DUNGEONOLOGY
LEONARDO'S WORKSHOP

A unique opportunity is about to be offered to some promising Scholars of the University of Rocca Civetta. The greatest inventor in the world, Leonardo Da Vinci, known for his extraordinary skills in all the arts and sciences, will hold an internship for the most deserving Scholars of the university, inviting them to spend time with him in his spectacular workshop.
But the gruff old genius won't make life easy for our Scholars; in fact, he likes to put practice before theory, and has prepared a series of terrifying exams which will give participants lots of new knowledge, but – most likely – with lots of broken noses!
So, prepare your Scholars and your notebooks, because you will need to be motivated and focused to earn the training credits offered from the workshop of Leonardo.

The expansion for Dungeonology: the Expedition, Leonardo's Workshop, adds the Zones of Leonardo's Dungeon to the game, which allow you to explore the genius's Florentine laboratory. The main focus of this expansion is the new **Workshop mode**, in which Leonardo will unleash the same Dungeon against the unfortunate Scholars. This rulebook also contains the rules necessary for playing any Dungeonology game in **Team Versus** mode, allowing players to face each other by forming teams.
Once inside the Leonardo mechanical workshop, the Scholars will need to face amazing contraptions and moving rooms as they try to collect the information necessary to obtain credits in the arts and sciences in which Leonardo is master ... but it does not end there!
Leonardo is unwilling to let his secrets out of the laboratory, and by revealingthem, the Scholars will likely infuriate Leonardo, thus forcing him to unleash the fearsome Mechalisa!

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DA VINCIAN CLAN CARDS

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Da Vincian Clan Cards are equivalent to those present in the base game but represent the arts and sciences in which Leonardo is a master. They can be added to the base game Clan Cards in a **Standard game**, but while playing in **Workshop** mode (see page 6) only these Clan cards are used.

A. When performing the **Submit the Thesis** Activity with one of these cards, to be Successful, in addition to having reached the indicated point value as in the standard rules of the game, you must also have achieved a **Star with colored border** as indicated (in point **A** of the image to the right, you must have collected **Civilization** Information Cubes until you reach a Star with a Green border on your Note Board).

B. During the **End of Game Scoring**, if the Scholar has reached **all** the **Stars with colored borders** as shown in point **B**, they also receive the bonus points indicated on the card (these bonus points must be added last in the calculation and are not used in consideration for achieving the value indicated in point A to Successfully Submit the thesis).

TANCREDI AND OTTO

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Tancredi was born in Naples from a family of Traders. He decided not to follow his parent's profession, but instead to apply himself to the study of scientific arts at the workshop of his famous and distant great-uncle, Leonardo da Vinci. He became an apprentice of the old Florentine master, specializing in the field of Architecture. To convince his protégé to complete his studies at the renowned university, Leonardo decided to invite the students of Rocca Civetta to his workshop!

Tancredi is a young inventor who, accompanied by his trusted mechanical companion of his own construction, Otto, joined the ranks of aspiring dungeonologists.

Tancredi can be used in any game of Dungeonology, but when a player decides to use it, the **Mechanical Trick Cards** are added to the deck (see below).

He starts the game in possession of Otto's card and token. Otto's token is placed at the start of the game in the same Zone as Tancredi, and during the game will be able to move between Zones to help his master. **Otto is not a Scholar**, his token does not activate Zone Effects, cannot be targeted or suffer any other effects from the game. When moved, Otto can only move into Zones that are already revealed and linked to the Zone from which it starts (cannot reveal and place new Zones or reveal covered ones in the case of the **Workshop** mode); nevertheless, Otto is never blocked by Doors.

MECHANICAL TRICK CARDS

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The Mechanical Trick Cards allow Scholars to exploit small but ingenious inventions, helping them during their explorations in unexpected and creative ways.

These cards can be freely added to the Trick Card Deck in all Dungeonology games but **must be added** to the deck if a player uses **Tancredi** as a Scholar.
To use the Mechanical Trick Cards, follow these steps before Game Setup:

- Shuffle the 18 Mechanical Trick Cards into the deck.
- Shuffle two Fate Trick Cards with the number 4 (supplied with this expansion) into the deck.
- Shuffle a Fate Trick Card with the number 5 (supplied with this expansion) into the deck.

