



# Lutnier

THE ART *of* THE INSTRUMENT

## THE REHEARSAL

*A guided first round for new players*

*Solo Rules on pg. 15*



# The Rehearsal

Welcome to *The Rehearsal*, a guided first-round of *Luthier*. *The Rehearsal* helps you teach the game to your friends through step-by-step turns and decision-making. It was written to benefit players unfamiliar with heavier, more strategy-focused games but also streamline teaching the game to veteran players who have not read the rules. It requires a specific setup, detailed in the following pages.

While *The Rehearsal* is largely self-contained, use it in conjunction with and reference to the core rulebook for later rounds. We recommend one person who has already read the core rulebook conduct *The Rehearsal* by narrating the steps to help others learn. The conductor can use the baton to help identify locations and explain iconography throughout this guided round.



Find the Solo Rules on pg. 15



# Game Setup

Follow the normal game setup instructions from the core rulebook (p. 4) but use these specific cards, in the order shown, to fill the card slots for patrons, instrument cards, performances, repairs, and public awards:



La Guerre - Ludwig II - Paganini - Tchaikovsky



Baroque Guitar - Bassoon - Double Bass - Harpsichord



P7 - P12 - P5 - P1



R11 - R23 - R15 - R1



A8 - A4 - A3 - A7

**Conductor!** These callout boxes are for you to read to yourself. Everything else should be read aloud.

Set up the players as directed:

## Player 1: Blue

1. Place the Broadwood family portrait tile on the luthier space and take 1 animal, 1 wood, 1 metal from the supply and place them in your storage. Take 5 money from the supply.
2. Place your patron, Pachelbel (pronounced paa-kuhl-bel), on the right-most patron space and take two apprentices from the market, since your luthier ability doubles the usual patron placement bonus for your starting patron.
3. Advance one space on the Performance Track on the main board. This will allow you to re-roll one die each time you perform.
4. Place a Cello instrument card next to your workshop board. Normally this would be kept private in your hand.

*John Broadwood was an English piano-maker during the Classical era who famously gifted an instrument to Beethoven. Johann Pachelbel was a Baroque composer best known for his Canon in D.*

## Player 3: Green

1. Place the Érard family portrait tile on the luthier space and take 1 animal, 1 wood, 1 metal from the supply and place them in your storage. Take 2 inspiration from the supply.
2. Claim your #2 worker to your family as per your luthier's ability.
3. Place your patron, Waldstein, on the middle patron space and take the bonus free metal cube from the supply and place it in your storage.
4. Place a Viola instrument card next to your workshop board. Normally this would be kept private in your hand.

The Rehearsal was written for 4 players to effectively demonstrate as many of the rules and mechanics as possible, although it omits personal goals to reduce complexity. If you have fewer players, the conductor can pilot the actions for player 1 and 2. With 3 players, include all 4 repairs and performances for the first round, but only include 4 royal patrons and special worker cards and 3 awards, as normal for a 3 player game.





Finishing Bench

## Player 2: Red

1. Place the Amati family portrait tile on the luthier space and take 20 money from the supply.
2. Place your patron, Chopin (pronounced show-pain), on the middle patron space and take a free metal cube from the supply and place it in your storage.
3. Advance one space on the Reputation Track on the main board and take the bonus of 1 apprentice from the market.
4. Using your luthier ability, go to market and buy 1 animal, 3 wood. Pay 11 money, since animal costs 2 and wood costs 3 this round.



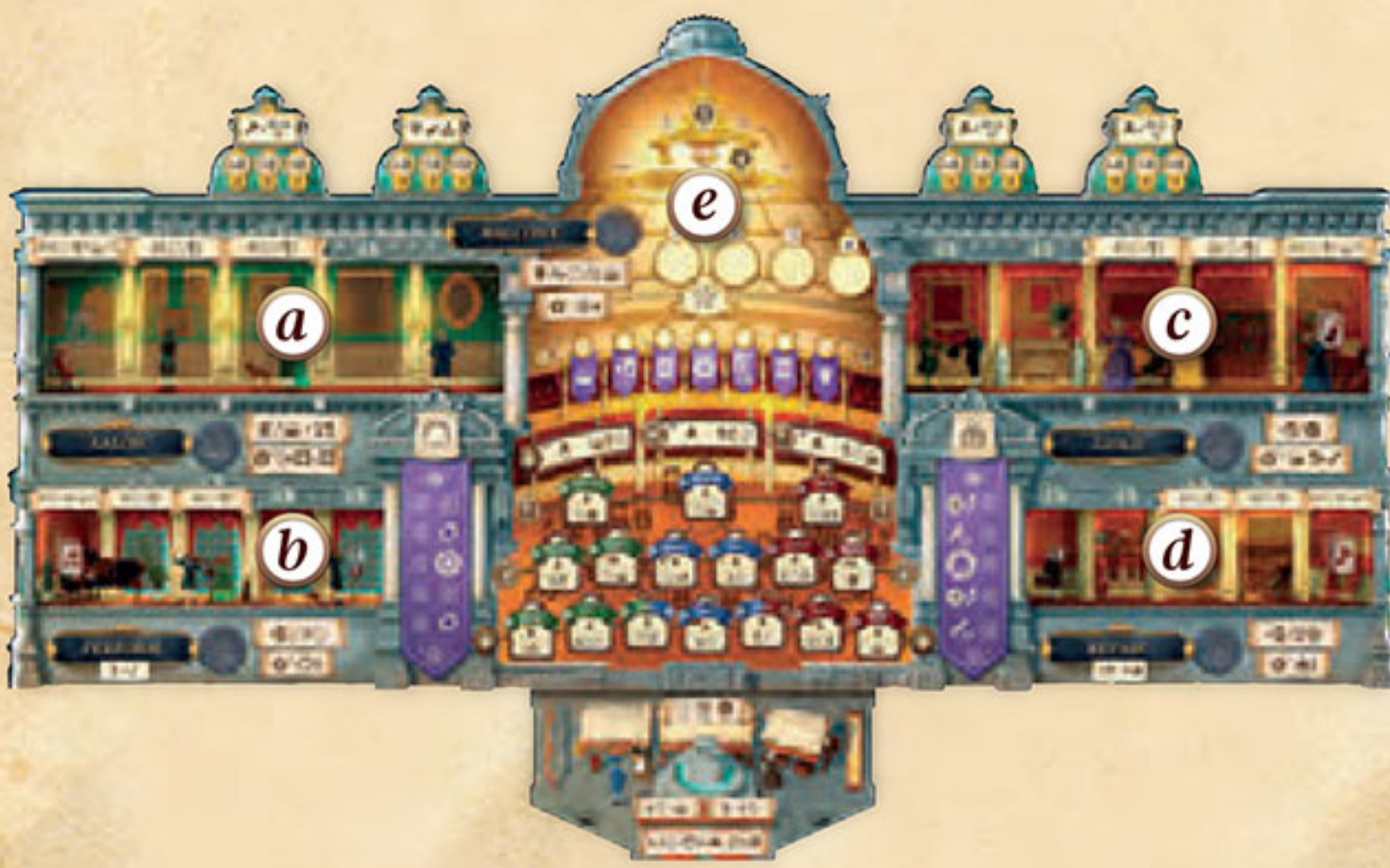
5. Place a Timpani instrument card next to your workshop board. Normally this would be kept private in your hand

*Nicola Amati bailed from a lineage of luthiers in Cremona. In his practice, Amati would have commonly utilized animal-derived materials such as horsehair for crafting bows and gut strings. However, this market purchase could represent leather, to be used for building timpani drums.*

## Player 4: Yellow

1. Place the Guadagnini (pronounced gwa-duh-nee-nee) family portrait tile on the luthier space and take 1 animal and 1 metal from the supply and place them in your storage. Take 3 money and an apprentice from the Market.
2. Place your patron, Caccini (pronounced ka-chee-knee), on the left-most patron space and take 4 money from the supply.
3. Place the Transverse Flute instrument card on your Finishing Bench (right of board) as per your luthier's ability.

## Board Location Quick Reference



**Conductor:** Take a moment to identify the main board and player board locations and worker placement spaces. Briefly explain patron's requirement iconography and note the location and iconography of the public award tiles.

- (a) Salon      (b) Perform      (c) Guild  
 (d) Repair      (e) Balcony

## Round 1

### Start of Round

At the Start of the Round players earn start of round bonuses (which none of them have yet), advance the patience cubes beneath their patrons and earn the listed gifts, and place or remove instruments from their roughing benches.

**Blue** - Place your Cello on your Roughing Bench (left of player board) and advance the cube below your patron one space to the right. Take the gift of a wood cube from the supply and place it in your storage.



**Red** - Place your Timpani on your Roughing Bench (left of player board) and advance the cube below your patron one space to the right. Take the gift of a wood cube from the supply and place it in your storage.



