



Galileo Galilei



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Welcome to the 16th century, a time when Europe began to embrace new ideas and scientific trends. This era witnessed the shift among learned astronomers, who no longer gazed at the heavens solely with the naked eye, but also using the first telescopes. Join them on numerous and awe-inspiring astronomical explorations! However, exercise caution, as the Church remains vigilant, and any heretical ideas are severely punished.

Components



5 Astronomer Boards
(1 for solo game)



36 Observation Cards



4 Player Boards with telescope
(attach the telescope to the boards)



2 Tiles for the end of the game trigger



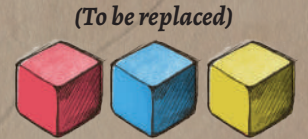
28 Comet tokens
(7 per player)



24 Action Tiles (6 per player)



84 Circular tokens
(21 per player)



(To be replaced)
30 Dice
(10 in each of the three colors)

Game Setup

- Place one token from each player on the 0 space on the score track.
- Place the game board in the middle of the table.
- Prepare a deck of discovery cards according to the chart at the top left of the university.
 Select random cards from all three levels based on the numbers in the table (Σ). **Create a deck with all cards facing down. Create a deck with all cards facing down.** Begin by placing an **Endgame Tile** at the bottom of the deck. Place three **Tier III** cards on top of it, and cover them with an **Endgame Warning tile**. Next, add the remaining **Tier III** cards, followed by **Tier II** cards, and finally, **Tier I** cards. Place this deck face down next to the game board and place the first six Tier I cards from the top of the deck on the game board.
- Place four random scale tiles on the university and four random university orientation tiles above them.
- Place one player token on the stairs under each of the four university scales.
- Place one token from each player in the indicated space on the Inquisition Reputation Scale (-3 points). Next to the game board, create a supply of quadrants and dice.

Deck setup:





6 Filed of Study Tiles



1 Game Board



24 small quadrants (1)
20 big quadrants (3)



4 Help cards



6 Double-sided university Scale Tiles



32 Inquisitor figures



16 Book Tokens
(4 per player)



7 Solo game cards



(To be finished)

7 Solo game Tiles



X Tier I cards

X Tier II cards

X-3 Tier III cards

Endgame
Warning Tile

3 Tier III cards

End game tile

Player Setup

- Take one player board with a telescope and lay it out in front of you, positioning the telescope on one of the two bottom squares.
- Take the character board with the quadrant symbol in the bottom center and place it to the left of your player board.
- Take a red, blue, and yellow die from your supply, set them to 1, and place them in the upper left corner of your player board.
- Take a set of six action tiles and randomly place them with the light side up on the squares of your player board.
- Place the four Book tokens on the starting space in the top right of the note section.
- Place seven comets of your color on the comet field, with the 1 side facing up. Place seven round constellation tokens of your color on the constellation space.

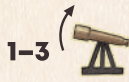



Introduction


Galileo Galilei is a game based on the action field selection mechanism. The player uses his telescope to select the action fields he wants to play. Through the actions, players gain observation cards and other advantages that help them earn victory points. Players take their turns in clockwise order. Once one player has played their turn, the next player continues until the end of the game is triggered. The end of the game is triggered when the last card from the observation deck is added to the game board. The player with the most points at the end of the game wins.


Turn Structure

During their turn, players have the opportunity to play three types of actions. These are **Fixed Actions**, **Moving Actions** and **Free Actions**. However, a player does not have to perform a given action, thereby losing its possible benefits. If a player chooses to play an action, they must play and use the entire action, not just a part of it (i.e. if a player chooses an Inquisitor Move Action and a Quadrant, they cannot take only the Quadrant and not perform the Inquisitor Move if they have an unconvinced Inquisitor on their player board).


 On his turn, a player **moves the telescope on the starry sky scale forward 1 to 3 spaces**. If the telescope ends up on the last possible action (upgrading a tile) and still has movement points remaining, it may move further. The next movement point moves the telescope back to the first fixed action (observation) square on the starry sky. Remember that the telescope may only move forward and never backward. The telescope must not remain on the square from the previous action during the player's turn and must move forward at least one square.

 Once the player has selected with the telescope a square with a fixed and moving action, **he can choose the order in which he plays each action**. In the case of selecting a field divided in half by a slash, the player chooses which action on the fixed/moving square he wants to play.

