieces as demanded by the tile to the common supply and advances his master painter on the victory point track 3 spaces.

3.) The bishop is standing on a diagonally adjacent space, so Red gains 2 extra points (and moves his master painter on the victory point track accordingly). In total Red gained 5 points for restoring this segment of the fresco.

He takes the fresco tile from the board and places it face down in front of himself and then moves the bishop to this freshly restored segment of the fresco.

4.) Now player Red proceeds to performing his 2nd action at the cathedral.

Moving the bishop:

Before restoring **any** segment of the fresco, the player may move the bishop once only 1 space in any direction (vertically, horizontally or diagonally) by paying 1 Thaler to the community supply. This movement may end on any segment no matter if restored already or still covered by a tile.



The bishop's bonus points:

If the bishop is standing on the segment to be restored the player gains 3 bonus points. If the bishop is standing on a space adjacent (vertically, horizontally or diagonally) to the segment to be restored the player gains 2 bonus points.

Restore the altar

Instead of restoring a segment of the fresco the active player may choose to restore the altar.

This can be done in two ways:

- Restore the altar using **basic paints**:
The player returns 1 each of yellow, red, and blue paint pieces from behind their screen to the common supply. They gain 2 victory points for this restoration.
The player may substitute any one or even all of these paints by green, orange or purple paint, each of these wildcard paints being worth 1 additional victory point.

- Restore the altar using **3 different blended paints only**:
The player returns 1 each of orange, green, and purple paint pieces from behind their screen to the common supply. They gain 6 victory points for this restoration.

Please note: Usually this action will become more attractive when the game is nearing its end and the number of unrestored fresco segments is dwindling.





= 2 + 1 (3 victory points)

Example: The player gains a total of 3 victory points. 2 points (red/yellow/blue) + 1 point (green substitutes yellow).



= 2 + 1 + 1 + 1 (5 victory points)

Example: The player gains a total of 5 victory points. 2 points basic paints (red/yellow/blue) + 3 points (2 orange and 1 green substitute red/yellow/blue).





Example: The player returns 1 green, 1 orange, and 1 purple paint piece to the common supply. The player gains 6 victory points.



Studio: Paint portraits

For each of their apprentices deployed at the "studio" column a player is paid 3 Thalers from the common supply.



Example: Player Red had not deployed any apprentice at the studio and therefore does not collect any Thalers from the common supply. He does not perform any actions at this location and his turn is skipped.



Workshop: Blend paints

For each of their apprentices deployed at the "workshop" column a player may **blend paints up to 2 times**.

It's the active player's decision which paints they want to blend. They simply return the blended paint pieces to the common supply and take the resulting paint piece instead.





Example: Player Red had deployed one apprentice at the workshop. This enables him to blend paints up to 2 times, according to the blending table.

Please note: The number of paint pieces is unlimited. If the rare case should occur that the supply of paint pieces is empty, each player notes on a piece of paper the number and colors of those pieces which they would receive.

Theater: Improve one's mood

For each of their apprentices deployed at the "theater" column a player may move their master painter **2 spaces upwards** on the mood display.

Please note: Any change of mood by visiting the theater will be effective on the next round after selecting the get up time. Only after this any apprentices are returned or retrieved.



Example: Player Red had deployed one apprentice at the theater. His mood is improved by 2 spaces.

After all players have finished all their actions the next round has to be prepared:

- Draw the appropriate number of market tiles for each market booth and place them there face up.
- Each player is paid their income which is 1 Thaler for each of their face down fresco tiles in front of themselves (applicable only after having restored at least one segment of the fresco).
- All players move their master painters back to their sleeping places at the top of the hostel.

The player holding last position on the victory point track starts the next round by selecting their get up time.



For easy reference the game's phases are shown on the inside of the small screen.

In case 2 or more master painters are still standing on the starting spaces they will change places. The first one is moved to the end of the line and the others are moved one space forward.

End of the game and final scoring

If there are 6 or less fresco tiles remaining on the board at the beginning of a round this is the final round of the game.

All players flip their action sheet over, now showing side 2.

The game will end after this round, even if the fresco is not restored completely. No income is paid at the end of the final round.