AUXILIARY EFFECTS OF MECHANICAL TRICK CARDS

(A) Castling N: Once you finish your own Stealth Test and have determined if it is a success or a failure, play this Effect to return a card that you used during the Stealth Test to create your **Bonus Value** (white numbers) or to modify it via **Auxiliary Effects** (Trick cards used to exploit their Main Effect can never be recovered with this Effect). The card that returns to your hand must have a Bonus Value (blank number) equal to or less than the value (N) of this effect:

- **Castling 3:** Retrieve a Trick Card with Bonus Value 3 or lower.
- **Castling 4:** Retrieve a Trick Card with Bonus Value 4 or lower.
- **Castling 5:** Retrieve a Trick Card with Bonus Value 5 or lower.

B) Meshing N (Workshop mode only): play this Effect at any time during your turn to move right or left of a Mobile Zone up to a maximum of "steps" (see Mobile Zones, page 6) equal to the number indicated. All movement must be done in the same direction and can create Impacts (see page 7). If you decide to not use all available steps, the unused steps are lost.

INTERN CARDS

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Add the new "Mec-Student" Intern Card to the Intern Card deck supplied with the base game. The Mec-Student can be obtained by using the effects of the Mechanical Trick Cards.

PANIC CARDS
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There are three new Panic Cards in this expansion:
Earthquake can be added to the Panic Cards provided with the base game and be used in Standard Dungeonology games.
Turbo Mechalisa and *Self Destruct!*, on the other hand, are used exclusively for the Workshop mode (see page 6).

## BOSS CARDS AND NOTE / HOLD CARDS
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Three new Boss Cards containing 5 profiles allow you to add Leonardo and Mechalisa as a Boss in any Dungeonology game.
The Boss profiles in this expansion add some new elements to the game as described as follows:
A. If the Boss Card profile contains a Zone Effect icon, that Effect counts as if it were present in the Zone the Boss Miniature is in and activates before the other Effects of that Zone.
B. The *Pilot Leonardo*, *Jammed Mechalisa*, and *Explosive Mechalisa* profiles use the *Hold Card* of Mechalisa for some of their mechanics. Keep this card next to that of the Boss.
C. The **Researcher Leonardo** profile, instead of applying an Alert Modifier to the Zone it is in, applies a Study Modifier to the Stealth Tests performed for the **Study Action** (not Espionage) of the Scholars who are in his same Zone.
D. The *Researcher Leonardo* profile uses Leonardo's *Note Card* for some of his mechanics. Keep this card next to the Boss card.
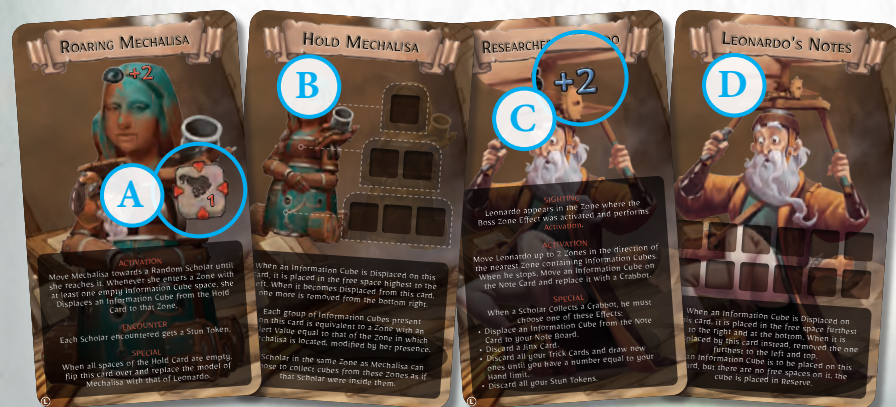
CRABBOT
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These amazing automatons are exploited by some Boss profiles for making Scholar Study actions a real hell; they can also be exploited by Scholars using the advanced Team Versus rule.
Crabbots follow these rules:
• When a Game Effect instructs you to place a Crabbot in a Zone, it is placed in the first empty space for Information Cubes inside it (the empty space furthest to the left); if there are no free spaces, the Crabbot is not placed.
• A Crabbot placed in a Zone is considered an Information Cube and follows its rules until Collected by a Scholar. When a Crabbot is Gathered, it is placed in the Reserve.
• If a Crabbot is to be placed, and there are none available in the Reserve, the current player takes any one of those present in any Zone of the Dungeon and then places it as indicated.

DISPLACING INFORMATION CUBES
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This expansion introduces a new way to interact with Information Cubes: *Displace*.
When an Effect instructs you to Displace an Information Cube, it must be taken from the Zone or Note Board in which it is located and then placed in the first free space (the leftmost empty one) of another Zone, or of a specific card (such as the Note / Hold Cards or Otto's Card).