**Green** - Place your Viola on your Roughing Bench (left of player board) and advance the cube below your patron one space to the right. Take the gift of 5 money from the supply.



**Yellow** - You don't need to place an instrument on your Roughing Bench because you've already placed it on your Finishing Bench with your luthier family ability. Advance the cube below your patron one space to the right. Take the gift of another apprentice from the Market.



*Both luthiers and performing musicians were seen as craftspeople in the eighteenth century. Apprenticeships were the main avenue for them to advance their training and skills*

### Planning Phase

**Conductor:** When reading this section aloud, do not say the worker # [in brackets], as this is secret information. Each player has a cheat sheet on the back of their reference card to tell them which worker to place (also found on the back cover of this booklet for your reference).

In this phase (rulebook pg. 11), players choose which locations to send their workers, deciding where to use their highest skill workers in order to compete for priority in that location. They can even send multiple workers to the same location.

#### Turn 1

**Blue** - Place your worker face down, and one of your apprentices, on the Perform location. [#5] A Baroque performance will satisfy your patron's second requirement.

**Red** - Place your worker face down, and your apprentice, on the Repair location. [#3] This will gain you wood to help rough out your instruments.

**Green** - Place your worker face down on the Repair location. [#5] The string instrument repair will satisfy your patron's second requirement.

**Yellow** - Place your worker face down, and one of your apprentices, on the Perform location. [#3] You're hoping to complete your patron to earn the bonus to performances before this location is activated.

## Turn 2

**Blue** - Place your worker face down, and your other apprentice, on the Salon location. [#3] This will provide you a second patron and additional resources to work with.

**Red** - Place your worker face down on the Guild location. [#5] This will allow you to take the Baroque Guitar instrument card.

**Green** - Place your worker face down on the Guild location. [#1] You want that Bassoon instrument card to craft it later.

**Yellow** - Place your worker face down on the Balcony location. [#1] You're angling to complete a public award fast

## Turn 3

**Blue** - Place your worker face down on the Roughing Bench location on your player board. [#1] You almost have the resources to rough out your Cello for your patron.

**Red** - Place your worker face down on the Roughing Bench location on your player board. [#1] You're aiming to rough out two instruments at once.

**Green** - Place your worker face down on the Repair location. [#2]

*Note: You are allowed to place multiple workers on the same location, and they will act independently, allowing you to perform the associated action multiple times in a round. The Winds repair will satisfy your patron's third requirement.*

**Yellow** - Place your worker face down, and your other apprentice, on the Finishing Bench location on your player board. [#5] You're able to finish an instrument and your patron in the first round.

## Turn 4

**Green** - Place your fourth worker, obtained from your luthier family bonus, face down on the Roughing Bench location on your player board. [#3] You can rough out your Viola to finish it next round for your patron.

**Conductor:** At the end of the Planning Phase the player boards should look like the images below.



## Resolution Phase

In this phase (rulebook p. 11-13), players activate locations one at a time and perform one of the available actions in priority order, such as performing, repairing, acquiring new patrons or instrument cards, making new instruments for their active patrons, or visiting the Market.

After resolving a location, take your worker back into your personal supply, return any apprentices used to the Market, and pass the Resolution Board to the next player. The Resolution Board displays priority order for locations with multiple chips. It also acts to keep track of who the active player is!

**Blue** - Resolve the **Salon** location [#3].



As you are the only player with a worker there, the skill level isn't taken into account and only you get to take this action. You may choose between taking one of the available patron cards, or 2 inspiration and an apprentice. Choose to take the performer patron Paganini (pronounced pa-guh-nee-nee) and place them on the middle patron space on your player board, earning a free wood cube from the supply to place in your storage. As you had a combined skill level of 4 at this location, you also get to move one of your patron cubes back to the left one space and gain a gift. That gift comes from the bonus for having 4 skill or higher at this location. Choose your new performer patron: the cube doesn't move because it was already in the left most space and you can choose any of the gifts that patron offers. Choose 2 Inspiration tokens and take them from the supply: this might come in handy when you perform later.



**Red** - Resolve the **Repair** location.



As there are three workers at this location, reveal them all and place them face up on the Resolution Board in order from highest to lowest, starting with Green's #5 worker to the left, your #3 worker and apprentice to the right of that, and Green's #2 worker to the right of that. As Green has the highest skill level at this location they get to complete this action first.



**Green** - You may choose between completing one of the available repair cards, or taking 2 wood from the supply. Choose to complete the repair with the Strings icon on it that is worth 3 prestige (card R11) since you can give it to your patron.



- While you don't have all the resources required, you can use your 2 inspiration to discount the cost of the repair by 1. Discard your 2 inspiration and pay the 1 animal and 1 wood repair cost by returning those resources to the supply.

*Inspiration represents good fortune, charismatic sweet talking, and extra work spent while burning the midnight oil when the creative sparks are flying!*

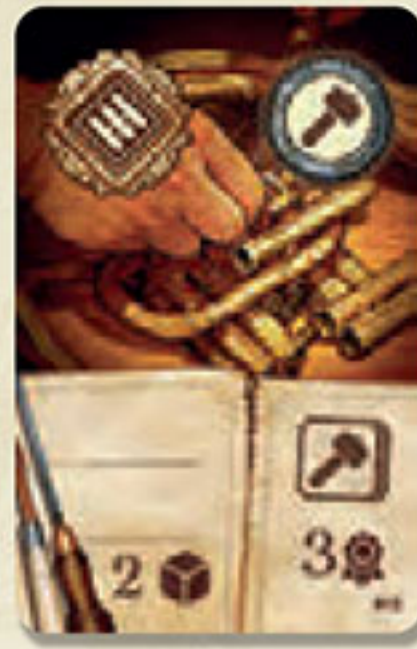
- Take the repair card and advance your score marker to 3 on the score track.
- You now get to place a repair token in the Orchestra Pit in any of the main Strings locations (not rare Strings location). Choose to place the token in the Lute location, claiming the empty First Chair space, and take the bonus of 1 animal and 2 money from the supply.
- Now tuck the repair card underneath your patron, as it can be used to satisfy one of their secondary requirements. As you have satisfied one of their requirements, also reset their patience cube back to the left most space. Note that they do not receive a gift. Patrons whose requirements are not met will grow impatient.
- Finally, as you had a skill level of 5 at this location, advance your marker on the Craft Skill Track one space, unlocking the ability to rough out two instruments as a single action for the rest of the game.

**Red** - Now it's your turn to take this action. You may choose between completing the remaining repair cards, or taking 2 wood from the supply. Since you are aiming to rough two instruments later this round, simply take 2 wood from the supply and place them in your storage. As you had a skill level of 4 at this location (#3 worker plus apprentice), advance your marker on the Craft Skill Track one space, unlocking the ability to rough out two instruments as a single action for the rest of the game.

*Repairing instruments is a significant portion of a luthier's trade. Examples of such work include re-bairing a bow, adjusting a sound-post or sealing a seam.*



**Green** - Now it's your turn to take this action again. You may choose between completing one of the remaining repair cards, or taking 2 wood from the supply. Choose to complete the repair with the Winds icon on it (card R15), since you can give that to your patron too.



- As this repair card is in the tier 2 slot, in order to access it you need to pay 4 money. Spend 4 money and pay the 2 metal repair cost by returning those resources to the supply.
- Take the repair card and advance your score marker another 3 on the score track.
- You now get to place another repair token in the Orchestra Pit in any of the main Winds locations (not rare Winds location). Choose to place the token in the Clarinet location, claiming the empty First Chair space, and take the bonus of 1 wood and 2 money from the supply.
- Now tuck the repair card underneath your patron, as it can be used to satisfy their other secondary requirement. There is no need to reset their patience cube since it's already in the left most space.
- Don't forget to take your workers back and return apprentices to the Market. Pass the Resolution Board to player 3.

**Green** - Resolve your **Roughing Bench** location [#3].



As this is a location on your player board, only you take this action. The Viola costs 1 animal and 1 wood to rough out, so pay that by returning those resources from your storage to the supply. Then move the Viola instrument card over to your Finishing Bench, to the right of your player board. Reclaim your worker. As you have a skill level of 3 at this location, you also gain 2 inspiration from the supply. If you had a skill level of 5 at this location you would also have reduced the cost to assemble the instrument by 1 resource of your choice. Pass the Resolution Board to player 4.

**Yellow** - Instead of resolving a location this turn, go to the **Market**.



Move your market cart token to the area on the other side of the market card. Pay 6 money to take 2 wood from the supply and place them in your storage—one of these will be used to finish your Flute later.