 After playing the actions, a player checks if they have a comet to be placed on the book of comets.

 Then if they persuaded any inquisitor, they check all the inquisitors on their player board and resolve their values.

We will cover both comets and inquisitors in detail further in the rulebook.

 the player then takes the tile of the moving action and slides it out of the row. He then moves it to the front of the moving action queue and moves the other actions forward to fill the vacant space in the queue. The exception is the last quadrant action (above the fixed upgrade action), which is the last space in the moving action queue. This action is unmovable, so the player does not move it when it is played, and the queue of moving action tokens does not move at this time.

Note: when selecting an action, you can slightly slide the moving action out of the queue to indicate that you want to move it to the front of the queue after all actions of that action have been played.



The two lowest parts of the starry sky cannot be observed, and the telescope can never stop there after the game starts. The telescope must move 1 to 3 sections of the starry sky clockwise.



If you want to move the telescope further behind the upgrade action, it continues to the lowest section with the first possible action.



When the telescope movement is complete, the player may choose to take a fixed action (dark) or a moving action (light) first.

Fixed Actions



OBSERVE

The player can observe either one large object or up to two constellations during an observation action. A player cannot observe both a Main object and a constellation during the same action. However, it is possible for a player to make an observation of a main object in subsequent rounds, even if he has already made constellation observations on the card. Observations are paid for with the dice that the player has on their player board.

Dice and the concept of observation time

The most commonly used component in the game is the dice. Their colour indicates the spectrum and their value the observation time you have to spend to observe the object. Throughout the game, you will increase them through various actions and combine their values and colours to achieve the most valuable celestial objects.

• Observing constellations

When observing constellations, you always pay with the dice of the base colour (blue, yellow, red), which is indicated next to the constellation observation price. A player can pay a higher value, but this value is forfeited and the player receives nothing in return (i.e. if a player has only a red die on his board worth 5 and wants to observe a constellation worth 3, he can use the die, but the remaining 2 points on the die are forfeited). If the player does not get the value of the die on the observed object, he can use any number of dice of the same color and add their value. All dice used in this way are then returned to the common supply.

After a player pays the appropriate constellation observation cost, he takes the first constellation token farthest to the left on his player board and places it on the constellation being observed. He then receives a reward from the space he just occupied with his token, as well as the reward shown below the observation token he just placed. The player may take the rewards in any order they choose.



Three of the rewards are indicated by a card symbol. If a player receives one, he takes a card from the deck of unrevealed observation cards and places it, face down, in his library. He receives no points or possible bonuses from it and it does not count towards his game objectives, but it does add another column of bonus fields to his library. It also brings the end of the game one card closer.



Each card has one main object and one constellation that can be observed one to three times. This card has a constellation with three different dice in the left column and can therefore be observed up to three times by one or more players.



Ulysses paid two blue dice to observe the third spot of Libra constellation. Total value of his blue dice is 6. 1 remaining is forfeited.

Ulysses moved his leftmost constellation token to the third constellation spot. He gains three points, one step with the inquisitor and 1 quadrant as a reward from his player board.

Ulysses is able to observe one more constellation. For example, he may observe Libra again, pay the yellow die with value 3 and cover the first spot of the Libra Constellation with his second constellation marker. He would gain one card face down to his library.





MAX 3-



Observing main object

When observing main object, the player must use dice of two colors that together create a color at the value of the large object. See the top left of the player board for hints on dice colour combinations.

To observe a large object, the player must use at least one die of both colors, **regardless of the values of the individual dice**. The sum of the dice values must be **equal to or greater** than the cost of the observation.

Once a player has paid the appropriate observation cost, he takes a card and places it in his **library** on the player board, ensuring that the card does not obscure the rewards on the bottom of cards earned during previous actions. He will thus create 4 rows of rewards that he can use during the game, as we will explain below. The constellation tokens that were placed on this card are returned to the box.



There are 33 cards in the game, divided into three tiers. Cards at higher tiers contain objects that require a higher sum of dice values to observe. Thematically, these are objects that have been harder for astronomers to observe.



GAIN A DIE / LECTURE

When playing this action, the player chooses one option and executes it.

Gain a die: The player chooses one die of any color from the supply, sets its value to 1, and places it on their player board.