In the final round the "theater" can not be visited any more, instead the "cathedral" may be visited twice.

Please note: In case the fresco is completely restored during a round without the final round being triggered, that is the final round and followed immediately by final scoring. As it's the final round, no income is paid.

Final scoring

Now all players are awarded victory points for their money. Every 2 Thalers are worth 1 victory point. These final victory points are awarded in player order *(get up time)* of the final round.

The player with the highest victory point total is the master of all fresco painters and winner of the game.

Please note: If a master painter is landing on an occupied space of the victory point track during final scoring, the figure is moved forward to the next free space.

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A game by Marco Ruskowski and Marcel Süßelbeck for 2-4 players aged 10 years and above
in cooperation with Wolfgang Panning

FRESCO

SUPPLEMENT

In this supplement you will find the rules for the 3 expansion modules, including descriptions of all their components. Only additions and amendments of the basic rules are mentioned here. Generally, the basic rules remain unchanged.

You will find the rules for the two player game on page 4.

1 The portraits

Renowned personalities want their portraits painted at the studio of the painters. This will be advantageous during the game!

Who will benefit most from these privileges?

This module will have an impact on
Studio: Paint portraits
and "End of the Game".

Additional game components

- **18 portrait cards** – during the game the players will gain money, paint pieces, and other benefits with these cards.



Reward for painting the portrait

There are 2 different kinds of portrait cards:

1) Cards with ∞ :
A player who obtains such a card places it face open in front of themselves. From now on they will permanently benefit from its advantages.

2) Cards with ⚡ :
When a player obtains such a card they are paid the reward immediately. Subsequently the card is removed from the game.

Changes in set up

Place all coins beside the game board.

Sort the 18 portrait cards by their back sides **"A"**, **"B"**, and **"C"**. Shuffle each pile separately and place them on top of each on a space of the studio, as shown to the right. Reveal the top two cards and place them on the two remaining free spaces.



Pile "C" is placed first on the rightmost free space of the studio, pile "B" on top of it and finally pile "A". The two top cards are revealed now.

Changes in game play

Studio: Paint portraits

The active player may take one of the two portrait cards on open display for **one** of their apprentices at the studio. For each of their **other** apprentices at the studio they are paid **3 Thalers** as usual.

If both portraits have been painted (picked up) already, the players can only be paid 3 Thalers.

Preparing the next round:
Reveal 2 new cards from the top of the deck. Any card(s) left from the previous round are removed from the game.

Changes for "End of the game"

This module introduces an alternative game end condition: If the last 2 portrait cards have been revealed this is the final round *(flip your action sheets over!)*.

Details of the portrait cards

These cards grant a permanent benefit to their owners, remaining face up in front of them:



God's servant: Each round the player earns an additional income of 1 Thaler.



Actor: For each of their apprentices deployed at the theater the player's mood is increased by 3 spaces instead of only 2.



Abbot: Any bonus points gained from the bishop are increased by 1.



Sexton: Once each round, when working at the cathedral, the player may move the bishop to any place of their choice, paying 1 Thaler.

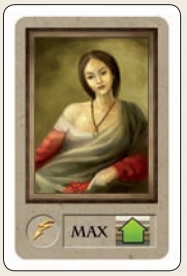
These cards grant a once only advantage to their owners and then are removed from the game:



Merchant: The player may take any 2 paint pieces (red, yellow, blue) of their choice + 1 Thaler.

Peers: The player gains money and a paint piece as shown.

Patron: The player gains 7 Thalers.



Muse: The player's mood is pushed to its maximum.



Bishop / Pictures of the Virgin Mary: The player gains victory points and a paint piece or Thalers as shown.



Pretty girl / Self-portrait: The player gains victory points or Thalers and their mood increases as many spaces as shown.

2 The bishop's request

If a player is prepared to fulfill special requests by order of the bishop and forfeit part of their income they will gain extra victory points and will regularly be rewarded with valuable paints!

This module will have an impact on
■ Workshop: Blend paints.

Changes in set up

Place all **paint pieces** beside the game board.
Sort the **12 request tiles** by type and place them face up on the spaces of the workshop. Of each type the tile with the lowest number is placed first, the other ones on top of it in ascending order.