**Blue** - Resolve your **Roughing Bench** location [#1].



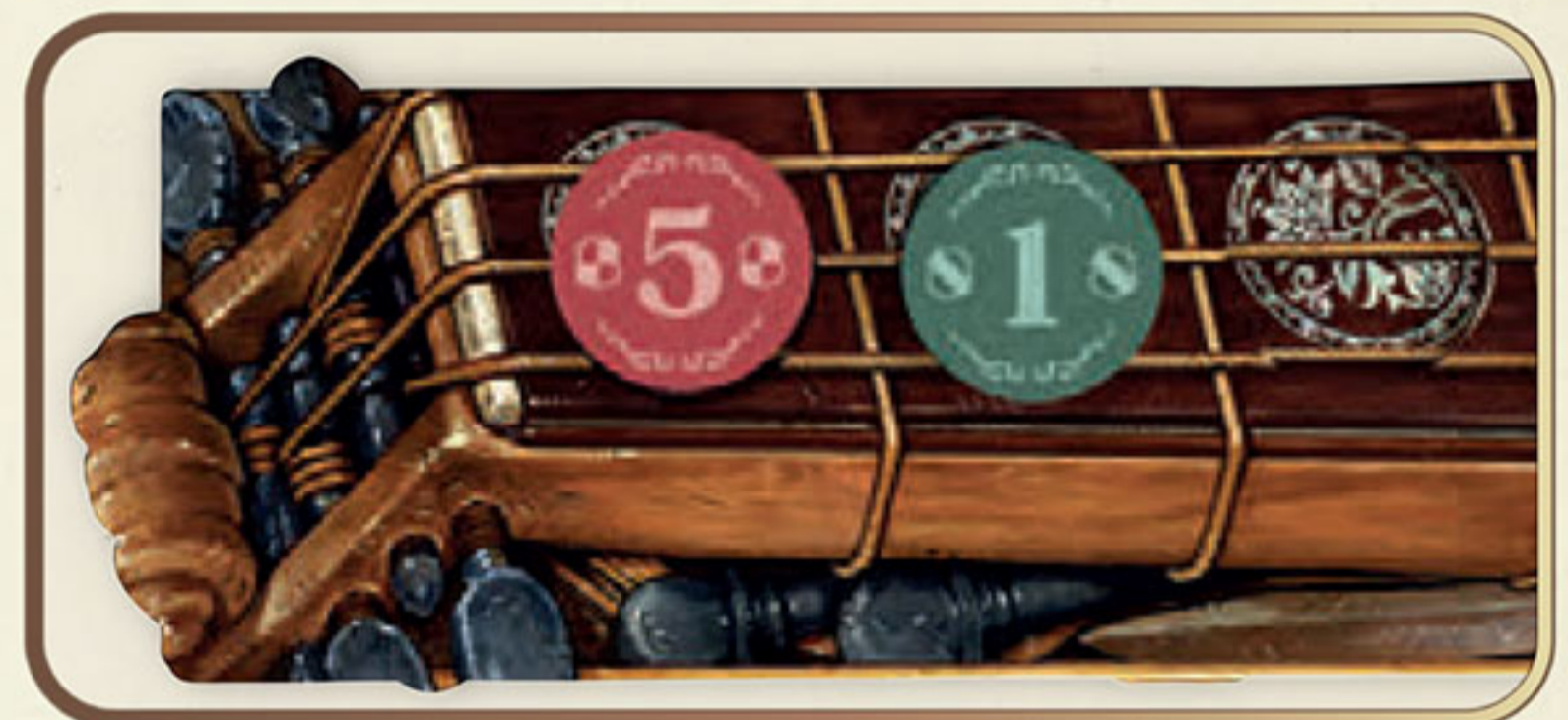
As this is a location on your player board, only you take this action. The Cello costs 1 animal and 3 wood to rough out, so pay that by returning those resources from your storage to the supply. Then move the Cello card over to your Finishing Bench, to the right of your player board. Reclaim your worker and pass the Resolution Board.



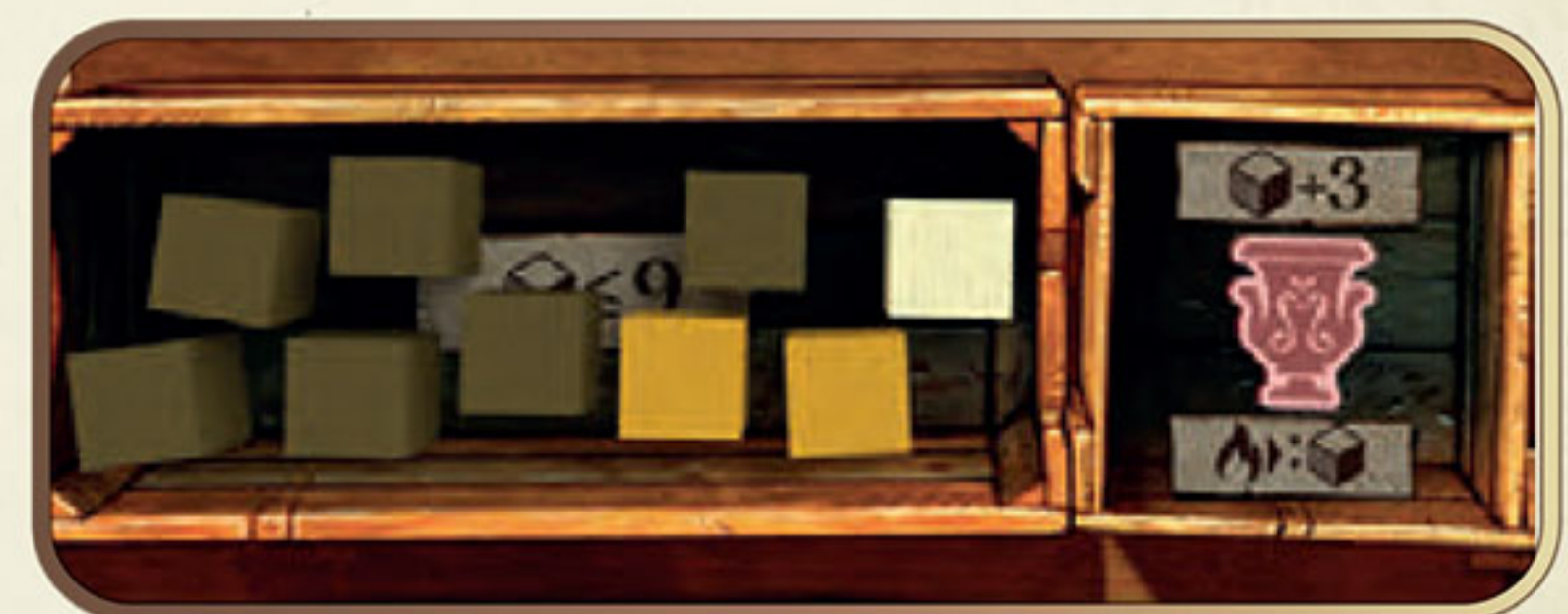
**Red** - Resolve the **Guild** location.



As there are two workers at this location, reveal them both and place them face up on the Resolution Board in order from highest to lowest, starting with your #5 worker to the left, and Green's #1 worker to the right of that. As you have the highest skill level at this location you get to complete this action first. You may choose between taking one of the available instrument cards, or a metal cube. Choose to take the Baroque Guitar card, this goes into your hand.



- As you have a skill level of 5 at this location, you may now place one instrument card from your hand onto your roughing bench (this normally only happens at the start of a round), so place the Baroque Guitar onto your roughing bench along with your Timpani.
- The high skill level also gains you one resource cube of your choice, so take a metal cube from the supply and place it in your storage. You now have 9 resource cubes, so your storage is full until you use some!



❖ **Green** - You have the second highest skill level at this location and so are next to complete this action. You may choose between taking one of the available instrument cards, or a metal cube. Choose to take the Bassoon card. This card goes into your hand, and can be placed on your Roughing Bench at the start of a future round.



❖ Reclaim your workers and pass the Resolution Board to player 3.

**Green** - All of your workers have been resolved, so all that is left to do is to go to the **Market**.



❖ Move your market cart token to the area on the other side of the market card. Using the money you earned from the two repairs, pay 4 money to hire an apprentice from the Market.

**Yellow** - Resolve your **Finishing Bench** location [#5].



❖ As this is a location on your player board, only you take this action.