On rare occasions, if the player already has 4 dice in his supply, he may then substitute the new die for the one in his supply. He returns the original die to the common supply.

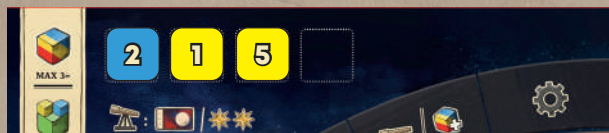
Lecture: The player moves his lecture token up one space on one of the four scales. He then takes any reward associated with the square he just moved up to. If the lecture token has already moved to the bottom of the scale, it cannot be moved any further.

There are four pairs of tiles at the university, consisting of a scale and studied objects. At the end of the game, the player is awarded points for objects of a given type based on how high they get on the university scale associated with that object type.



Sarah wants to observe Venus. She pays two blue dice with value 3 and 1, then she adds one yellow die with value 2.

She takes the card and add it face-up to her library, but first she puts the tokens from the card back to the box. After the observation, Sarah puts the new card from the deck to her library.



At the top left of the player board, it is indicated that you can have a maximum of three dice of the same color during the game. At the same time, you can have up to four dice at once.



The blue player used the lecture action to move their token up by 1 on the main object scale. They are not yet entitled to points at this stage.

At the end of the game, the blue player would gain 2 points, and the red player 1 point for each comet they place on the board during the game.



COMET

When playing the comet action, a player takes the comet furthest to the left on his player board and places it with a value of one on the game board in the area above the cards.

Comet Usage: During the observation action, players may use their comets on the game board (not the player board!) to cheapen the observation of a large object or constellation. If the comet is at a value of 1, it receives a discount of 1 to that observation.

CAUTION! A comet is not a substitute for a die. This means that if you do not have a die of the required color, you cannot use a comet instead. A player may use any number of comets he has on his plan in his turn, however, he may use each of them only once per turn.

The player then moves the used comet under the observation cards and turns it to 2. He may use such a comet again on his next observation action. This time it will give him a search discount of 2.

Note: if a player only needs a discount of value 1 when observing, but his comet on the player board provides a discount of 2, the comet can be used, but the unused discount is forfeited. If the player cannot use any discount while observing, the comet cannot be moved.

After using a comet worth 2, the player places it on one of the unoccupied page in the book of comets located at the bottom of the game board and collects the reward listed on that page.

Any available reward from an unoccupied page can be used in this way. If all pages are already occupied, the player places his comet to the far right of the Appendix and receives one point for his comet. The Appendix is the only page that can contain an unlimited number of comets.



OBSERVE / GAIN A DIE

When playing this action, the player chooses one option and executes it.



UPGRADE

During an upgrade action, a player chooses any of his or her unupgraded Moving Action tiles and immediately flips it to the upgraded side.

The tile does not move anywhere and can be used in the next action if the player's range in the movement telescope allows it.

The upgrade action is the only action in the game that does not allow a moving action to be played. Instead, the player gains one quadrant along with the upgrade piece, as marked on the player board.

Designer's Note: Before your first game, take a good look at the actions on the upgraded sides of the moving pieces. Upgrades reinforce the basic actions and will help make the game very easy to play through.



See the back of the rules or the help card for an overview of the upgraded tiles.



Martha has played the comet action. She took the leftmost comet on her player board and placed it on the game board in the area above the cards.

On her next turn, she played the observation action and added a value of 1 to the values of his dice on his comet to make the observation cheaper. She moved the comet below the cards and flipped it to the side with a value of 2.

She then played the observation action again, this time using the value 2 on his comet. She then placed it next to the comet book, and at the end of the turn she decides which page with the specific reward she will place his comet on.



The player has gained one quadrant during the upgrade action and has upgraded a piece that he will be able to use on his next turn, as it is now three steps away from the current telescope position.

Moving actions

There are always two reward options on moving action pieces. In your action, you choose one of them and play it together with a fixed action. In the following passage we will explain the different action fields:



Increase all your dice of a given color by 1.



Increase all your dice of a given color by 2.



Gain one quadrant from the supply.



Persuade an Inquisitor: move one Inquisitor on your player board to the right.



Increase one of your dice by 2.



Gain a die: Take a die of any color with value 1 from the common supply and places it on your player board.



