

A PIACERE RULES

As a composer in the classical era of Mozart and Beethoven, you perform, teach, compose and travel to royal events. Influence your own reputation and that of your rivals on your path towards fulfilling your legacies and becoming a famed musician.

GAME COMPONENTS

Game Board (3x A4, foldable)
5 default Player Boards (28x17 cm)
5 white city dice, 1 red variety die
9 draw variety tiles (square, double sided; -3, -2, -1, 0, +1)
1 first player piece & 1 turn piece (standing, hourglass)
8 instrument tiles (blue, square; violin, cello, harp, etc.)
6 royal event tiles (black, square, one for each city)
7 legacy tiles (black, rectangular)
40 gold coins, 40 silver coins

Per player:

7 player cubes in five player colors
15 instrument type tiles (woodwinds, brass, strings)
10 round red & 10 round black progress tokens (1&2)
5 exception reference sheets/do-good cards double sided
5x 25+ white keys & 5x 36+ black keys (rarely used)

Game Setup and Card Overview (2 pages), Character Boards, Rules and Setup (4 pages), Game Rules (4 pages)

Cards:

24 level 1 Compose cards (blue)
19 level 2 Compose cards (blue)
11 level 3 Compose cards (blue)
25 level 1 Perform/Teach (yellow) & Tell Tale cards (red)
21 level 2 Perform/Teach (yellow) & Tell Tale cards (red)
14 level 3 Perform/Teach (yellow) & Tell Tale cards (red)

For Advanced Players:

12 Character Game Boards
9 Write Study Book cards
11 Guitar cards
2 sets of 8 Treatise cards, two theorist reference sheets, 2x 2 Treatise covers, two theorist dice
2 sets of 10 Patent cards, 5 factory boards, 1 Invest (7) (small) piece, 6 double-sided (red and white) city tiles
6 character specific bonus/cover tiles

For Solo Mode:

Solo Components are separately mentioned in Solo Rules.

GAME SETUP

The setup is explained on the separate Game Setup sheet.

GAME FLOW

GAME ROUNDS

The game consists of sixteen (numbered I to XVI) rounds. Every round, all players play their turns clockwise. The player who most recently played an instrument starts.

PLAYER TURNS

At the start of your turn, place all top cards face up.

Your turn consists of six phases. These are on your player board and have to be played in that exact order. At the top are the name and description of that action.

These phases are: (optionally) moving, (optionally) changing house, paying rent, drawing cards, playing cards and keeping cards. These are described in detail on the next pages.

ROYAL EVENTS

After every four rounds a royal event  is scored in that city.

Every (not banned) player in that city scores the amount of white keys below the event tile on the board. Of these players, the player with the most white keys gets the tile.

If equal on white keys, the highest amount of black keys is decisive. If still equal, the player to start the previous round last wins the tile and keeps it for the remainder of the game. (See last page of this document for more explanation)

AFTER EVERY ROYAL EVENT

1. Place a new royal tile on the next Royal event field.
2. Move *draw variety tiles* to the left or right based on the outcome of the dice roll (and from Vienna to Paris).
3. Move the rounds marker to the next numbered round.
4. The player with the most points (total white and black keys; if equal: last player to play previous round) starts this round and gets the start player marker; other players follow in clockwise order.

END OF GAME / OBJECTIVE

The game ends after the fourth and final royal event.

Wait with your legacy tile reveal until all players announce they don't have "Sincerest form of Flattery".

The player with the most black and white keys (don't forget to score cards in progress here) and points from both your personal and overall legacy tiles (don't score on game board) wins the game. In case of a tied score, the player to start the final round later wins the tie.

Whenever a player reaches more than 36 black keys or 25 white keys, they get the respective 36 or 25 point piece.

All further examples use the default boards. When playing with the character boards, also use the Character Rules.

1. MOVE

You may move to a different city. If so, choose one of the three options on your player board and pay the required florins.

Before you move, discard all *Perform* and *Teach* cards in your hand. Moving also discards any of your *Perform* and *Teach* cards that haven't been finished (with a 1 or 2 progress marker on them, see next page "5C Progress Markers"). See example 1.

A player may not move back to a city in the same turn. For example moving from Paris to Troyes, and back to Paris.

2. HOUSING

Choose your housing for this turn. See example 2.

The black circles with numbers 1 to 3 determine the number of actions as explained in "5. Play Cards" on the next page.

The black rectangles numbers 2 to 5 are the number of cards you can keep in your hand at the end of your turn, explained in "6. Keep Cards" on the next page.