NEW ZONES
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Leonardo's Dungeon Zones are designed to be played in the Workshop mode, and some of them – the Mobile Zones (see page 6) – are used only in this mode.

The other Zones of Leonardo's Dungeon can instead be used in place of the Faun Dungeon provided in the base box to play a Standard game of Dungeonology following these rules:
• **Zone Stack:** during **Game Setup**, instead of dividing Zones into three Piles, each Floor (I, II and III) is individually mixed and then stacked forming a single Stack with the Floor III Zones placed on the bottom, those of Floor II in the center, and those of Floor I in the upper part of the Stack.
• **Passage Tokens:** during Game Setup, each Scholar will receive 2 Passage Tokens (in a 4-player game), or 3 in the case of games with less than 4 players (see below). These markers will allow you to pass through the many Doors of Leonardo's Dungeon.
• **Floors:** during the game, players will explore the 16 Zones starting from Floor I and going towards Floor III and without any limit to connecting Zones of different Floors (Floor I Zones can be connected to Floor III Zones; the Stairs Effect will not be needed to join different Floors, and the Wall tokens will never be placed between Zones of different Floors).

PASSAGE TOKENS

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If you play a **Standard game** of Dungeonology using Leonardo's Dungeon instead of the Faun Dungeon, during Game Setup each Scholar will receive Passage tokens (as noted above), which use the following rules:

- **Movement:** when a Scholar must move for any reason within an Area that is blocked due to doors (including when the Scholar is in the Starting Zone), he must place one of his Passage tokens to create a link without doors, placing it between the Zone he is in and the one just placed (see example). As per standard rules, after having done so, the Scholar must move to the Zone he placed. When one Scholar has run out of Passage tokens, he must use the rules of doors explained in the base game manual to enter the resulting blocked Zones.
- **Rest:** when a Scholar performs the Rest Activity, he also takes one Passage token from the Reserve, but only if he **does not** have any.

EXAMPLE: USING A PASSAGE

The game has just begun, and Tancredi spends one of his Speed points to place a Zone and move into it. The Zone, however, has two green doors that block entry to that Zone for Scholars who do not have at least one **Civilization** Cube **(A)**. Tancredi has 2 Passage tokens at his disposal and must use one to be able to complete his movement. He decides to place it on the left door of this Zone, thus creating a free passage from doors that will remain in play for the rest of the game **(B)**. He moves his model to the new Zone and completes its movement **(C)**.

He now has only one Passage Token remaining – he'll need to be careful how he will spend it, trying to also exploit those tokens placed by opponents, before being forced to face blocked Doors that require entry to obtain a rare Information Cube.
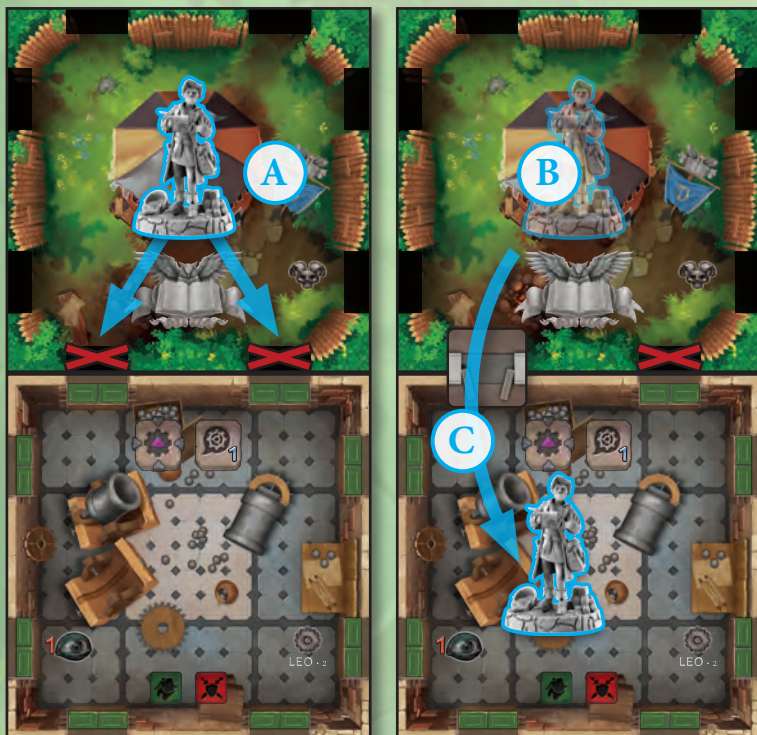
NEW ZONE EFFECTS

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Leonardo's Dungeon Zones contain new Zone Effects. Some of them, where indicated, produce different Effects based on the game being played: **Standard game** or **Workshop** game mode.