Lecture: Move your token one space up on one of the four university lecture scales. Then take any reward associated with the square you just moved to.



Writing: Select one of your book tokens on the player board and move it to the right to the end of the row of rewards created by cards in your library. The rewards are evaluated sequentially, one step after another. If a player has no space to use, the reward is forfeited.

Writing in Library

There are multiple purple book icons in the game. Each of them allows you to move a certain number of spaces in your library. Each player creates their own library with the cards they have collected during the game. They are gained by observing large objects, and also as one of the rewards for observing constellations.

The cards you have collected form four rows of rewards that can be triggered by a write action. Some actions allow you to divide the steps during the Writing action into multiple rows.

Whenever you enter a space with a reward, use it. If you have writing points remaining, you may continue on to earn additional rewards until you exhaust the steps. The book token can only ever move to the right.

Note: occasionally, you may not be able to use a given reward (dice limit, Inquisitor's absence from the dungeon...). In this case, the token skips the reward box and the reward is not activated.



The player can choose to increase all his blue dice by 1 or any one die by 2. The maximum number of dice raised is 3, as it is not possible to have multiple dice of the same colour at the same time.



A player has three blue dice and one red die on his board. Using a move action, he can raise the blue dice to 3, 2, 2, or he can increase red die to 5. If he wants, he may even increase the value of one of his blue dice by 2.



If you trigger the Persuade an Inquisitor, you must move one Inquisitor piece on your player board 1 space to the right. If you have none on your player board at that time, the action is forfeited.



A player has used the action of writing to the library to the end of the line. He moved his outermost token to use as many rewards as possible in one action.

1. He moved his inquisitor 1 to the right
2. Gained two victory points
3. Increased two of his yellow dice by one
4. He moved another of his Inquisitors one to the right (he could also choose the one he moved in point 1).
5. He moved up one of his lecture tokens by 1.
6. The player's token ended up on the last sixth space, but it offers no reward.

The Inquisition

In Galileo's time, it represented one of the greatest hindrances to the development of knowledge. Any deviation from Church doctrine meant persecution, interrogation and often torture. Various scientific theories deviating from biblical interpretation were labeled the work of the devil, and their proponents often ended up on the frontier if they could not defend their work before the Inquisition.

In Galileo Galilei, the Inquisition is no less cruel, and every time the players spot an astronomical phenomenon that deviates from the divine interpretation, the Inquisition comes to talk to the poor astronomer. It is then up to the players to convince the inquisitors that their theories represent no sin or departure from Church doctrine, and that human knowledge will move one small step further.



Gain an inquisitor: During the game, a player may move one of their tokens to a space with an Inquisitor symbol on it, or gain it by observing large objects or constellations.

Acquired Inquisitors are placed on player board on the leftmost space of the Inquisition dungeon. At this point, nothing has happened yet. There is no limit to the number of Inquisitors in your dungeon. In some cases, your ideas are deemed so heretical that two Inquisitors come to interrogate you at once!



Interrogation: if a player triggers an Inquisition Persuasion action at any time during his turn (via action pieces, scroll on notes, observation), he moves any of his Inquisitors in his dungeon one space to the right. **At the end of a turn in which a player has triggered a Persuasion action and moved at least one of his Inquisitors, an interrogation is triggered!**

A player may make multiple moves with the Inquisitors in his dungeon during his turn to minimize damage from the Inquisition interrogation.

During the interrogation, the player adds up all negative and positive points for each Inquisitor currently in his dungeon and moves his Inquisition token on the Inquisition Tribunal scale on the game board below the University by the resulting total.

Note: if a player activates the Persuasion action in any way, he must move an Inquisitor to the right if he has one in his dungeon on any of the intermediate spaces. If you trigger an Inquisition Persuasion action and you do not have an Inquisitor in your dungeon that can be moved to the right, the interrogation will not trigger and therefore you will not gain a shift on the Inquisition Tribunal for Inquisitors already persuaded.

Inquisition Tribunal

The scale below the University represents the **Inquisition Tribunal**. Depending on your position on the Tribunal scale, a player will lose or gain points at the end of the game.

If a player can no longer move on the tribunal scale, they will lose (or gain) points once as indicated on the tribunal scale.