Becoming homeless results in half pay from any yellow (Perform and Teach) cards; rounded up, so half of 50 is 30.

3. PAY RENT

The rent depends on the city and the type of housing, and is indicated by the golden shield next to the city. If you can't afford the rent, change your housing to any you can afford. See example 3.

Tip for first time players: don't become homeless!

4. DRAW CARDS

At the start of every players' turn, place the top card of all card stacks face up. Draw the number of cards for your city. You are allowed to look at cards when you draw them; based on this you can decide from which stack to continue drawing.

The draw variety tiles (-3, -2, -1, +0 and +1) only affect the number of draws of a city, not the draws depending on the proximity or presence of other players.

Depending on the proximity or presence of other players you may keep or draw more cards. See example 4.

"Take" on a player board means you can only draw that color card if it is face up. You have to declare which card you are using as a "take", and it can only be the face up card on a pile.

"Draw" on a player board means you can draw an extra card from any stack; you decide when to use this while drawing.

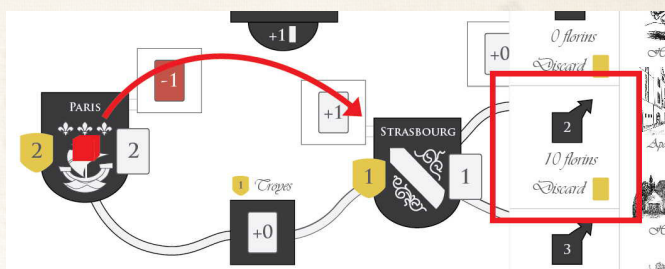
The draw variety tiles (-3, -2, -1, 0, +1) never result in having to discard cards (no negative draw).

CARD STACKS

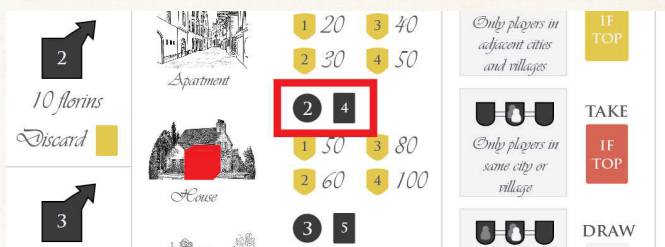
Each card stack has its own draw stack and discard pile. Whenever a draw stack runs out, shuffle **only that discard pile** immediately and place the stack face down so a player can continue drawing. See example 5.

By **advancing** on the black and/or white piano keys you unlock the level 2 and 3 stacks of cards. Only the players who passed that marker have access to higher cards. These cards also require one draw per card, but require two or three actions.

Only one of your cubes (white or black keys) has to pass the advance markers.



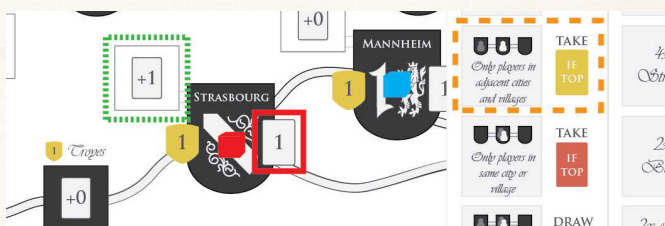
Example 1: You move from Paris to Strasbourg. You discard Perform and/or Teach cards and pay 10 florins.



Example 2: You choose a house for this turn and mark it with your player cube. You can do two actions and keep four cards (further explained in "6 Keep Cards").



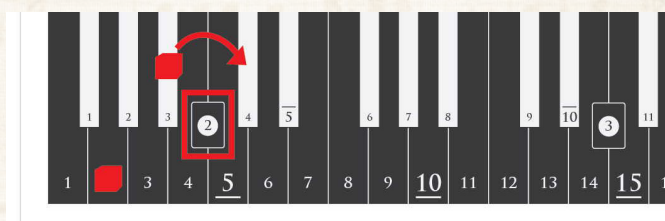
Example 3: You live in a house in Strasbourg, with a golden shield numbered 1, you pay 50 florins this turn.



Example 4: You live in Strasbourg, Blue lives in Mannheim. Because Blue is next to you, you may draw a face up yellow card (orange dashed rectangle). You may also draw one card (red rectangle) and one card for the draw variety tile (green dotted rectangle).



Example 5: On drawing the above mentioned two cards, the compose level 1 stack has no more cards. Shuffle the discard pile (green dotted rectangle); don't place the top card face up if you continue drawing from this stack.



Example 6: You pass the 2 marker (red rectangle) on the white keys. Add both level 2 stacks of cards. You may also draw from these stacks during your next turn.

