



LEONARDO DA VINCI

FAQ – Frequently Asked Questions

Compiled by Acchittocca & daVinci Games - updated 08 Feb. 2007

Q1. At the end of the eighth turn, are new inventions turned up to replace the ones just realized?

A. No. At the end of the eighth turn no new inventions are revealed. At the beginning of the ninth turn there might be fewer inventions than in earlier turns.

The last inventions are drawn, if necessary, at the end of the seventh turn.

(Page 7, Paragraph 10.)

Q2. Is it possible to start new inventions on the eighth and ninth turn? Or can I only finish the ones that I already started in an earlier turn?

A. You can start new inventions.

(Page 7, Paragraph 10.)

Q3. If I choose “Move an apprentice” action at the Council, can I move an apprentice from the Council? Can I move an apprentice from another area to the Council?

A. With this action you may **never** move an apprentice **to** the Council.

Moving an apprentice **from** the Council depends if you are playing with the standard rule or using the *Codex Leonardi – I Variant*:

- in the former case, one of your apprentices can be moved from the Council to any other area;
- in the latter case, you can only move from area B-H to area B-H. If you are moving another player’s apprentice, you can’t move to an area where he has already the majority.

(Page 5, Paragraph 8; Page 7, CODEX LEONARDI-I)

Q4. May I add components underneath a laboratory that is working on an invention?

A. No.

(Page 3, 4, Paragraph 6.)

Q5. If I put underneath a Laboratory some components to start an invention, can I later on declare that I have finished a different invention, provided that I have the components under my Lab, even if together with other unnecessary ones?

For instance, I put a wood and a rope under my Lab to realize the “Underwater tank”. If my work-counter is standing at least on the 4, can I declare that I have realized the “Secured pulley” (requiring only wood and no rope) discarding the exceeding rope?

A. Nope. You can only declare as finished the inventions for which you have the exact components (not less, not more) shown on the card.

(Page 3, Paragraph 6; Page 6, Paragraph 9.)

Q6. If I have started an invention in one of my Lab but the work-counter is still at zero (I haven’t actually worked there yet) and I haven’t placed any men there, may I acquire from the Workshop the possibility of upgrading the Lab or a mechanical man?

A. No. The Laboratory is still considered employed and cannot be upgraded.

(Page 6, Paragraph 8.)

Q7. Can I move a mechanical man from one laboratory to another?

A. No. The mechanical man is installed as soon as it is bought, and cannot be moved for the rest of the game.
(Page 6, Paragraph 8.)

Q8. Is it possible to buy a mechanical man and install it in a Laboratory at a later time?

A. No.
(Page 6, Paragraph 8.)

Q9. During the expert set-up, with 4 or 5 players, I have 3 favors. Can I take a second laboratory, upgrade it on the 6-space side and install in it a mechanical man?

A. No. All these three choices, although apparently different, belong to the same typology (letter “D” in the rules). You can’t choose three time a favor belonging to the same typology.
(Page 8, Appendix.)

Q10. Shall I apply the 2-weeks bonus provided by invention cards each time I work in a laboratory or only once at the end of the realization of the invention?

A. Just once, at the end of the realization.
(Page 6, Paragraph 9.)

Q11. What is the use of the Lord of the City?

A. The Lord of the City is moved from area to area when you are resolving them, in alphabetical order. At the start of the turn, place the Lord of the City on area A (Council): resolve it, then move to area B, and so on. After some games, you could probably do without the Lord of the City.

There was a paging error in the English rules, for which an errata follows:

Page 4, last two lines:

Once all players have finished placing their workers, it is time to resolve each area of the city and all the laboratories. First, resolve city areas in order (A through H). Then each laboratory conducts research for the turn.

Please read as follows:

Once all players have finished placing their workers, it is time to resolve each area of the city and all the laboratories. First, resolve city areas in order (A through H – use the Lord of the City to show all players which area is being resolved). Then each laboratory conducts research for the turn.

(Page 4, Paragraph 8.)

Q12. Does the mechanical man only deliver its 2-weeks work if there is at least an apprentice or the master in his laboratory?

A. No, the mechanical man always delivers its 2 points, provided the laboratory is working on an invention.
(Page 6, Paragraph 8.)

Q13. I am working on an invention in my 3-space laboratory. I can’t use the Workshop to upgrade it on the 5-space side, nor install here a mechanical man. Can I take from the Workshop my second laboratory, though?

A. Of course. Each laboratory is considered and resolved separately.

Q14. What happens if more than one player complete more than one invention during the same turn?

A. Everything is resolved starting with the player holding Leonardo and proceeding clockwise. Players get their money for the first invention; then, the first auction starts, and so on. If the player holding Leonardo is involved in more than one auction, he chooses the order of the auctions; if he is not (or no longer) then the first player in clockwise order chooses, and so on.

Q15. Can you start working on an invention that has already been completed by another player?

A. No.

Qxx. The author of the game is listed as “Acchittocca”: what does that mean? Is it a pseudonym?

A. “Acchittocca” is a pseudonym of a group of four Italian designers: Flaminia Brasini, Virginio Gigli, Stefano Luperto and Antonio Tinto.