Lever (Workshop mode only): during your Movement Phase a Scholar in this Zone may spend N Speed points to move from the Mobile Zone in which it is located by N Zones to the right or left; this can generate an Impact (see page 7).

Master Key (Workshop mode only): the movement of a Scholar exiting this Zone is not blocked by any Doors present in the Zone he wants to enter.

Contraption
- **Standard game:** when a Scholar enters this Zone, they can choose one of the Passage tokens on it for themselves.
- **Workshop:** when a Scholar enters this Zone, they can choose whether to move the Mobile Zone indicated by the right or left colored triangle in the icon; this moves in the direction indicated until an Impact is generated (see page 7).

Trapdoor: a Scholar in this Zone can spend one Speed point during its Movement Phase to move to an already placed Zone that shows the Trapdoor Effect; if he does, he gets a Stun token and his own Movement Phase ends immediately.

Rich Draw N / Poor Draw N: a Scholar who is in this Zone during their End of Turn Phase draws **N** additional Trick Cards or draws **N** fewer Trick Cards.

Genius N: a Scholar who is in this Zone on their End of Turn Phase, before drawing new Trick Cards, draws a number of Trick Cards equal to the value of this effect. After seeing the cards, he decides whether to put them back at the top or at the bottom of the deck, in the order preferred.

Demonstration - ACTION:
- **Standard game:** use your Action to place a Crabbot in a Zone of your choice following the normal rules explained on page 4.
- **Workshop:** sif you have at least two Stars, use your Action to perform the Submit the Thesis Action (see page 8).

Hecatombs: when a Scholar enters this Zone, they Sacrifice all their Students.

WORKSHOP

GAME MODE

In this game mode, Leonardo will lock the Scholars in his workshop filled with pitfalls and mysterious inventions. To escape, the Scholars will need to collect information to prove that they have learned the old master's lessons beforehand by submitting research concerning a Personal Clan Card, and then revealing the secrets of the Clan Card placed on the Campus.

To play a game in **Workshop** mode, complete the Game Setup with the following changes and follow the instructions in the following paragraphs.

GAME SETUP (CHANGES)
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- **Boss:** one of the 5 Boss profiles supplied with this expansion must be used.
- **Panic Card:** secretly select a Panic Card from only *Turbo Mechalisa* or *Self Destruct!*
- **Da Vincian Clan Cards:** use only Da Vincian Clan Cards during the game. When during the Game Setup you are instructed to select a Clan Card, draw one face down as usual and place it on the Campus dashboard. Then, distribute a concealed Personal Clan Card to each player (only he can see it).
- **Mechanical Trick Cards:** add the Mechanical Trick Cards to the deck of Trick Cards, (see page 3).
- **Leonardo's Dungeon Zones:** instead of creating three piles of Zones as described in the game setup of the base game, set up the dungeon as indicated in the box "Set up and Discover the Dungeon".
- **Starting Zones:** when the Game Setup requires you to place models of the Scholars in the Starting Zone, rather, each player Randomizes to determine the Mobile Zone in which to place their Scholar; two or more Scholars can be placed in the same Mobile Zone (see box: Setting up and Discovering the Dungeon).
- **Special Rules:** in a game in **Workshop** mode, the *Rest* Activities, *Submit the Thesis* and the *Scoring* at the end of the game use the rules given in this one section (see page 8) instead of those indicated in the basic game manual.

MOBILE ZONES
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When playing a game in **Workshop** mode, the Scholars start the game at one of these Zones (see above). A Mobile Zone follows these rules:
- **Movement of a Mobile Zone:** various game Effects can move a Mobile Zone a certain number of "steps"; one step is equivalent to moving the Mobile Zone in one direction so that the side where its two passages are present is completely adjacent to the next Zone in that direction.
- **Rotation of a Mobile Zone:** when a Mobile Zone moves past a corner, the side with the two passages must always remain facing the adjacent Zone; rotate the Mobile Zone to allow it.
- **Impact!:** if the movement of a Mobile Zone brings it adjacent to another Mobile Zone, Impact! occurs (see box).
- **Rest and Thesis Submission:** when a Scholar takes a Rest or Submits the Thesis, Randomize and return to the Mobile Zone indicated by the drawn Randomizer card.
- **No Safe Zones:** unlike the base game's Starting Zone, a Mobile Zone is treated like other Zones; it does not protect Scholars within it from any Effect, and they can act freely, use Trick Cards, Skills, Effects, and targeting opponents and Bosses as in a normal Zone.
- **Zone Effects:** all Mobile Zones contain the Lever Zone and Master Key Effects (see page 5).