5. PLAY CARDS

You may play as many cards in front of you as your housing allows. Playing a card costs the number of action points in the top right corner, see example 7.

5A TEACHING, PERFORMING & COMPOSING

Teach gives you florins (the game's currency, gold is 50 florins, silver is 10 florins). Higher level teaching cards score white keys as well. *Perform* scores white keys and gives you florins. *Compose* scores black keys.

You can make one chain of cards at a time to gain one of the four bonus types. For more about Chains, see next page.

Variation cards from the *Compose* stack of level 1 and 2 only copy the same level or multiple lower level cards and only work on cards in a chain. See example 12.

Teach and Perform cards level 2 and 3 are only scored and paid out when finished.

5B TELL TALE & DO GOOD

There are three different *Tell Tale* cards (attacking) and one type of *Do Good* card (defensive); see examples 8, 9 and 10.

If you are not the (tied) leading player (white + black keys), you get one free Tell Tale or Do Good action point this turn.

The three different **Tell Tale** cards are *Ban*, *Take* and *Draw*. *Ban* bans a player from a city you choose. *Take* steals a *Perform* or *Teach* card from opponent of your choice if in the same city; if not in the same city, your opponent has to discard a *Perform* or *Teach* card before being able to play these again. *Draw* reduces the number of cards the opponent may draw.

Do Good cards can be played to remove *Tell Tale* cards right away, as a shield to block them when they are played on you later, or to remove a *Tell Tale* later. When removing or blocking, discard all cards involved to their respective discard piles.

The back of the reference card has a Do-Good card which can be used in any turn, but requires two actions to clear 1.

Tell Tale and *Do Good* cards can only be played in your own turn, *Do Good* cards can't be played on an opponent.

Up to three interactive cards can be active in front of you. When an opponent already has three cards on them, choose which Tell Tale card to replace or which Do Good to discard.

5C PROGRESS MARKERS

Level 2 and 3 cards can be played over multiple turns, use the black 1 or 2 markers to indicate progress (see example 12:4). Up to three cards can be stacked under a marker. You may ask your opponent to reveal cards of their stack.

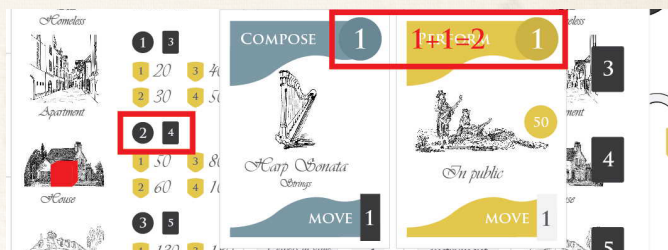
Tell Tale & Do Good cards are only active when fully played and only lose their effect when fully diminished, use the red progress markers to show partially diminished cards.

6. KEEP CARDS

After playing cards, you can only hold as many cards as your housing allows. All played and discarded cards end up face up on their own discard piles (see example 11).

A discard pile is shuffled when its draw stack runs out of cards (so it can be shuffled during a player's turn).

The discard piles may be searched to count cards or check which cards have been played.



CHAINS & BONUS TILES

You can earn bonus tiles by creating **one** chain of composing cards (see example 12). This can be from the same **instrument type** or the same **instrument**. Piano has no bonus tile and does not count for any instrument type.

When you **unlock** a tile, you instantly receive extra black key(s) for that Compose card and any future Compose card of that type or instrument (including the one to unlock the tile). You may keep cards of a just completed chain to complete another still possible chain (see example 12:2).

A chain is **broken** whenever you (partly) play a compose card that does not suit the chain. If so, discard all cards from that chain (you can keep cards in your hand that suit this chain). You can only build a chain of your not-unlocked-instrument-type bonuses, or instrument-specific bonus not unlocked by yourself or another player.

You can only have one active instrument specific bonus, but can swap tiles once meeting requirements for another instrument specific tile if that tile is still available. Put the discarded bonus tile back in the pile.

ROYAL EVENT TILES

After every four rounds there is a royal event. This is a separate round where no actions are played; no moving, housing change, rent, draws, play cards and hand limits are handled. Every player who is at the city of the royal tile gets the amount of white keys below the royal venue tile (see example 13).

The player who is in the royal event city and has the highest number of white keys, wins the tile and keeps it for the entire game. If multiple players are on an equal highest number of white keys, the player among them with the highest number of black keys wins; if equal, the player who started the previous round last wins.

Being banned excludes you from scoring any white keys and getting the royal event tile, even if you are still there.

