

Impression

Gold and leather

A game by Csaba Hegedűs and Attila Szőgyi for 2-4 players ages 12 and above - The Impression base game required!



Various decorative elements have played an important role in the history of book printing. Demanding printing is accompanied by the fact that not only the reading experience is important, but also the appearance of the products. With the help of the Gold and Leather expansion, decorative elements could be brought into the game, which increase the value of the completed orders.

Components



32 decoration tokens

Preparations

During the base game's preparation, shuffle the 36 decoration tokens face down, then form a draw pile of them near the orders. Draw one token face up onto each available order. Everything else is taking place in accordance with the usual rules.



Decoration

When you take or buy an order, you also take the decoration on it. The token remains on the order until the end of production, until the order leaves the IV phase on the production line. In the last phase (IV), in order for the decoration to be completed, you have to fulfill its conditions, so in addition to the usual costs, you also have to pay the cost of the decoration. If you do this, you will receive a bonus for decorating. If you cannot or do not want to pay the cost of the decoration, throw it in the common supply from the completed order. You can make the decoration before, during or after finishing the order, but you only have this option in Phase IV.

Decoration bonuses



If you make the decoration, you can use it at any time to get 1 capacity.



If you make the decoration, you can use it at any time to get 1 victory point.



If you make the decoration, you can use it at any time to get resources from one of your lead letters on the left side of your workshop.



If you make the decoration, you can use it at any time to get a 3/5 mark.



If you make the decoration, you can use it at any time to get 1 arbitrary resource.



If you make the decoration, you can use it at any time to get 1 workforce.



If you make the decoration, you get 1 mark at the beginning of each future round.



Pay for as many marks as many gold decorations you have, including this. At the end of the game, you get 1/2/4/7/11/14/16 victory points for 1/2/3/4/5/6/7 gold decoration. For example, the 3rd gold decoration costs 3 brands. At the 8th gold decoration, you start it over and score the new set separately at the end of the game.



If you make the decoration, you get 1 paper / lead / paint at the beginning of each future round.



When you make the decoration, you get 1 capacity at the beginning of each future round.



Impression

Secret contract

A game by Csaba Hegedűs and Attila Szőgyi for 2-4 players ages 12 and above - The impression base game required!



With the Secret contract expansion, you can put new goals in the game. Your goal will be accomplishing more tasks from the secret contracts. Some contracts are fulfilled during the game, while others may only score at the end of the game..

Components



12 in-game secret contracts



12 end game secret contracts

Preparations

Shuffle the two kinds of secret contracts separately. Deal each player three endgame secret contracts. Choose one of these and pass it on to your neighbour on the left. Each of you select 1 tile again, then put the rest back in the box. Everyone now should have a 2 end game secret contracts. Then give each player 1 in-game secret contract.

Everything else is taking place in accordance with the usual rules.

Meet the objectives



In-game secret contracts

Whenever the condition is met on the contract, you can receive the reward on it (no need to pay the condition). Once you collected the reward, discard the completed secret contract in a discard pile and then draw a new one instead. If the draw pile runs out, shuffle the discard pile and then form a new draw pile.

Note: You can use the contract at any time as long as the condition is met. You can find the rules of the actions that can be performed in the game's rulebook (Iconography).



... if you have at least 3 papers / lead / ink.



... if you have at least 2 doubled scoring contracts.



... if you have at least 10 marks.



... if you have at least 1 IV technology.



... if you have at least 4 city tiles.



... if you have at least 2 assistants.



... if you have at least 3 factories.



... if you have at least 7 capacities.



... if you have at least 5 completed orders.



... if you have at least 3 identical signboards..



End game secret contracts

Note: You can use the contract at any time as long as the condition is met. You can find the rules of the actions that can be performed in the game's rulebook (Iconography).



You get 5 victory points, if you have the most money / paper / lead / paint / city tile / workforce at the end of the game.



You get 5 victory points, if you have the most lead letters at the end of the game (anywhere in your workshop).



You get 5 victory points, if at the end of the game your contracts are worth the most points.



You get 5 victory points, if at the end of the game you have the most signboards, regardless of its type.



You get 5 victory points, if you have the most factory / technology tiles at the end of the game (it doesn't matter if it's face up or down).



You get 5 victory points, if you have the most orders at the end of the game (regardless of whether they are completed)..