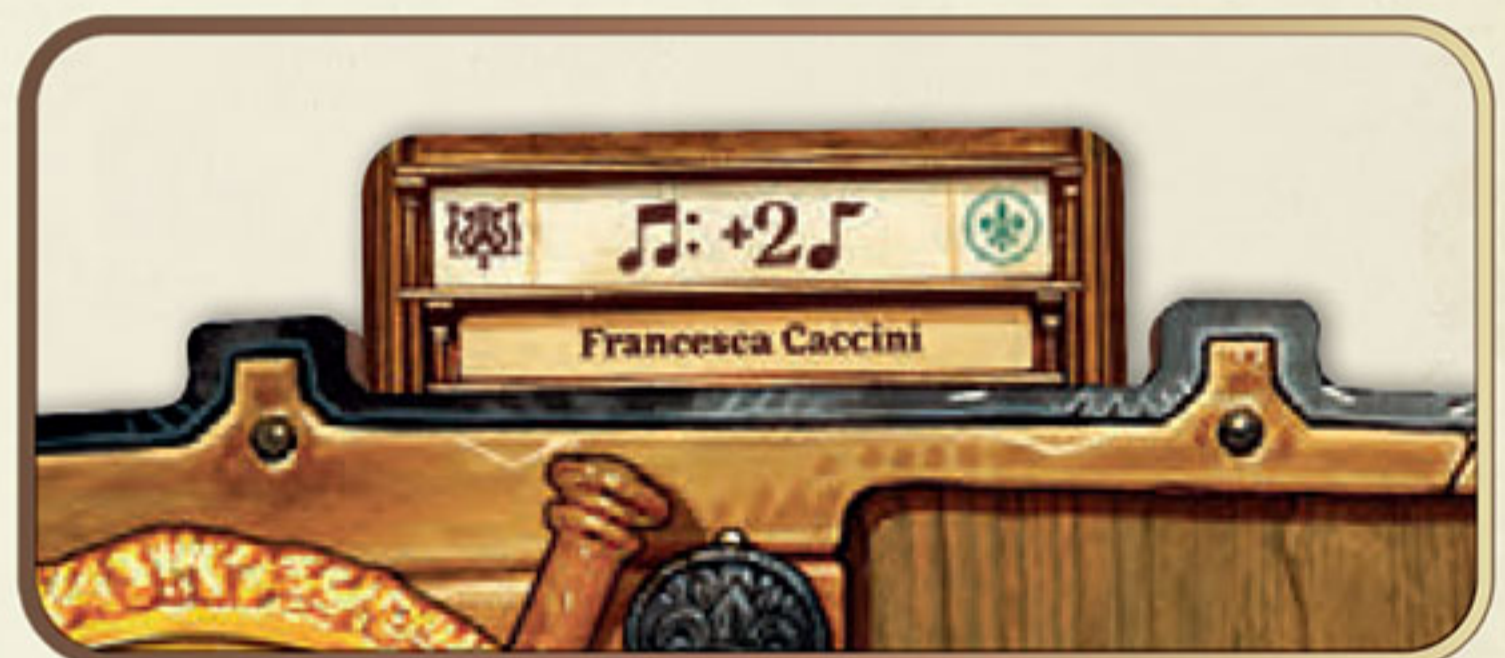
- The Transverse Flute costs 1 wood and 1 metal to finish; however, because you have a combined skill level of 6 (including the apprentice) you get to discount that cost by one resource of your choice. Since metal is the most expensive resource, choose to discount that and just pay 1 wood by returning that resource to the supply.



- The Transverse Flute scores you 4 points, so advance your score marker on the score track.
- Next, place one of your instrument tokens in the Transverse Flute section of the Orchestra Pit, covering the First Chair space that provides a bonus of 1 inspiration token and 1 wood. Because you had a combined skill level of 6 you get to double the bonus, so take 2 inspiration and 2 wood from the supply.



- Now you may give the Flute to your patron because they require a Winds instrument. As they only require one instrument, this will complete the Patron too, scoring you another 3 points on the score track.
- Completing a patron also gains you 1 reputation. Move your reputation marker one space on the Reputation Track and take the bonus of 1 apprentice from the Market.
- Now flip the patron card and tuck it underneath the top of your player board so that the lifetime ability is visible. For the rest of the game you will add 2 to the result of each performance you complete. Reset the patience cube at the now empty patron space back to the left most space.



- Discard the Transverse Flute card to the box.
- Finally, reclaim your worker, return the used apprentice to the Market, and pass the Resolution Board to player 1.

**Blue** - Resolve the **Perform** location.



*Showcasing instruments' sound in performance was important for instrument makers. Though Player 3: Green is not visiting the Rehearsal Rooms this round, the Érard family built a performance space (Salle Érard) connected to their manufacturing space for this purpose!*

❖ As there are two workers at this location, reveal them both and place them face up on the Resolution Board in order from highest to lowest, starting with your #5 worker and apprentice to the left, and Yellow's #3 worker and apprentice to the right of that.



❖ As you have the highest skill level at this location you get to complete this action first. You may choose between completing one of the available performance cards or taking 3 animal from the supply.

- Choose to complete the Baroque performance (P1) since this is available for free (not TII or TIII) and can be used to satisfy your patron's secondary requirement.
- Take the 2 white performance dice and roll them, then add together the number of music notes on the dice with your 6 skill level at this location (5 plus 1 for the apprentice). You may re-roll one die thanks to the Performance Skill track.
- **TOTAL = 9-12:** This means you have achieved the top level for this performance. Take 2 money from the supply and advance your score marker by 1 on the score track.



Example Performance Result of 9

- **TOTAL = 7-8:** Spend 1 or 2 inspiration to increase the result up to 9 (each inspiration spent adds 1 to the performance score), returning spent inspiration to the supply. This means you have achieved the top level for this performance. Take 2 money from the supply and advance your score marker by 1 on the score track.



Example Performance Result of 7 before adding inspiration

- **TOTAL = 6:** This means you have only achieved the middle level for the performance, as you do not have enough inspiration to boost the result up to 9. Take 2 money from the supply.



Example Performance Result of 6

- As you achieved the middle or top level for the performance you now get to place a performance token in the Orchestra Pit in any of the Baroque era locations. Choose to place the token in the Natural Horn location, claiming the empty First Chair space, and take the bonus of 1 apprentice from the Market and 1 money from the general supply.
- You can also give this performance to Pachelbel, your composer patron, to satisfy their secondary requirement, since this was a mid- or top-level Baroque performance. Tuck the performance card underneath the patron to track your progress. As you have satisfied one of their requirements, also reset their patience cube back to the left most space. Note that they do not receive a gift for earning more patience.
- Finally, as you had a skill level of 6 at this location, advance your marker on the Performance Skill Track one space, allowing you to use a black performance die instead of a white die when you perform for the rest of the game.

✦ **Yellow** - You have the second highest skill level at this location and so are next to complete this action. You may choose between completing one of the available performance cards or taking 3 animal from the supply.

- Choose to complete the Romantic performance (P5) as that is the only one available for free (not TII or TIII).
- Take the 2 white performance dice and roll them, then add together the number of music notes on the dice with your 4 skill level at this location (3 plus 1 for the apprentice). You also add 2 to the result because of your completed Patron's lifetime ability.
- **TOTAL = 11-12:** You have achieved the top level for this performance. Take 2 money from the supply and advance your score marker by 2 on the score track.



Example Performance Result of 11

- **TOTAL = 9-10:** Spend 1 or 2 inspiration to increase the result to 11 (each inspiration spent adds 1 to the performance score), returning spent inspiration to the supply. This means you have achieved the top level for this performance. Take 2 money from the supply and advance your score marker by 2 on the score track.



Example Performance Result of 9 before adding inspiration

- **TOTAL = 7-8:** You have achieved the middle level for this performance, as you do not have enough inspiration to boost the result up to 11. Take 2 money from the supply.



Example Performance Result of 7

- **TOTAL = 6:** Spend 1 inspiration to increase the result to 7 (each inspiration spent adds 1 to the performance score), returning spent inspiration to the supply. This means you have achieved the middle level for this performance. Take 2 money from the supply.



Example Performance Result of 6 before adding inspiration

- As you achieved the middle or top level for the performance you now get to place a performance token in the Orchestra Pit in any of the Romantic era locations. Choose to place the token in the Natural Trumpet location, claiming the empty First Chair space, and take the bonus of 1 metal from the supply.

- As you had a skill level of 4 at this location, advance your marker on the Performance Skill Track one space, unlocking the ability to re-roll one die when you perform for the rest of the game.
- Finally, discard the Romantic performance card to the box as you do not have an active patron to give it to.

✦ Reclaim your workers, return used apprentices to the Market, and pass the Resolution Board to player 2.

**Red** - Resolve your **Roughing Bench** location [#1].



✦ As this is a location on your player board, only you take this action. You previously unlocked the ability to rough out two instruments as one action. The Timpani costs 2 wood and 2 metal to rough out and the Baroque Guitar costs 3 wood to rough out, so pay the costs by returning those resources from your storage to the supply. Then move both instrument cards over to your Finishing Bench, to the right of your player board. Reclaim your worker.



**Green** - All of your workers have been resolved and you've already been to market so you now pass for this round.

**Yellow** - Resolve the **Balcony** location [#1].



✦ As you are the only player with a worker there, the skill level isn't taken into account and only you get to take this action. You may choose between claiming an award, taking 6 money, or taking 2 apprentices. As you have already completed a performer patron, you can claim the lowest level on the public award for completing patrons of different types (A4).



