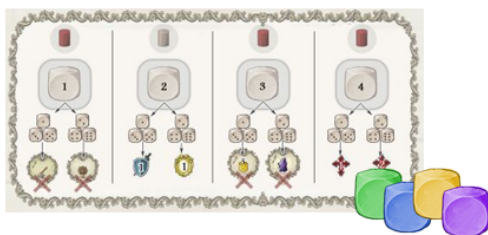




Play against Lorenzo in the color you choose!

Extra material: 4 dice in 4 colours: Purple, blue, yellow and green and the small board provided with this rules.



Arrange the setup in the same way for two players. Place the Lorenzo's discs in its positions and the workers face down (*because Lorenzo's workers doesn't get modified by the roll of the 3 big dice*) in the board in the order that shows. Also, place one excommunication cube in the last tile. Lorenzo will assume the penalization of the last period always.

At the beginning of every round, roll the 4 dice and place them in value order. If there's a tie, you choose which colour goes first.

If the value of the roll **is exactly 14**, Lorenzo will go first if you didn't place one of your workers in the turn order action. If it's the first turn, bad luck!

In player order (*remember, if the roll of Lorenzo was 14 and you didn't place your worker in the turn order action, he goes first*) the players will taking turns placing its workers.

In your turn, perform one action in the same way as you play in normal mode. In the turn of Lorenzo, pick the first dice available (*from left to right*) and roll it. Then, pick one of the workers of him (*the same above the dice*) and

place it taking the **highest** available card that he can get with his worker **in the tower of the color of the dice**. (*If he rolls a 6, he can get the 5, or 3 or 1*) If there's no card available, Lorenzo doesn't get any card. Remember applying any modifier such "*any worker to take blue cards will add +2 to its value*".

After obtaining the card for Lorenzo, in the 1st and 3rd roll, put the dice blocking the harvest/production action or 5 coins/5 servants depending on the value. If it's there already a worker of you, just do nothing. If it's none, the dice remains there for the whole round and will block you the action.

Anytime Lorenzo gets immediate war or faith points, he scores them. If he gets a privilege, he always take the "2 war points" choice. For Lorenzo avoid the rule that the privileges has to be different. Any other immediate benefits (such resources, VP etc) are cancelled.

At the end of the period, Lorenzo scores its faith VP points but he didn't get any malus in any case.

At the end of the game, apply the malus of the last church tile and score him the points obtained in the same way you do.

Have you beat Lorenzo?

This solitaire mode has 2 modes.

- **Normal:** Applying all the rules above
- **Hard:** Apply the rules above BUT anytime Lorenzo gets VP, **he gets the half**, rounded down (*e.g. if he gets a yellow card that gives him 7VP, he gets only 3VP*)
- **Impossible:** Like the hard mode but scoring the whole amount of VP.

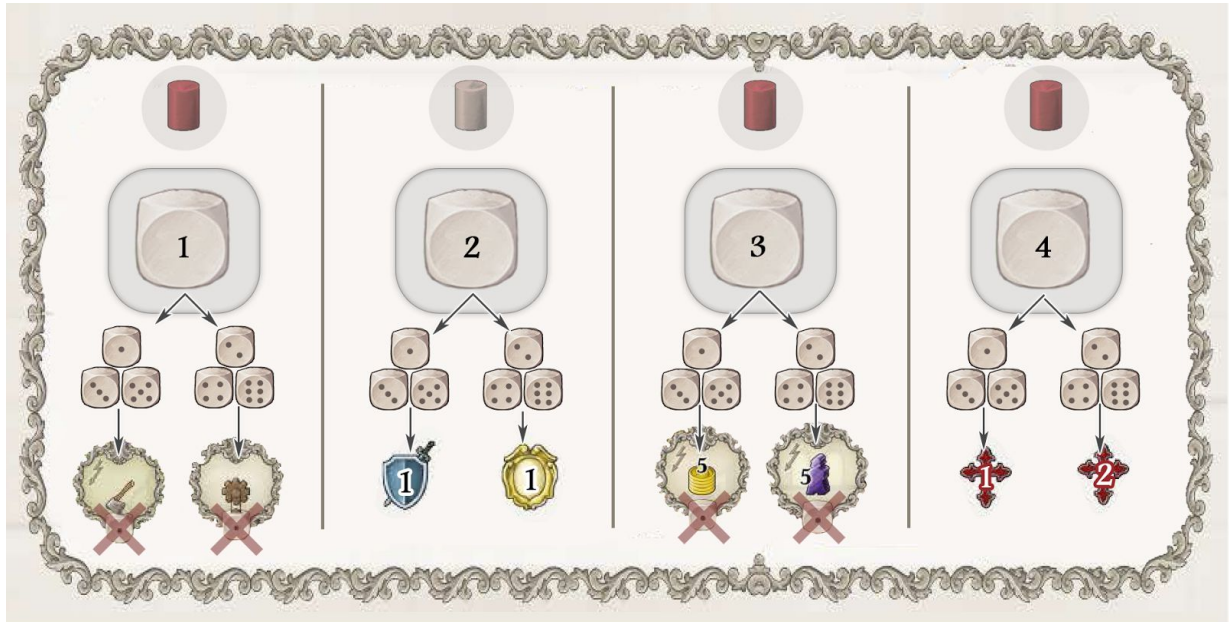
All the graphics used in the board are owned by Cranio Creations.

Thanks to the authors for its permission and Klemens for the help supplied!

Developed by Isra C. and Shei S. from www.llamadice.com

Print this and paste it in cardboard for more rigidity.

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