SET UP AND DISCOVER THE DUNGEON

Leonardo's Dungeon is set up differently than the one provided with the base game. To set up the Dungeon, proceed as follows:
- Divide the Zones by Floor (I, II and III) and shuffle each floor individually.
- Place the four Floor III Zones face down in the center of the table, orienting them freely.
- Place around the Floor III Zones the Floor I and II Zones, alternating them. These Zones must also be placed face down and oriented freely.
- Place the four Mobile Zones as shown in the figure.

During the Movement Phase, a Scholar spends points of his Speed and moves from one Zone to another exactly like in the base game, the only difference being, instead of discovering Zones from a stack of the same Floor, they can reveal a Zone deck adjacent to the Zone in which it is located.
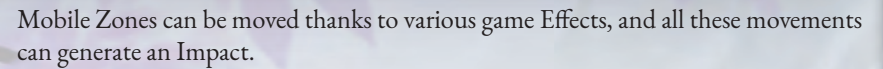
Warning: When a Zone is revealed, the tile must be turned without ever changing the orientation of the arrow above the D which is located on the back of the tile **(A)**. All the Zones of Leonardo's Dungeon contain Doors in all their passages; therefore, it is always good to check if the Scholar has the right Information Cubes to get through a door before moving it.

The **"Master Key"** Zone Effect **(B)** present in the four Mobile Zones allows for Scholars to enter the connected Zones without considering the Doors present in them.

IMPACT!

Mobile Zones can be moved thanks to various game Effects, and all these movements can generate an Impact.

An Impact occurs when a Mobile Zone moves adjacent to another Mobile Zone. When this happens, do the following:

1. The Mobile Zone that caused the Impact stops and all possible remaining movement is lost.

2. The Mobile Zone adjacent to the one that caused the Impact moves by one "step" (a Zone) away from it. If this Mobile Zone is adjacent to another Mobile Zone (different from the one that caused the Impact), or the movement just completed makes it adjacent to a Mobile Zone, it produces another Impact, and starts from point 1.

EXAMPLE: MOBILE ZONES AND IMPACT!

When a Mobile Zone is moved, the minimum movement that is possible for it to take is called a "step" and is equivalent to moving it to the right or left of a Zone **(C)**.

The Mobile Zones must remain with the side with the two passages facing towards the center of the dungeon, so when they go around a corner, they must be rotated 90 degrees **(D)**.

If moving a Mobile Zone brings it adjacent to another Mobile Zone, its movement stops immediately (any remaining steps are lost) and Impact! is generated **(E)**; this also occurs if the Mobile Zone reaches a corner of the dungeon **(F)**.

The Mobile Zone that has been "buffered" by the moving one is moved in the same direction as a step **(G)**; if this movement brings it adjacent to another Mobile Zone, another Impact is generated and the above is repeated.

BOSS MOVEMENT

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In Workshop mode, the game boss can move over unrevealed Zones as if they were revealed; to him all Zones count as face up.
When a Boss moves into an unrevealed Zone it does not reveal it.

REST

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When a Scholar chooses to perform the Rest Activity, he will not be moved to the Start Zone (which is not present in Workshop mode). Instead, that Scholar will Randomize one Mobile Zone, will move inside, and then perform the Rest Activity following the normal rules indicated in the basic game manual.

SUBMIT THE THESIS

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In this mode, it is not possible to choose to use the *Submitting the Thesis* Activity. It is possible to Submit the Thesis only by using the *Demonstration* Zone Effect with his own Action (see page 5). What happens when Submitting the Thesis differs based on whether the personal Clan Card of the player who is Submitting it is Delivered or not. In this mode it is therefore necessary to Submit two Theses! The first, personal, to prove your worth to Leonardo, and the second (on the campus) to end the game.

SUBMITTING THE THESIS

Your Personal Clan Card is NOT Delivered

When you perform the Thesis Submission Activity, and your Personal Clan Card is not yet Delivered, follow these steps:
- Consult the **Personal Clan Card**, being careful not to reveal it to other players.
- Count the points on your Note Board, applying the Modifiers **(A)** indicated on the Personal Clan Card. Do not add or subtract bonus points from sources other than the Note Board in this calculation, such as those indicated on the Intern Cards or Jinx Cards or above the name of the Clan card.