Royal bonuses only count for that specific city and only for the player holding the tile. [2] rent means that you pay rent of a golden shield [2] city (On Salzburg you're paying the rent you would normally pay in Mannheim). Draw bonuses from royal bonus tiles are not affected by negative *draw variety* tiles.

GAME END & SCORING

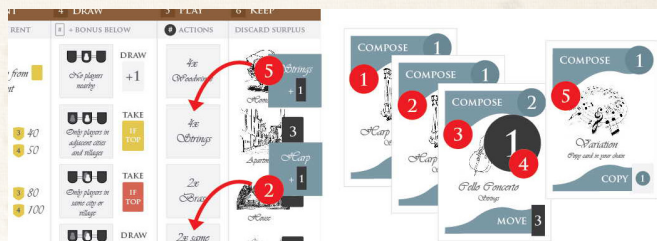
The game ends after the fourth royal event is played.

If you have “Sincerest form of Flattery”, choose the legacy tile of an opponent before anyone reveals their legacy tiles.

Performing, teaching and composing cards that have progress markers on them will be scored for the part they have progressed; half, third or two third (rounded half up, so 2.5 keys becomes 3 keys, 2.4 keys becomes 2 keys). This includes bonuses from chains or bonus tiles, if applicable.

You add up the number of black keys, white keys, both your own legacy tile and the overall legacy tile (see example 14, or the back of the “Character Boards” rules for examples of other legacy tiles). The player with the most points is the winner; in case of a tie, the player to start the final round earlier wins.

For the legacy tile “In Equal Measure”, having only one cube on its second run does not count. If multiple players end on equal differences, this also counts as closest.



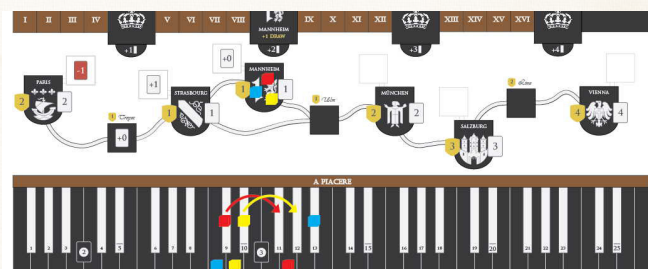
Example 12: 1) You play a Harp Sonata. Score one black key. Because you don't have bonus tiles yet for Strings or the “2x same instrument” for Harp, you build a chain.

2) You play another Harp Sonata. Score one black key. If the Harp bonus tile is available you may take this tile, then instantly score this. You may choose to keep the current chain because you can still unlock “4x Strings”.

3) You play a Cello Concerto (level 2 or 3 counts as one card in a chain). You continue your chain and need one more card. In this example it's assumed you live in an apartment, so you can only do one action. Mark the card with a black 1 progress circle.

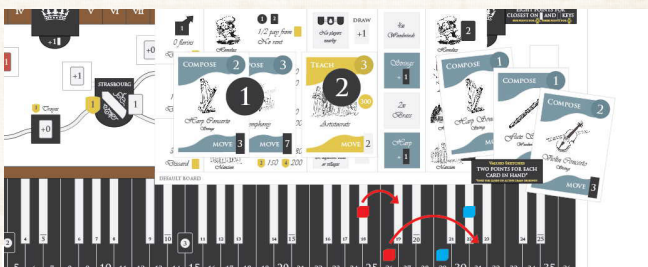
4) You perform another action to finish the Cello Concerto to be able to continue your chain.

5) You play Variation 1 to copy a Harp Sonata (you can only copy level 1 cards) from your chain and score another two black keys, you unlock the 4x Strings and get another black key. Discard all chained cards, since you can't use them to unlock other bonus tiles.



Example 13: You, Blue and Yellow are all in Mannheim. You and Yellow both score the two white keys. Since Blue is banned from Mannheim (per example 10), he does not score the two white keys.

Yellow has the most white keys out of the players still competing for the tile, so Yellow gets the tile. They will have an extra draw for the remainder of the game in Mannheim (also not affected by the draw variety tiles).



Example 14: The scoring for you (red):

Teaching 3; $2/3 \times 2$ white keys = 1.3 = 1 white key

Harp Concerto: $1/2 \times 3 + 1 + 1$ black keys = 2.5 = 3 black keys

Symphony: $1/3 \times 7$ black keys = 2.33 = 2 black keys

Total keys: 19 white keys, 31 black keys

Overall legacy: 3 points for being within 5 keys, as Blue takes closest

Personal legacy: 4 points for having two cards on bonuses
19 + 31 + 3 + 4 = 57 points