

The Enigma of Leonardo

QUINTIS FONTIS

GAME RULES

“Quintis Fortis” is a new version of the game “The Enigma of Leonardo”.

Game Start

At the beginning of the game place all cards into one deck and shuffle it thoroughly. Each player then receives 6 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.

Playing field

The game is played on a so called field that is created while playing the game – it is a 5x5 square of cards. Players can place cards in the free spaces next to already placed cards, until there are five cards both vertically and horizontally. These form the boundaries of the field. Players may not place more than 5 cards in a row.



Turn Sequence

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

Players must play a card from their hand each turn. They may do it in one of the following ways:

- Place a card on an empty slot. It must be placed next to an already played card (diagonally counts) but cannot leave the boundaries of the field. The player to go first just places a card in the middle of the table.
- Place a card over an existing card. This can be done if the cards (the one on the table and the one being played) have at least one identical symbol.
- Replace one of the cards on the table. This can be done if both cards (the one played and the one being replaced) have an identical symbol.

NOTE! A player cannot play a card with a symbol that is on a card played by a previous player. If the player cannot play a card from his hand without breaking this rule, he skips his turn.

If the player played a card by using the first or second option he draws one card from the deck, so he will have 6 cards again.

If a player created the required combination, he receives a Key at the end of his turn.

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 by playing his card a player gets three identical symbols vertically or horizontally he receives a Key card with that symbol.

To get that Key again, players will now have to put four cards in a row with that symbol. If a Key has already been received twice, then five cards are required to get the Key for the third time.

Players may receive more than one Key on their turn. For example, it is possible to get two rows with different symbols, or a row of four or five identical symbols that now has received yet. Note that a player may get two or three Keys that way.

When receiving a Key, the player places it in front of himself.

Special rules

The game has a special counter-marker "Veto". When playing a card, a player places the marker on that card or any other card. The next player can only play a card, that doesn't have a common symbol with the card under the marker.

The game also uses action cards that don't have symbols. How to play them and their effects are written on the cards. Even when using an action card, the player must still play a normal card like everyone else. Only one action card may be played a turn. The action card once played is removed from the game. When using an action card, a player must take cards from the deck so that he has 6 cards in his hand.

WINNING THE GAME

The game ends when one of the players collects **7 Keys**. He is considered the winner. If no one collects 7 Keys and the last card from the deck is taken, each player plays one last card from his hand, after that the game ends. The winner is the one who collected the most Keys throughout the game. If by chance there is a draw, the winner is decided by the amount of senior Keys. Keys by seniority: 1. Mechanism, 2. Profile, 3. Cathedral, 4. Seagull, 5. Skull, 6. Cat, 7. Cavalryman, 8. Halberd, 9. Flower, 10. Figure, 11. Flow, 12. Eclipse.

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