- Take the award token from your player board that is covering the purple performance die icon next to the performance die icon with an asterisk and place it on the lowest level of the award, where it requires just 1 to claim. Advance your score tracker 1 on the score track. Note you can only claim each award once, so you cannot claim a different level for this award later in the game, though your opponents can.
- While this only scored you a single point, it unlocked the purple die, which you will roll in addition to the performance dice each time you complete a performance for the rest of the game, gaining you additional resources or even prestige.




- The Balcony location is different to the other locations in that the workers are not returned to the players after they've completed the action. Instead, place your worker in the first space of the Turn Order Track. At the end of the round the turn order will be updated meaning you will become the first player for round 2.



Yellow will become the first player at the start of next round

*Yellow is the only player to rub elbows with the upper echelon of society in the balcony. These connections will elevate the Guadagnini family's prestige, representing their place in society moving up temporarily!*



**Blue** - All of your workers have been resolved, so all that is left to do is to go to the **Market**. 

- Move your market cart token to the area on the other side of the market card. Sell your metal by returning it to the supply and take 5 money, then pay 6 money to take 3 animal from the supply and place them in your storage. These will be used with the wood you will get from your patron's gift, to finish your Cello next round.



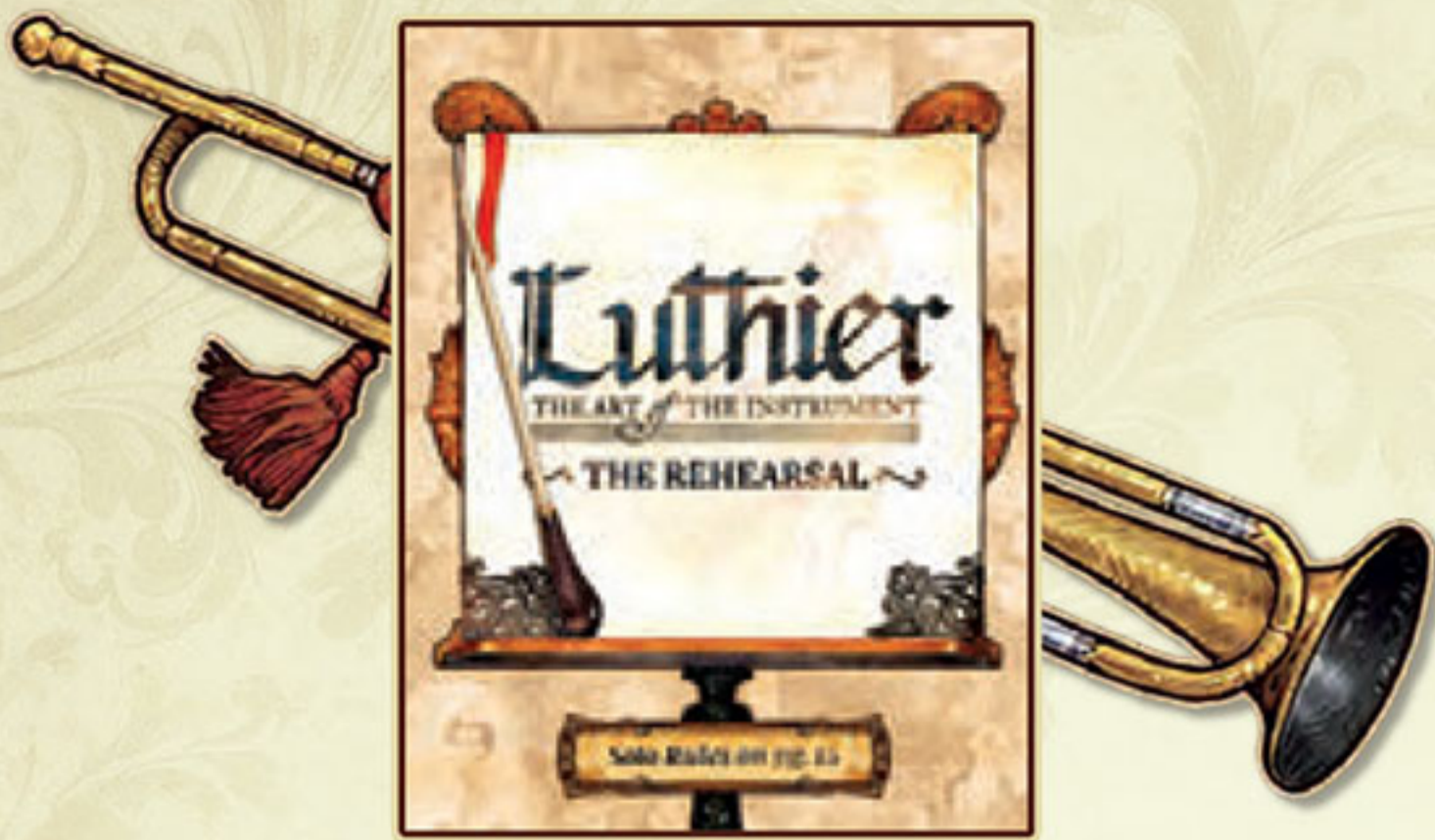
**Red** - All of your workers have been resolved, so all that is left to do is to go to the **Market**.

- Move your market cart token to the area on the other side of the market card. Pay 4 money to hire an apprentice from the Market.



**Yellow** - All of your workers have been resolved and you've already been to market so you now pass for this round.





**Congratulations on a virtuoso Rehearsal!**

If you continue with 3 players, remove the Red tokens and markers from the game—they did not place anything on the board. In subsequent rounds with 3 players, you won't fill the repair and performance cards to the spot with the 4 icon.

*End of Round*

- ✿ Update turn order and reclaim workers
- ✿ Update Market and reset horse & cart tokens
- ✿ Remove Tier 1 cards, shift down Tier 2 & 3 cards, and reveal new cards from decks
- ✿ Advance round track

**Personalized Strategies and Public Awards**

Players can find personalized strategies for the next round on the back of their Rehearsal cards. This advice will set their luthier family up for success in round 2. They do not need to share their strategy. The strategies are listed on the back of this booklet in case the table decides it would benefit their learning to share them aloud. We recommend explaining the Public Awards for players' benefit as they plan their next moves.

**Blue:**

complete either of your patrons. You'll need another Strings instrument to complete the other patron, so consider going to the Guild to take the Double Bass card. You are only one step away on the Performance Skill track from unlocking a specialist worker.

**Red:** You start the next round with the resources needed to finish the Baroque Guitar, or the Timpani if you use a 4 or higher worker on the finishing bench to unlock the discount



This page was intentionally left blank, and  
will be filled in with additional content  
before final publication

## Solo Game Setup

1. Set up the game as per the 2-player rules.
2. The AI player uses the reverse side of a player board. Place 5 resource cubes on the 0 spaces of each line on the priority tracker on the AI board, and 1 spare player cube on the bottom space of the AI Goals track.
3. Give the AI the '1', '2', and '3' workers, and place them below the AI player board.
4. Place the other player components by the AI player board as normal.
5. Deal the AI one patron card and place it on the left indicated space of the AI board.
6. Search through the instrument deck, looking at the back of the cards only, until you find an instrument that matches the primary requirement of the AI's patron.
7. Place it face up above their patron and the AI's board.
8. Do not deal luthier family cards or goal cards to the AI.
9. Separate the AI action cards by level. Shuffle the 6 level 1 AI action cards to form a face-down deck placing it on the bottom left spot of the AI's board. Place the remaining AI action cards in separate face-up decks to the side so you can clearly see the level and letter. (9.a)
10. After selecting your luthier family card and completing your setup, draw one solo guild card at random for the AI and place it to the left side of the AI player board.
11. Advance the AI tracker cubes once for each icon at the bottom of the solo guild card.
12. Set the first round turn order. If the number on the AI solo guild card is equal to or lower than your family card number the AI is first player. Otherwise you are the first player.

*The solo guild cards each represent a famous city associated with luthiers, instrument makers, and even composers. You may, for example, find yourself playing against the renowned Cremona Luthiers Guild!*

*The priority tracker replaces apprentices for the AI and increases their worker's value at the corresponding location. It is also used to prioritize the AI's actions each round and therefore the order it will activate locations on its turn in the resolution phase.*

## Luthier Solo Rules








9.a


# Gameplay

Your turns are played as normal. The AI establishes its priority using the priority tracker on its player board and location priority lists outlined in these rules. These priorities are not the same as Priority Order in the core rules, which determines player resolution at a given location based on placement order and worker skill.

## Special Rules

- ❖ The AI does not use apprentices, money, inspiration or resources and never visits the market.
- ❖ The AI never receives patron gifts and ignores all patron powers.
- ❖ The AI ignores the Performance, Craft Skill, and Reputation Tracks.
- ❖ The AI ignores all bonus resources/cards gained when placing tokens in the Orchestra Pit.
- ❖ The AI ignores all skill level bonuses at each location.
- ❖ The AI gains their '4' worker in round 3 and their '5' worker in round 5.