At this point, two things can happen:

SUCCESS!
You have a score equal to or greater than the Thesis Points (B) indicated on the Clan Card, and you have reached the Colored Star indicated (C) with the Information Cubes collected on your Note Board.
Congratulations, you have shown your worth to Leonardo! Proceed by following these steps:
- Reveal your Personal Clan Card to everyone and place it face up in front of you. Your Personal Clan Card is now considered *Delivered.*
- Take a Ranking Token based on how many have already revealed their Personal Clan Card before you (1st token if you are the first to do so, 2nd token if you are the second, etc. ...).
- Randomize a Mobile Zone and move into it.
- Your turn ends.

FAILURE!
You have a score lower than the Thesis Points (B) indicated on the Clan Card, and / or you have not reached the Colored Star indicated (C) with the Information Cubes collected on your Note Board.
You are a donkey! You annoyed Leonardo who immediately flushes you through the hydraulic systems of his workshop!
Follow these points:
- Randomize a Mobile Zone and move inside it.
- Draw a Jinx Card and reveal it immediately.
- Put the Information Cube of greatest value from your Note Board in Reserve (if you have a Caste cube, otherwise, in this order: Riches, or Worship, or Militia or Civilization).
- Your turn ends.

Your Personal Clan Card is Delivered

When you perform the Submitting the Thesis Activity, and your Personal Clan Card is Delivered, follow these steps:
- Consult the **Clan Card** found on the **Campus** being careful not to reveal it to other players.
- Count the points on your Note Board, applying the Modifiers **(A)** indicated on the Clan Card. Do not add or subtract bonus points from sources other than your Note Board in this calculation, such as those indicated on the Intern Cards or Jinx Cards.

At this point, two things can happen:

SUCCESS!
You have a score equal to or greater than the Thesis Points (B) indicated in the Campus Clan Card, and you have reached the Colored Star indicated (C) with the Information Cubes collected on your Note Board.
- Reveal the Clan Card to everyone and place it face up on the Campus.
- Do the scoring (see below) and announce your final score to the other players.
- Remove your Scholar from the game: It no longer participates in the game, and it no longer suffers any Effect of the game.
- Your turn and your game ends.
- Follow the normal Maximum Alert rules of the base game.

FAILURE!
You have a score lower than the Thesis Points (B) indicated on the Campus Clan Card, and / or you have not reached the Colored Star indicated (C) with the Information Cubes collected on your Note Board.
You are a donkey! You annoyed Leonardo who immediately flushes you through the hydraulic systems of his workshop! Follow these points:
- Put the Clan Card back on the Campus, face down, if it was that way when you inspected it.
- Randomize a Mobile Zone and move into it.
- Draw a Jinx Card and reveal it immediately.
- Put the Information Cube of greatest value from your Note Board in Reserve (if you possess a Caste cube, otherwise, in this order: Riches, or Worship, or Militia or Civilization).
- Your turn ends.

SCORING – WORKSHOP MODE

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Any Scholars in the game who managed to Successfully Deliver the Personal Clan Card and Successfully Submit the Thesis for the Campus Clan Card are eligible to win the game; all other Scholars who have not Successfully completed both have lost the game regardless of their accumulated points.

If no one was able to Successfully Submit the Thesis concerning the Clan Card placed on the **Campus** during the game, Leonardo is still somewhat satisfied; those Scholars whose Personal Clan Card is Delivered will be able to participate in the scoring, determining who has the most points.

If no one has Successfully Delivered the Personal Clan Card nor Submitted any Thesis, you all are real **donkeys!** Leonardo throws you out of his workshop on your heads, and you all lose your academic dignity ... and the game.

Once you determine that someone can win the game, each eligible player who participates in the end game scoring calculates their score as follows:
- Add up the points from the **Information Cubes** present on your Note Board; the total obtained from each column is indicated by the number visible above the placed cubes inside it.
- Apply the Modifiers indicated on the **Personal Clan Card** to each single Information Cube in possession.
- Apply the Modifiers indicated in the **Campus Clan Card** to each single Information Cube in possession.
- Adds the bonus points shown on your Ranking token.
- The first Scholar who Submitted the Thesis concerning the **Campus Clan Card** receives 10 bonus points, the second 7, the third 5 and the fourth 3.
- Add all bonus points from the Intern Cards and any other sources (found in game expansions).
- Subtract the penalties of the Jinx Cards from the points.

Draw up the ranking and declare the winner!