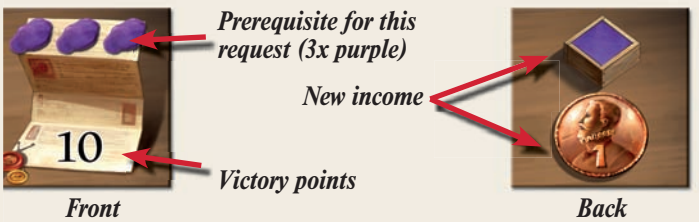
Changes in game play

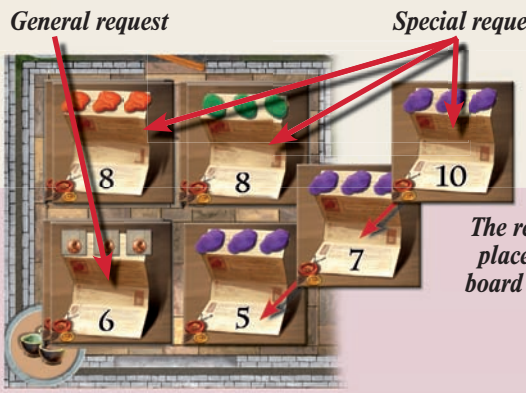
■ Workshop: Blend paints
Additional action: Fulfill a request

Each round, each player may have **1 apprentice** in the workshop fulfill **1 request instead** of blending paints. All their other apprentices must be used to blend paints in the workshop as usual.

Additional game components

• **12 request tiles** – 1 type of general and 3 types of special requests (purple, orange, and green) will generate additional victory points for fresco tiles.





The request tiles are placed on the game board sorted by type.

*Important: An apprentice may either pick up a request tile or blend paints – **not** both at the same time!*

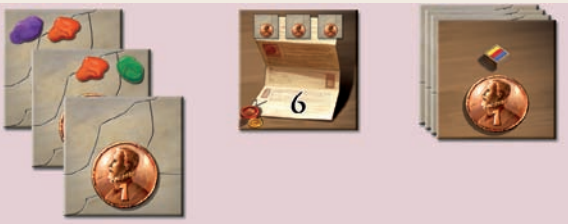
Fulfilling a general request

If a player has at least 3 fresco tiles laid out in front of themselves they are entitled to retrieve 1 request tile "general request" and advance their master painter on the victory point track accordingly. Subsequently they pile any 3 of their fresco tiles on top of each other, flip the request tile over so its back is showing and place it on top of this stack.

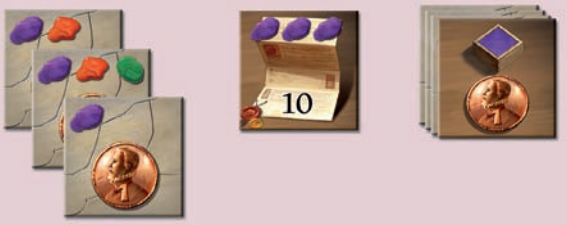
Each request tile is good for 1 Thaler of income and the paint piece shown. A "general request" allows the player to select one paint piece of any basic color each round.

Fulfilling a special request

On many fresco tiles there are orange, green or purple splashes of color to be seen. A player needs any 3 fresco tiles showing the same splash of color on their back in order to fulfill a "special request" of the same color. Follow the same procedure as described above.



Example: The player piles these 3 fresco tiles on top of each other and takes the topmost general request tile. They advance their master painter on the victory point track by 6 spaces, turn the request tile over and place it on top of their freshly compiled stack. From now on they receive 1 Thaler and one paint piece of any basic color each round when income is paid.



Example: The player owns 3 fresco tiles with purple color splashes, so they are entitled to take the purple special request tile worth 10 victory points. They advance their master painter on the victory point track by 10 spaces, turn the request tile over and place it on top of their freshly compiled stack. From now on they receive 1 Thaler and one purple paint piece each round when income is paid.

3 Special blend colors

The fresco turns even more colorful. New paint pieces require even more blended colors. Skillful use of these blended colors will earn the players more victory points.