Tip: Don't avoid the inquisitors, you will benefit from the ones you persuade!



There are four ways to get an Inquisitor:

1. When observing a large object
2. When observing a constellation
3. In a lecture at the university
4. When writing down observations



Always place the acquired Inquisitor in the dungeon on your player board on the leftmost space. Here you are at greatest risk of penalty from them.



A player has acquired an inquisitor during his turn. Thanks to the improved action tile, he can trigger the persuasion action twice in the same turn.

He then moves the incoming Inquisitor two steps to the right. Because the player has begun persuading the inquisitors, an interrogation occurs at the end of his turn.

He scores -2 for the inquisitor on the second square and -1 for the one persuaded in this turn. On the other hand, he gets +1 for each of the two already persuaded inquisitors. The total value of the interrogation is therefore -1. The player moves one step to the left on the tribunal scale.



Free actions

Players can take any number of free actions during their turn. Free actions are always paid for with quadrants that players earn during the game.

A free action can be taken before or after the entire action (fixed or moving) has been evaluated. Not during the action.



Changing the color of a die to another color while maintaining the value of the original die.

Increase any single die by 1.



Purchase a new die costing 2 sextants

Writing 3. The steps can be freely divided between any rows of your library.



Move inquisitor twice. These two steps can be divided between any inquisitors on your player board.



Move a comet from the player board onto the game board.

Objectives

During the game, players can earn points for completing objectives marked on the university. The player who completes the objective first immediately scores seven points. He or she then marks that square with his or her free token.

Each subsequent player immediately scores three points for completing the objective. Once completed, they place their token on the shared space below the goal.

There are a total of 5 objectives in the game:

1. Have **5 removed comets** (on the game board or on any comet page).
2. Have **6 constellation tokens** removed from your player board.
3. Observe **4 main objects** (not counting cards earned as constellation spotting bonuses).
4. Have all your **book tokens** on the library track shifted at least **3 spaces to the right**.
5. Reach at least **two of your lecture tokens** on the topmost space.



Inquisitor's departure: After completing any objective, you have the additional option of receiving help from a convinced Inquisitor from the dungeons on your player board. Remove him and place him in the common supply. You gain a quadrant and a new die for doing so. Only those standing on the last dungeon square furthest to the right are considered Convinced Inquisitors.

You will gain a one-time reward, but the inquisitor who helped you will not be present for future interrogations and will no longer enhance your reputation with the Tribunal.



A list of free actions can be found on the character board to the left of your player board.

Tip: If you want to pass the Inquisition interrogation smoothly, gather at least three quadrants and use them to convince the Inquisitors before or during the interrogation at the end of your turn.

Quadrants in the game represent the measurement of knowledge. They can therefore help you make significant progress or make your job easier when observing other objects.



At the top of the university, you can see five objectives that you can accomplish. Each objective has a box at the top for one player to score 7 points. Each additional player then places their token in the shared larger box below and gets 3 points for completing the same objective.



In this situation, the blue player scores 7 points and the purple and brown players each score 3 points for the comets. Each player had the opportunity to get help from one of their convinced inquisitors, regardless of who completed the objective first. This option is common to any objective met during the game.

End of game

When the last card from the observation deck is placed on the game board, the game ends. Players finish the current round and, starting with the first player, each player takes one more turn. After the last round is played, players count their victory points and the player with the most points becomes the most prolific astronomer of their time!

Final scoring

INQUISITORS ON THE BOARD

During the final scoring session, players add up the values from the boxes for all of their Inquisitors left in the dungeon on their player board. This time, they no longer move up the Inquisitorial Tribunal scale, but receive points directly, printed on the player board in each dungeon field. Each convinced Inquisitor will gain 1 point, while others will have their points deducted.

UNIVERSITY

The University has a total of four tracks on which players can score their achievements in observation and research at the end of the game. These are:

1. Constellation tokens removed from the player board.
2. Comet tokens removed from the player board.
3. Large objects observed (Identify the color of the book in your library. Black books are obtained by observing main objects, while beige ones are acquired through observing constellations.)
4. Upgraded moving action pieces.
5. The number of steps with the leftmost token on the library on the player board plus 1.
6. The number of convinced Inquisitors left on your player board.

Players check the victory points for their tokens on the university scale. They then multiply these points by the number of times the player accomplished the respective goal.