The AI uses the AI Goals Track on the AI player board to simulate its progress against goals. The AI advances up the AI Goals Track each time the  icon is triggered on one of the AI action cards, and will score victory points based on its final position at the end of the game.

If it is your first game, we recommend you ignore the AI Goals Track and the  icon on the AI action cards, and add this element back in once you are familiar with the game.

## Planning Phase

At the start of the Planning Phase place the AI workers for the current round face down on the table and shuffle them. Then - without looking at them - place them face down on top of each other to create a randomly ordered worker stack.

When it is an AI player's turn to place a worker, reveal the top card of the AI action card deck and place it face up in the leftmost action card space on the AI player board. The card will show you where to place a worker on the main board. Take the top worker from their worker stack and place it face down at the location, making sure you do not see the value of the worker.



Workbench AI action card

If an AI action card shows a workbench action, place the worker on the single workbench space of the AI player board.

Play continues until all players have placed all of their workers.

The AI action cards show a max of 2 active patrons, 2 unfinished instruments, and 3 awards scored. If the AI player is at the max stated, discard the action card for this round and place the worker chip drawn on the workbench space of the AI player board instead. This means there can be multiple workers on the workbench space, and each will be used to make an instrument this round, even if the Workbench action card isn't drawn.



## Resolution Phase

Rearrange the AI action cards from left to right, starting with the card which matches the highest value on the AI's priority tracker, breaking ties from top to bottom. Workbench actions will always come last and therefore be placed on the right.



If the AI Workbench action card was not used and the AI has one or more workers on their workbench, then it will also resolve that location last.

After completing a location action in the resolution phase, the AI will place the worker chip on their matching action card.

On the AI's turn to select an action to resolve, select the leftmost action card which does not have a worker on it. Resolve the location shown on the card for all players in the usual priority order.

### Whose Turn Is It, Anyway?

If you're having trouble keeping turns straight, consider moving the Resolution Board near the AI's workbench on its turn and back near yours after!

The AI worker value is that of the placed worker **plus** the value of the corresponding priority track.

## AI Worker Skill



The AI has 1 in the priority track for the Salon and a worker skill of 2, so the total skill for the AI worker at the Salon is 3.

When resolving the action for the AI, follow the instructions for each location below. Where the AI is to take a card from a location's row, work down the relevant location priority list until you get to a priority level that has at least one viable option. If there are multiple options at the same priority

level, then use the remaining priority levels in order to refine down to a single option.

### Access to Cards & Looking through a Deck

The AI has access to all cards in the location rows throughout the game. If there are no valid cards available, the AI skips their action.

Once the AI has certain level 2 and 3 action cards it gains the option to look through the deck if it has an active unfulfilled patron requirement and there are no matching cards available. The AI takes the first matching card from the deck, looking only at the back of each card, and returns all other cards maintaining the same order.

### Salon

Take a patron card by following the below location priority list:

1. Patron with primary requirement matching an unassigned instrument, which are kept on the right of their board.
2. Patron from the era that is highest on the solo guild card.
3. Patron furthest from the deck.

Place the new patron on the AI board in the leftmost available space, and immediately assign an unassigned instrument matching the primary requirement, if available.

If the AI action card used was level 3, it moves up the AI Goals Track once.



### Patron Card Selection Example

The AI has a choice of these 3 patrons to take. It already has a Violin that's not assigned to a patron, so its first priority is to choose a patron with a Strings primary requirement, meaning it will take either Chopin or Paganini. The solo guild card shows that the AI prioritizes the Classical era over the Romantic era, so it will choose Paganini.

### Guild

Select an instrument card by following the below location priority list:

1. Instrument matching an active patron with an unfulfilled primary requirement with no assigned instrument (leftmost patron first).

If the AI action card is level 2 or 3 and no matching instruments are in the display, look through the deck for the first matching card.



2. Instrument of the type that is highest on the solo guild card.
3. Instrument furthest from the deck.

The AI ignores patron secondary requirements when choosing an instrument in order to keep those available for future performances and repairs. However it will use an unassigned instrument to fulfill a secondary requirement when it makes the instrument using the workbench action.

Assign the instrument to an active patron with a matching primary requirement, who does not yet have an instrument assigned, by placing it face up above the patron. If there are no active patrons with a matching unfulfilled primary requirement, then place it face up to the right of the AI player board.

If the AI action card used was level 3, it moves up the AI Goals Track once.





Select a performance card by following the below location priority list:

- ❖ Performance matching an active Patron's secondary requirement (leftmost patron first).

If the AI action card is level 2 or 3 and no matching performances are in the display, look through the deck for the first matching card.



- ❖ Performance of the era that is the highest on the solo guild card.
- ❖ Furthest performance from the deck.

Determine the level of performance achieved by adding together the value of the worker used, the performance tracker, and the number on the AI action card. If only the lowest level was achieved, discard the performance card.

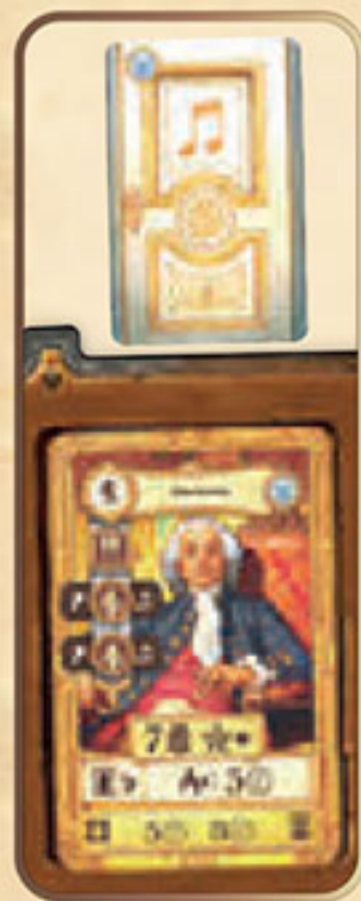
If the middle or top level was achieved, gain the points shown on the performance card for that level. Place a performance token in the Orchestra Pit in one of the spots that corresponds to the era on the performance completed.

Assign the performance to an active Patron with a matching secondary requirement that has not yet been satisfied, by placing it face down above the Patron. If there are no active Patrons with a matching requirement discard the performance card.

Performance Example

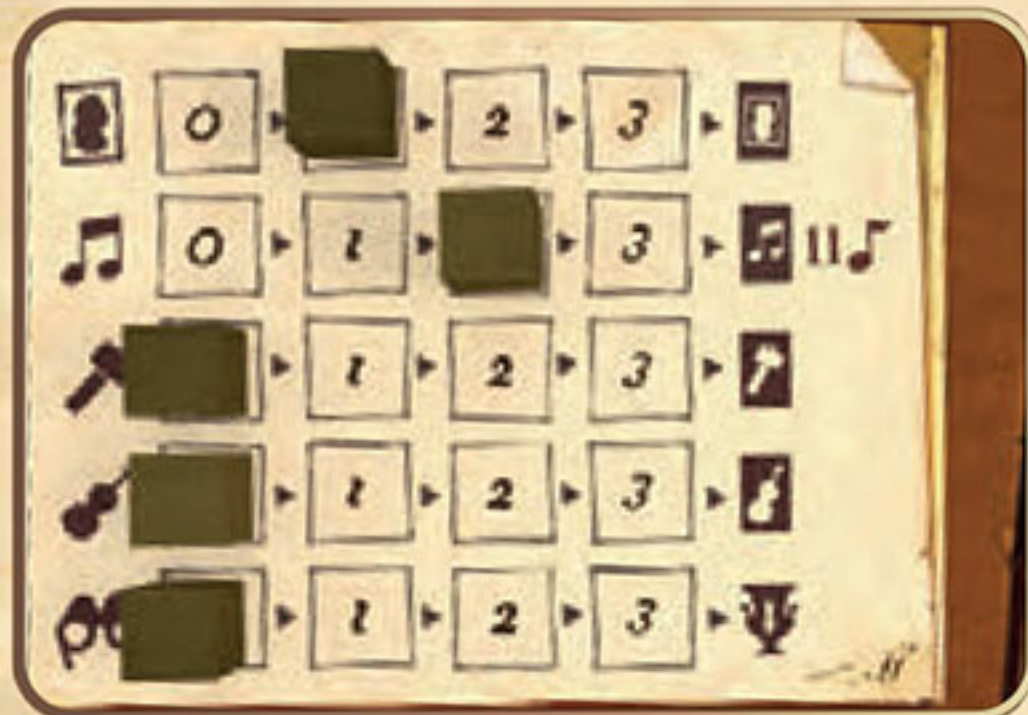


The AI's action card (N5) sent a worker to the Rehearsal Rooms where, upon that location's activation, it targets the classical performance card (P11). The action card has a +9 value, the AI worker a skill of 1, and the priority track is at 2 for Rehearsal Rooms, for a total score of 12 on the performance—a middle performance. The AI scores 2 PP.