In case of a **tie**, the player who has the lowest numbered **Ranking token** wins the game.

TEAM VERSUS

Using these rules, players can split into teams and face each other during their exploration of the Dungeon. With the support of these new companions they are able to develop group tactics to make the most of the unique specialties of each Scholar. **Team Versus** can be played in any match of the game, regardless of the Dungeon used; to do this in **Workshop** mode, specific rules are indicated at the end of this chapter.

GAME SETUP (CHANGES)
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Perform normal Game Setup except for the following:
- **Participants:** a Team Versus match must utilize 4 Scholars or, if you own the Erasmus expansion and wish to do so, 6 Scholars.
- **Teams:** divide the participants into two teams made up of the same number of players. The players must sit at the table so that the Scholars of the different teams alternate. In 6-player games it is possible to play in two teams of 3 Students or in 3 teams of 2 Students.
- **Panic Card:** do not select the Panic Card. In Team Versus mode, you do not use the Maximum Alert rules.

SPECIAL RULES
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The following special rules apply during **Team Versus** matches.

PLAYING TRICK CARDS
When a player must apply the Effects of a Trick Card, he can freely decide that such Effects do not affect the Scholars of his own team.

STEALTH TESTS
The Stealth Tests work just like in the base game, with the only difference being the members of the team will need to try to positively modify the Stealth Value of teammates, instead of raising the Zone Alert Value.

EXALTED AND HARMONY
In **Team Versus** mode, Scholars have the incentive to become supportive in a different way than in a standard game, supporting themselves as a team rather than as individuals. Furthermore, when a team is banded together, the opposing teams becomes close-knit, and provides a new status that allows Scholars and teammates to collaborate to better face their opponents.

Exalted: when a Scholar of a team earns a Star, calculate the total of the Stars owned by the entire team, and by all other teams. **The Scholars of the teams that do not have the highest number of combined Stars become Exalted** (if not yet). Their Scholar Cards are turned over and their players use the new values and skills shown on them. One Exalted team remains in this status until it becomes the team that has the most Stars (or one of the teams that have the greatest number of Stars).

Harmony: when one of the teams is Exalted, the other teams become *Close-knit*. A Close-knit team works together best. Each Scholar on a close-knit team obtains the following skills:
- At the beginning of their Turn, the Scholar can Displace (see page 4) an Information Cube from his Note Board to that of another Scholar on his team.
- When the Scholar Collects Information Cubes, instead of placing them on his own Note Board, he can distribute them to any of his team's Note Boards (including his own) as preferred.

KNOWLEDGE TOKEN AND CLAN CARD
Once a Scholar on a team gains the Knowledge Token, he can examine the Campus Clan Card. However, he may not reveal the contents of the Clan Card to any of his teammates (unless they too have earned the Knowledge Token).

MAXIMUM ALERT AND END GAME
There is no **Maximum Alert** in a **Team Versus** game.
The game enters its final phase, or ends, due to one of these three events:
- **The first Thesis is Successfully Submitted:** the Scholar who has Submitted the Thesis Successfully is removed from the game, no longer joins the game, and no longer is considered by any game effect. The game continues for all other Scholars. When the removed player's turn should begin, he takes an Omega Student from the Reserve, or – if none are available – he takes it from the University. The player places the Omega Student on an empty space of the Alert Card; if there are no free spaces on the Alert Card, this triggers the last turn of game and then you move on to the End Game Scoring.
- **An Omega Student is drawn and there are no more free places to place it on the Alert Card:** the game ends at the beginning of the current player's next turn, then, players move on to the End Game Scoring.
- In the rare event that there are no more Information Cubes available in the Dungeon and no new Zones can be placed: the game ends immediately, and you go to the End Game Scoring.

SCORING – TEAM VERSUS MODE
Normally, only the Scholars who Successfully Submitted the Thesis may participate in the End Game Scoring; if only one of the teams has a Scholar who successfully Submitted the Thesis, then that team automatically wins the game!

If no Scholar was able to Successfully Submit the Thesis during the game, the University faculty can still be pleased; all Scholars will then be able to participate in the End Game Scoring.

Each player calculates the points obtained as follows:
- Add up the points of the **Information Cubes** on the Note Boards; the total obtained from each column is indicated by the number visible above the cubes placed within them.
- Add the Modifiers indicated in the **Clan Card** to each individual Information Cube in your possession.
- Add the bonuses given by the **Intern Cards** and any other sources (featured in the game's expansions).
- Subtract the penalties from the **Jinx Cards**.