INQUISITION TRIBUNAL SCALE

Finally, players add or subtract points for the Inquisition Tribunal scale.

TIE

The player with the most victory points wins. If there is a tie, the player with the higher total on their unused dice wins. If there is still a tie, the player with more remaining quadrants wins.



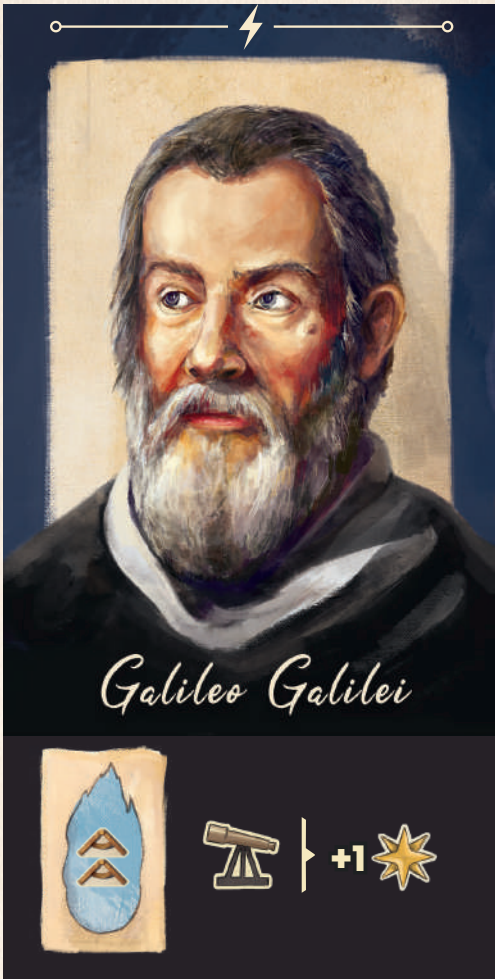
Three convinced Inquisitors give the blue player 3 points, but two unconvinced Inquisitors take away 2 and 4 points. He therefore loses a total of 3 points for the inquisitors on his board, which he immediately takes away on the victory point scale.



The blue player gains for the university:

1. 15 points for major objects (3 points on the scale \times 5 major objects in the library section.)
2. 4 points for comets (1 point on the scale \times 4 comets placed on the game board)
3. 0 points for constellations. Despite having researched three of them, he did not lecture on them at the university and therefore will not receive any additional points for them.
4. 10 points for the notes (2 points on the scale \times 5: his leftmost token on the notes is in the fourth position, to which he adds one more step, as shown by the scoring arc above the fourth scale.

The blue player scores 3 points for standing before the Inquisition Tribunal.



Galileo Galilei (1564–1642)

Galileo Galilei, born in 1564 in Pisa, Italy, is a pivotal figure in the history of science, hailed as the father of modern physics. A polymath of the Renaissance, he excelled in astronomy, physics, mathematics, and philosophy. Galileo's revolutionary use of the telescope in the early 17th century led to the discovery of the Galilean moons orbiting Jupiter, supporting the heliocentric model proposed by Copernicus and challenging the prevailing geocentric worldview.

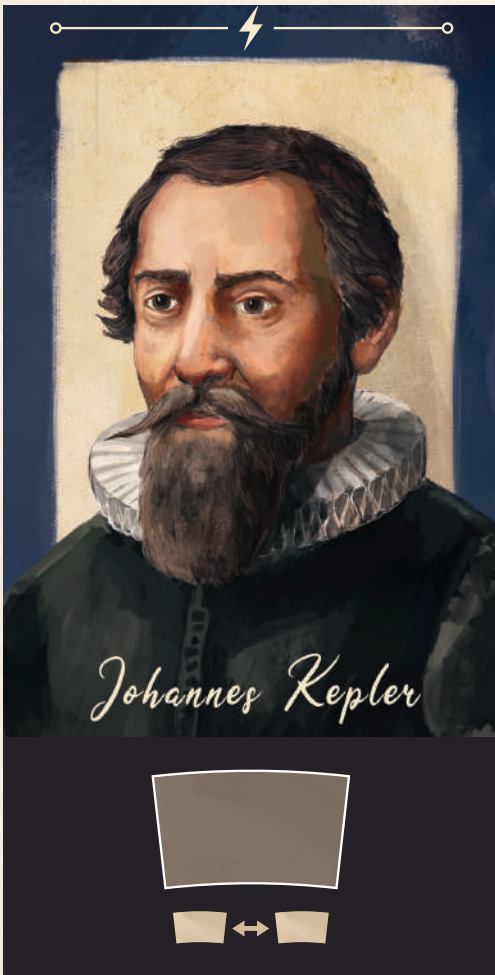
Despite his groundbreaking contributions, Galileo faced significant opposition from the Catholic Church due to his support for heliocentrism. In 1633, he was tried by the Roman Inquisition, found guilty of heresy, and forced to recant his views. This conflict, however, did not diminish his lasting impact. Galileo's emphasis on empirical evidence and the scientific method laid the groundwork for modern observational astronomy and physics, influencing subsequent scientific giants like Isaac Newton. His legacy endures as a symbol of scientific courage and the pursuit of knowledge in the face of adversity.