The player controlling the AI flips the performance card face down above van Swieten, whose secondary requirement can be fulfilled using a classical performance.

They place the #1 worker on the action card to show it has been resolved. Then, they place a performance token in the Orchestra Pit.



The AI does not roll performance dice, instead it must upgrade its action cards and use higher value workers in order to score well on the more prestigious performances.

Placing Repair/Performance Tokens in the Pit

The usual restrictions apply when placing AI repair and performance tokens in the pit. Use the following priority list to determine where each token is placed.

1. Claim Empty First Chair - The AI will always claim an empty First Chair if one is available.
2. Steal First Chair - If all possible First Chairs have already been claimed, place the token in a spot that allows the AI to steal a first chair due to having the most repair/performance tokens.
3. Least Repair/Performance Tokens - If it's not possible to steal a First Chair, instead place the token in the spot with the fewest other repair/performance tokens, ignoring spots containing an instrument token.



If there are multiple options at the same priority level, follow the era/type priority on the solo guild card to determine which is chosen. If there are still multiple options then roll a white performance die to determine which is chosen.

2 Options   Left Right

3 Options    Left  Middle  Right



### Performance Token in Pit Example

The AI (green) has just achieved the top level of this Romantic era performance and now gets to place a performance token in the Romantic section of the Orchestra Pit. There are no empty First Chairs remaining; however, it already has a repair token in the Violin and Clarinet spots, meaning it can steal the First Chair if it places the performance token in either of these spots. The solo guild card shows that it prioritizes Winds instruments over Strings instruments, so it will choose to place the performance token in the Clarinet spot, stealing the First Chair.

Gain the points shown on the repair card. Place a repair token in the orchestra pit in one of the spots that corresponds to the type of repair completed.

Assign the repair card to an active patron with a matching secondary requirement that has not yet been satisfied by placing it face down above the patron. If there are no active patrons with a matching requirement, discard the repair card.



### Repair Card Selection Example

The AI has a choice of these 2 repairs to take. It already has a patron with an unfulfilled Winds secondary requirement and a patron with an unfulfilled Strings secondary requirement. The solo guild card shows that the AI prioritizes Winds instruments over Strings instruments; however, it has not yet upgraded its AI action card beyond level 1. It therefore ignores the Winds repair worth 4PP, and it cannot look through the repairs deck to find an alternative Winds repair. Its only option is to take the Strings repair and assign it to Pachelbel.



## Repair



Select a repair card by following the below location priority list:

- Repair card matching an active patron's secondary requirement (leftmost patron first).

If the AI action card is level 2 or 3 and no matching repairs are in the display, look through the deck for the first matching card.



- Repair card of the instrument type that is the highest on the solo guild card.
- Furthest repair card from the deck.

Level 1 AI action Cards only allows the AI to complete a repair worth 2PP, level 2 allows the AI to complete a repair worth 2PP or 3PP, and level 3 allows the AI to complete all repairs. The AI ignores any repairs it cannot complete, including those gained through deck diving.

As the AI does not spend resources to complete a repair it must first upgrade its action cards in order to access the more expensive repairs.

## Balcony



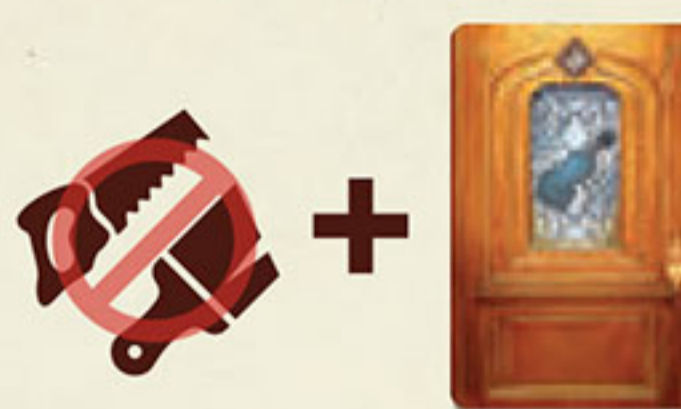
Place an AI specialist worker token in the relevant space for turn order for the next round. When the card is level 2 or 3 the AI will score an award, starting with the award marked 1st on the solo guild card, then the award marked 2nd, and finally the award marked 3rd. The AI does not need to have met the criteria in order to score an award.

- ❖ **AI action Card E1:** No further action.
- ❖ **AI action Card E2:** Use an award token to claim the lowest level available on the next award shown on the solo guild card and gain the points.
- ❖ **AI action Card E3:** Use an award token to claim the highest level available on the next award shown on the solo guild card, and gain the points.

*While the AI Balcony action card is at level 1 the AI will just compete to be the first player at this location, since it doesn't need the money or apprentices that are available there.*

## Workbench

The AI completes both stages of making an instrument as one action without spending any resources, and will do this once for each worker assigned to the workbench space. Make an instrument assigned to a patron first, starting with the leftmost patron. If no instruments are assigned then make the top unassigned instrument instead.



If the AI has no un-made instrument cards then instead of making an instrument, draw the top instrument card from the deck and follow the rules for the Guild location to place it on the AI player board.

After making an instrument, gain the points shown on the instrument card and place an instrument token in the relevant spot of the Orchestra Pit, claiming the First Chair if available. If the instrument made was a Violin, follow the **Placing Repair/Performance Tokens in the Pit** rules (pg. 19) to determine which of the two pit spots to place it.

If the instrument is assigned to a patron, flip the card over to show it has been finished. If the instrument was not assigned to a patron, but could be used to satisfy an unfulfilled secondary requirement, assign it to that patron and flip the card over to show it has been finished. Otherwise discard the instrument card.

If the AI Workbench action card was used, place all worker tokens assigned to the workbench on top of it after completing the action. If this card is level 3, the AI moves up the AI Goals track once, regardless of how many workers were used.

If the AI Workbench action card was not used, place all worker tokens assigned to the workbench on an empty action card space after completing the action.

### Scoring an Award Example

The AI is at the Balcony location and as it has upgraded its action card beyond level 1 it will now score an award. It used action card N14 earlier in the game to score the lowest level of the leftmost award (shown in green). The solo guild card shows that the 2nd award that the AI will score is the rightmost award, and since the action card is now at level 3 it will claim the highest available level of this award. It therefore places one of its award tokens on the highest level of the rightmost award and scores the 9 points shown on the award.



### Completing a Patron

As soon as all requirements have been satisfied the AI completes a Patron as usual and gains the points stated on the card. Discard the Patron and all assigned cards to the side of the AI board. Shift all Patrons, and all assigned cards, to the left to fill the space vacated by the completed Patron if possible.



# AI Upkeep

At the end of the Resolution phase perform the following steps:

1. Adjust the AI priority tracker according to the icons on the bottom of each AI action card used..

- First perform all the reductions, these reduce a tracker by 2, to a minimum of 0.
- Then perform all the increases, proceeding from left to right. If an increase takes a tracker above 3, the AI immediately gains the bonus shown, and then reset the tracker to 0.



Take top patron card from its deck, place as usual on player board (if the AI already has 2 patrons ignore this bonus)



Take top performance card from its deck, resolve at 11 and assign as usual



Take top repair card from its deck, complete and assign as usual (ignore card PP limit)



Take top instrument card from its deck, assign as usual



Use an award token to claim the lowest level available on the next award shown on the solo guild card and gain the points (if all three awards have already been scored by the AI ignore this bonus)

2. Upgrade any level 1 cards that have at least one worker of **skill 2** or higher placed on top, by swapping the current card for the level 2 card of that particular action.



3. Upgrade any level 2 cards that have at least one worker of **skill 3** or higher placed on top, by swapping the current card for the level 3 card of that particular action.



4. If the card is already at level 3 and at least one worker of **skill 4** or higher is placed on top, the AI moves up the AI Goals track once.