At this point, each team calculates the total of their points as follows:
- Each team adds up the points earned by all its Scholars.
- The team that had a Scholar Successfully Submit the first Thesis of the game receives 10 bonus points for his team. The team that had a Scholar Successfully Submit the Thesis **after** the first team receives 7 bonus points. If there are three teams playing the game, the team that had a Scholar Successfully Submit the Thesis **after the other two teams**, receives 5 bonus points. Note that the same team may only obtain one of these bonuses (the highest bonus they achieve). So, for example, if the same team Submitted the first and second Theses of the game, that team only receives 10 points, not 17.

Draw up the ranking and declare the winning team!

In the event of a **tie**, follow these criteria in the sequence shown to determine the winner:
1. The team whose Thesis was Submitted before the other tied team wins.
2. The team with the highest number of Students at the end of the game wins.
3. The team with the youngest player wins.

END OF GAME

There is no **Maximum Alert** in a **Team Versus** game.

The game enters its final phase, or ends, due to one of these three events:

- **The first Successfully Submitted Thesis with respect to the Campus Clan Card:** the Scholar who has Submitted the Thesis Successfully is removed from the game, no longer joins the game, and no longer is considered by any game effect. The game continues for all other Scholars. When the removed player's turn should begin, he takes an Omega Student from the Reserve, or, if none are available, he takes it from the University. The player places the Omega Student on an empty space of the Alert Card; if there are no free spaces on the Alert Card, this triggers the last turn of game and then you move on to the End Game Scoring.
- An Omega Student is drawn and there are no more free places to place it on the Alert Card: the game ends at the beginning of the current player's next turn, then, players move on to the End Game Scoring.
- In the rare event that there are no more Information Cubes available in the Dungeon and no new Zones can be placed: the game ends immediately, and you go to the End Game Scoring.

SCORING — TEAM WORKSHOP MODE

Normally, only the Scholars who Successfully Delivered the Personal Clan Card and Successfully Submitted the Thesis (on the Campus Card) may participate in the scoring; if only one of the teams has a Scholar who successfully Delivered and Submitted both, then that team automatically **wins the game!**

If no Scholar was able to Successfully Submit the Thesis concerning the Campus Clan Card, Leonardo will still be satisfied; Scholars whose Personal Clan Card is Delivered will be able to participate in the scoring.

If no Scholar has successfully Delivered the Personal Clan Card, you are real donkeys! Leonardo throws you out of his workshop on your heads, and you all lose your academic dignity... and the game.

Each player participating in the scoring calculates his score as follows:
- Add up the points of the **Information Cubes** on the Note Boards; the total obtained from each column is indicated by the number visible above the cubes placed within them.
- Apply the Modifiers indicated in the **Personal Clan Card** to each individual Information Cube in your possession.
- Apply the Modifiers indicated in the **Campus Clan Card** to each individual Information Cube in your possession.
- Add the bonus points indicated on his **Ranking token**.
- Add bonus points from the **Intern Cards** and any other sources (featured in the game's expansions).
- Subtract the penalties of the **Jinx Cards** from the points.

At this point each team calculates the total of their points as follows:
- Each team adds up the points earned by all its Participating Scholars to the Scoring.
- The team that had a Scholar Successfully Submit the first Thesis of the game receives 10 bonus points for his team. The team that had a Scholar Successfully Submit the Thesis **after** the first team receives 7 bonus points. If there are three teams playing the game, the team that had a Scholar Successfully Submit the Thesis **after the other two teams**, receives 5 bonus points. Note that the same team may only obtain one of these bonuses (the highest bonus they achieve). So, for example, if the same team Submitted the first and second Theses of the game, that team only receives 10 points, not 17.

Draw up the ranking and declare the winning team!

In case of a **tie**, the player who has the lowest numbered Ranking token wins the game.

WORKSHOP TEAM VERSUS

SPECIAL RULES
FOR WORKSHOP MODE IN TEAM

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The following special rules apply during Team Versus matches using the Leonardo's Workshop mode described in this manual.

KNOWLEDGE TOKEN AND PERSONAL CLAN CARD

In addition to what is explained in the *Knowledge Token* and *Clan Card* paragraph in the Team Versus mode rules, a Scholar cannot reveal the contents of their Personal Clan Card until their Thesis is Successfully **Submitted** (see p. 8). Nonetheless, a Scholar who has obtained the Knowledge Token, as well as being able to inspect the Campus Card Clan, can also inspect the Personal Clan Cards of all his teammates.

CREDITS

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LUDUS MAGNUS
STUDIO