Special ability:

Galileo has one personal comet page.

- Once it is covered, it gives him two quadrants.

When Galileo Observes, he may place one more constellation token. This way he is able to observe one main object and one constellation, or three constellation at once.



Johannes Kepler (1571–1630)

Johannes Kepler, born in 1571 in the Holy Roman Empire, was a pioneering mathematician and astronomer whose profound contributions revolutionized our understanding of celestial motion. Kepler's work primarily focused on Mars, and through meticulous observations, he formulated three laws of planetary motion. These laws, published in the early 17th century, described the elliptical orbits of planets around the Sun and provided a more accurate model for predicting celestial movements than previous geocentric theories.

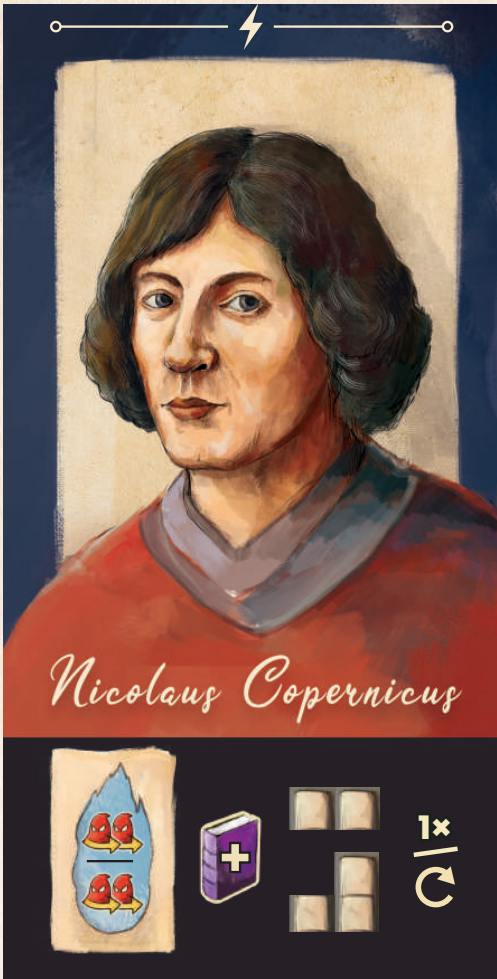
Kepler's laws of planetary motion laid the foundation for modern celestial mechanics, influencing scientists like Isaac Newton. His emphasis on empirical observation and mathematical precision set a standard for the scientific method. Kepler's groundbreaking achievements marked a crucial step forward in dismantling the geocentric worldview, contributing significantly to the scientific revolution of the 17th century.



Special ability:

Kepler has a special action tile. At the beginning of the game, he places it in the last segment on his player board (before the upgrade action), and he places one of his basic action pieces on the character board. Whenever he plays the special action piece, he may make one of the following choices:

1. Swap the positions of two pieces on his player board.
2. Swap a piece on his character board with a piece on his player board.



Nicolaus Copernicus (1473–1543)

Nicolaus Copernicus, born in 1473 in Poland, reshaped our understanding of the cosmos with his groundbreaking work, „On the Revolutions of the Celestial Spheres,“ published in 1543. He challenged the prevailing geocentric model, introducing the heliocentric theory that positioned the Sun at the center of the solar system. Copernicus' revolutionary insight provided a simpler explanation for celestial motion, paving the way for the scientific revolution and influencing subsequent astronomers like Johannes Kepler and Galileo Galilei. His contributions marked a pivotal shift in our perception of the universe, initiating a lasting impact on scientific inquiry.