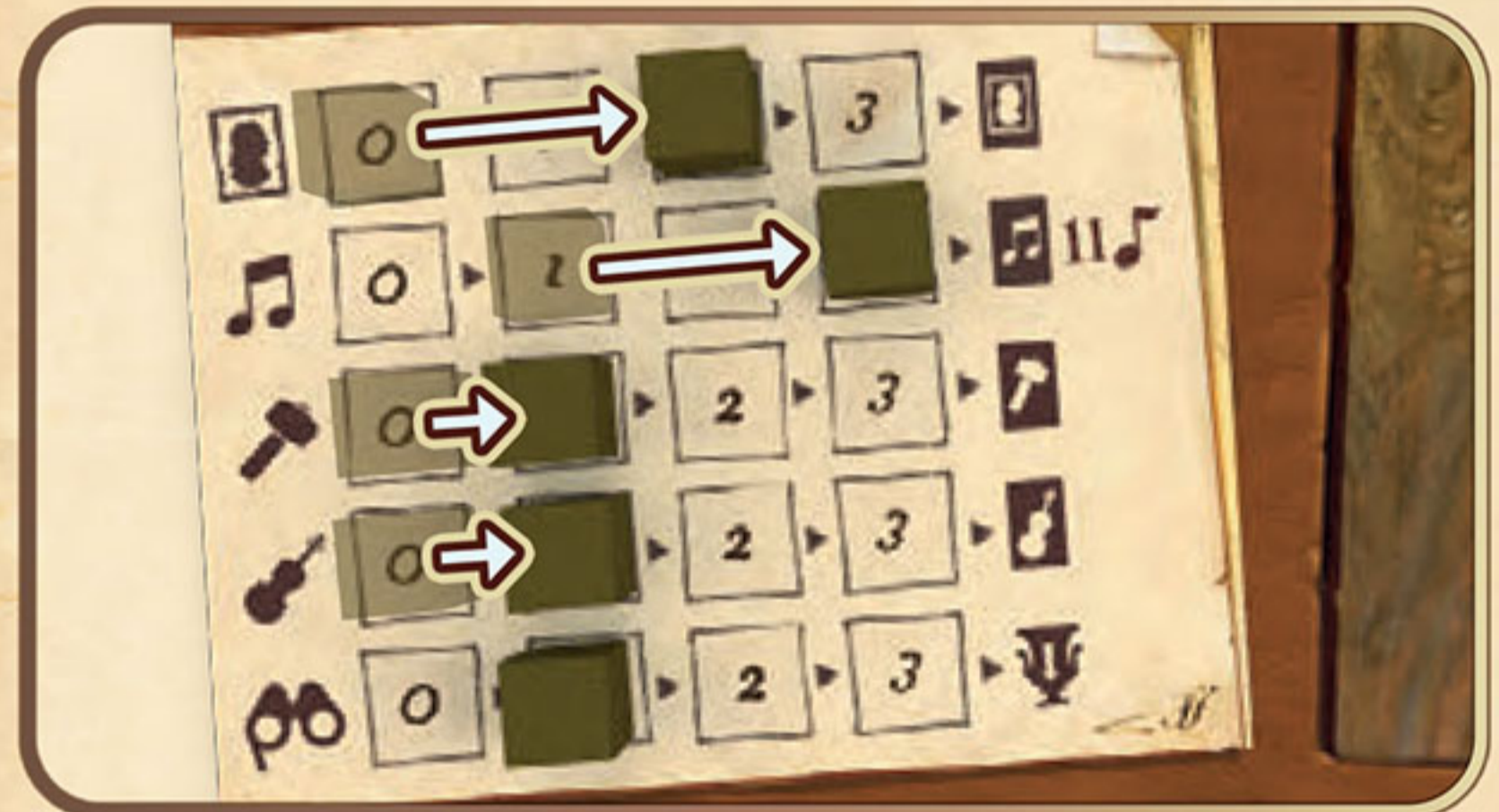
5. Place all the AI workers to the side, and shuffle the six current AI Action cards, including any that were discarded during the Planning Phase, to form the deck for the next round.

Upgrading the AI action cards represents the AI player moving up the various tracks and getting more skilled at certain aspects of the game.

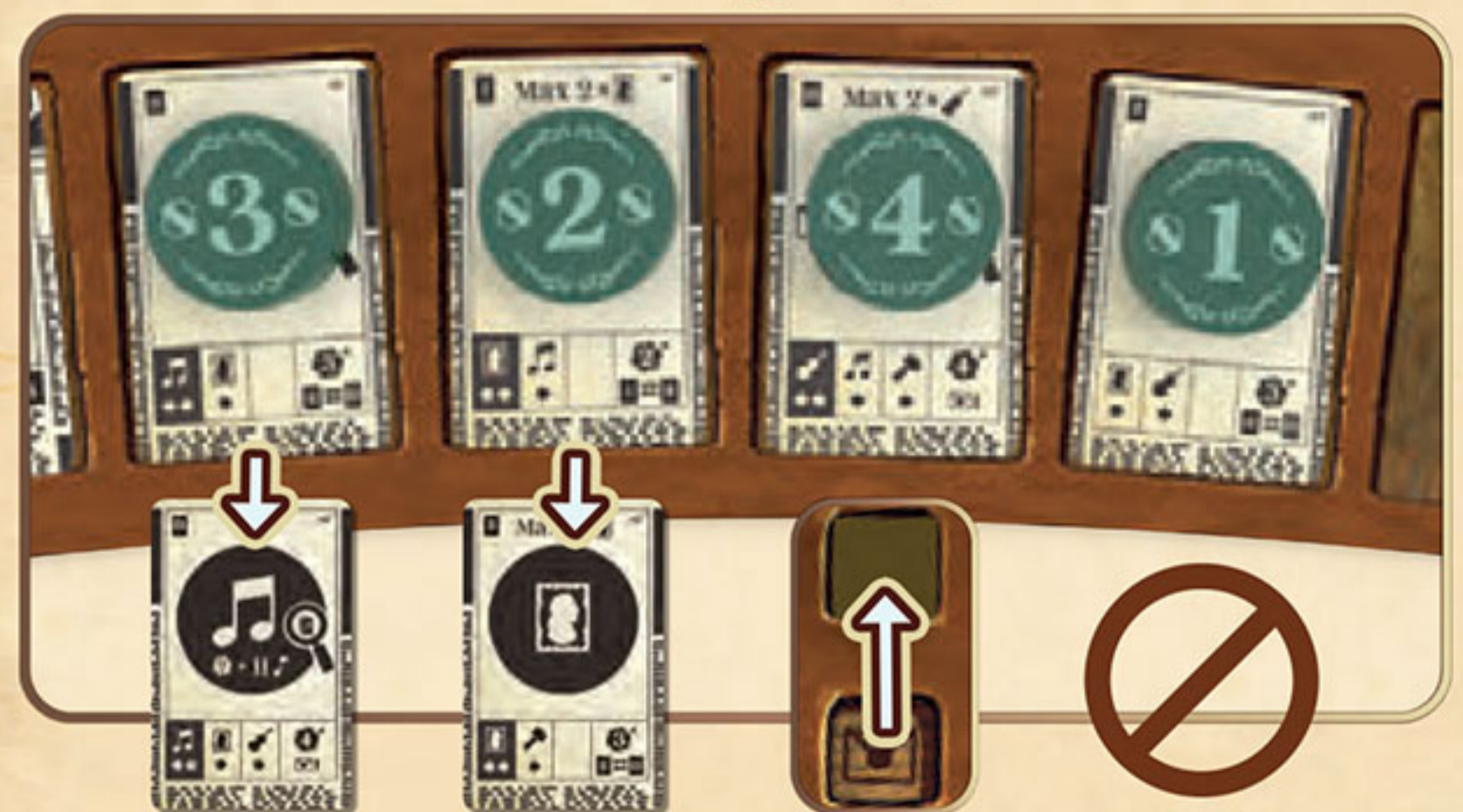
## AI Upkeep Example



At the end of the resolution phase the AI needs to update its priority tracker. It starts by making the reductions of 2 shown at the bottom of the cards, so reduces the Perform location tracker to 1, and the Salon and Guild trackers to the minimum of 0.



It then applies the increases in order from left to right, increasing the Salon tracker to 2, the Perform location tracker back to 3, the Repair location tracker to 1, and the Guild tracker to 1. As none of the priority trackers went above 3 it did not trigger any of the bonuses.



Next it checks its action cards and worker skills to see if any trigger an upgrade or AI Goals track increase. First it will upgrade action card N1 to N2 since it has a 2 skill worker assigned. Then it will upgrade action card N5 to N6 since it has a 3 skill worker assigned. Finally it increases the AI Goals track by one since action card N12 has a 4 value worker assigned. Action card N17 does not upgrade as it has a 1 value worker assigned. All the workers are placed to the side, and the six current action cards, including the 2 new ones, are shuffled to form the draw deck for the next round.

# Final Scoring

Final scoring is carried out as normal. The AI earns end game points for the following:

- ✿ First chairs in the Orchestra Pit
- ✿ Position on AI Goals track
- ✿ Half points, rounded up, for any unfinished instruments assigned to a patron

If you have more points than the AI, you have won the game!

*To help simulate playing against another person, the AI has been designed to pursue different strategies from game to game and achieve a range of scores.*

## Increasing The Difficulty

*If you'd like an even greater challenge, at the end of the game the AI also gains the highest available prestige points on your Goals that you didn't score. So if you scored the bottom or mid level of a Goal then the AI would gain the top level points, and if you scored the top level of a Goal then the AI would gain the mid level points.*

*If you want to increase the difficulty further, deal yourself 2 extra Goals cards during setup and keep an extra 1. You can repeat this as many times as you wish to increase the difficulty further.*



This page was intentionally left blank, and  
will be filled in with additional content  
before final publication