This module will have an impact on
- **Cathedral: Restore the fresco or altar and**
- **Workshop: Blend paints**

Additional game components

- **7 fresco tiles** – with values between 13 and 24
- **12 paint pieces** – 6 each of pink and brown
- **4 enhanced tables of blending paints** (see back of basic blending tables)
- **1 altar tile**



Changes in set up

The **12 new paint pieces** are placed on the game board along with all other paint pieces. The altar tile is placed on the free space of the altar. Give each player a **blending table.**

Pick the tile **valued 24** out of the **7 new fresco tiles** and place it in the center of the fresco. Randomly remove 7 of the basic fresco tiles from the game, mix the remaining tiles with the 6 remaining new fresco tiles and spread them out on the fresco as described in the basic rules.

Changes in game play

Cathedral: Restore the fresco and altar

If a player wants to restore the altar using blended colors they may replace the colors green, orange and purple by pink or brown in any way they want. Each pink paint piece is worth an additional 3 victory points. Each brown paint piece is worth an additional 5 points!



Example: 9 victory points restoring the altar: 6 VP (basic value) + 3 VP for 1 pink piece.

Workshop: Blend paints

Adding to the blends the players know from the basic game they can now blend purple + red into pink and orange + green into brown. The same apprentice who just blended a certain paint may reuse this paint immediately for a second blend.



21 victory points = 6 VP (basic value) + 3 x 5 VP for 3 brown pieces.

Rules for 2 players (basic game)

Use the same side of the game board as in a 3 player game, using rules (set up) for three players. An imaginary third player is introduced - his name is Leonardo.

Leonardo does not receive any **paint pieces** and is not paid any **income**, but is awarded victory points.

During set up Leonardo is given:

- **3 master painters** and **2 apprentices** of a color not used by the players
- **1 action sheet** – he does not need any further material, like screens etc.

1 of Leonardo's master painters is placed on the **starting space S3, 1 master painter** on a space above the hostel and 1 master painter on the center of the fresco, along with the bishop.

His **action sheet** is placed on the table showing side 1. **1** each of his **apprentices** is placed on the top space of the **market** and **cathedral columns**. This array remains unchanged for the rest of the game.



Give the **Leonardo tile** to the **starting player**. They will play for and act as Leonardo for this game round. The next round Leonardo is played by the other player, alternating between the two players from round to round.

The usual player order applies to Leonardo as well, but there is a difference to the way Leonardo performs his actions:

1. Choosing get up time

When it's Leonardo's turn his current player places his master painter on the desired get up space *(Don't forget: There is no master painter of Leonardo on the mood display!).*

2. Performing actions



Market: Close down market booth

Leonardo **never** buys any paints; instead he closes down any open market booth as chosen by his player.



Cathedral: Restore the fresco

Each round Leonardo restores 1 fresco tile only. His master painter is moved one space up or down or left or right (not diagonally). The master painter must be moved, if this is not possible he jumps to the fresco tile with the lowest value. If there are several tiles with the lowest value it's up to Leonardo's player where he jumps.

Leonardo gains victory points as usual including bonus points from the bishop.

Advance his master painter on the victory point track accordingly. Place the restored fresco tile in front of his action sheet, back side up. Both the bishop and Leonardo's master painter are moved to the freshly restored space of the fresco.

When the players flip their action sheets over Leonardo's action sheet is not flipped, but his apprentice is removed from the cathedral column, he cannot perform this action anymore now.

Final scoring – please don't forget that Leonardo occupies one space on the victory point track!

2 players using modules



Module 1: The portraits

During set up one additional apprentice is placed on the top space of the studio column of Leonardo's action sheet.

When it's Leonardo's turn in the studio, he must paint a portrait, if possible. Remove the card from the game. Leonardo gains any victory points granted by the card.



Module 2: The bishop's request

During set up one additional apprentice is placed on the top space of the workshop column of Leonardo's action sheet.

When it's Leonardo's turn in the workshop, he may fulfill a request of the bishop, provided he meets the necessary prerequisites. Leonardo gains the victory points as shown, but then the respective fresco tiles and the request tile are removed from the game.



Module 3: Special blend colors

There are no special rules for Leonardo for this module.

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