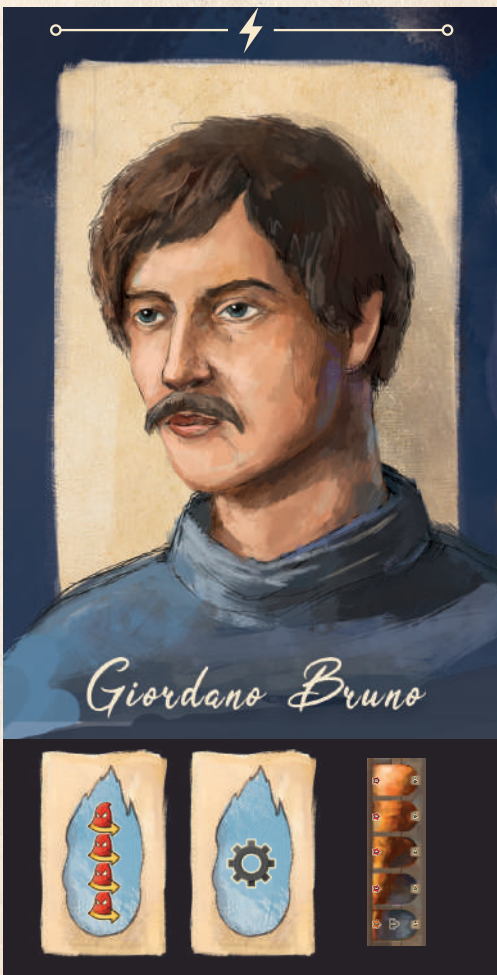


Special ability:

Copernicus has one personal comet page.

- Once it is covered, he may persuade two of his inquisitors by two spaces.

During his turn, Copernicus can place one of his four special pieces into the notes section, thereby replacing rewards in one or two rows. Each such piece must be placed outside the token positions in the notes section.



Giordano Bruno (1548–1600)

Giordano Bruno, born in 1548, was an Italian philosopher and cosmologist whose ideas pushed the boundaries of conventional thought. Going beyond Copernicus, Bruno proposed an infinite universe with countless worlds, advocating for cosmic pluralism. His bold theories, however, clashed with the doctrines of the Catholic Church, leading to his condemnation and execution for heresy in 1600. Bruno's willingness to explore beyond societal norms made him a martyr for the pursuit of knowledge, and his daring ideas left an indelible mark on the history of scientific inquiry, emphasizing the importance of intellectual freedom and the courage to challenge prevailing beliefs.



Special ability:

Bruno has two personal comet pages.

- Persuade the inquisitors by four steps. You may divide it as you want.
- Upgrade one of your action tiles.

Bruno also has a special tile that he puts over the dungeon on his player board. It has five spaces, making it more challenging for him to persuade the inquisitors. However, he gains benefits during this demanding process.

ICONS



Gain a die of any colour with value 1.



Increase all your blue dice by 1.



Increase all your blue dice by 2.



Increase one your die by 2.



A purple die with a value of 9 must be composed of dice of both basic colors (blue and red) with a total sum of 9 (the value can be supplemented with comets).



Writing – move any of your book tokens to the end of your library row and resolve all the effects one by one.



Writing 3 – make three moves with any of your book token (or tokens). You may split the moves any way.



Reward from observing constellations – take the upper card from the deck and put it in your library face down.



Gain an inquisitor – place the figure on the leftmost space of the dungeon on your player board.



Inquisitor's Departure – remove one inquisitor from the rightmost space of your dungeon. Gain one quadrant and one die of any color.



Persuade an Inquisitor – move one Inquisitor on your player board to the right.



Gain nine victory points.



Lose 2 victory points.



Lecture – Move your token one space up on one of the four university lecture scales. Then take any reward associated with the square you just moved to.



A quadrant.



A card with the main object (front side).



Upgrade action – flip one of your action tiles to the golden upgraded side.



Observe action – You may observe constellations or main objects on the game board.

BASIC AND UPGRADED ACTION TILES



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