



MILLE FIORI

In the glittering
lagoon

Make history by becoming the most renowned glassmaker on the Laguna di Venezia! Learn the secrets of your craft and build your trading network to secure the support of the lagoon's inhabitants. You'll need to blend bold strategy and clever tactics to make your fortune on the *Mille Fiori*!



DEVIR



SETTING UP

1. Lay the playing board out in the middle of the table.
2. Find the *Doge* card and remove it from the pack. Then shuffle the remaining cards and place them face down next to the playing board as a draw pile.



Depending on the number of players, turn over the number of cards indicated below and place them face up next to the playing board:

2 or 4 players: 9 cards

3 players: 4 cards

3. Each player chooses a color and takes the following materials in their chosen color:

a. 30 diamonds

Place 27 of your diamonds in front of you as your personal supply.

Return the 3 remaining diamonds to the box (you may need these at the end of the game).



b. 1 ship

Place your ship on the starting space for the trade route.

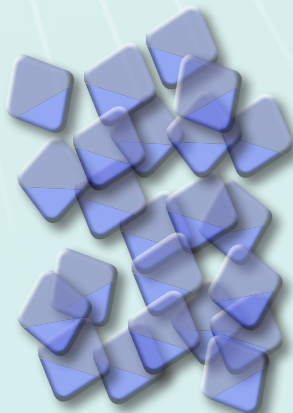


c. 1 score marker

Place your score marker on space 0 (100) of the scoring track.



4. The player with the fullest glass is the starting player and takes the *Doge* card. You're now ready to start playing.



P THE GAME



Card Features:

CARD COLOR:
Shows which area of the playing board you may add a diamond to.

NUMBER IN THE SHIP'S WHEEL:
Indicates how far you're allowed to sail with your ship when you use the card to navigate the trade route.
(see Alternative Move – page 11)

SYMBOL:
Determines which spaces you're allowed to fill on the playing board.

POINTS:
The symbols at the bottom of the card reveal how many points you earn for filling a space.

POINTS FOR YOUR FELLOW PLAYERS:
Some of the cards feature this symbol. It means that when you earn instant points, the other players also earn points.

The Areas on the Playing Board:

Workshops
Page 6

Trade
Page 9

Harbor
Page 10

Residences
Page 7

Townpeople
Page 8



How to Play the Game

The game is played over several rounds. At the start of each round, the starting player **deals 5 cards to each player, face down**.



Then, all players pick up their face-down cards and select **1 card** to keep in their hand. They place the remaining cards **face down** in front of their left-hand neighbor.

Select one card to keep and pass the rest on to the next player.



Next, the starting player begins by playing their hand card, face up.

In most cases, you will place 1 of your diamonds on an empty space that matches the color of the card you just played. You immediately earn points for this (which you use to move your score marker forward on the scoring track) and possibly also additional bonuses (a point bonus and/or an extra card).



Play your chosen card and place one of your diamonds on a space as appropriate.

Where, exactly, you can place your diamond, how many points you will earn for it, and when you earn a bonus is described in the following pages (see *The Areas* – from page 6).

When you have finished your turn, put your card face up on the discard pile. If there is no discard pile, create one. It is then your left-hand neighbor's turn.



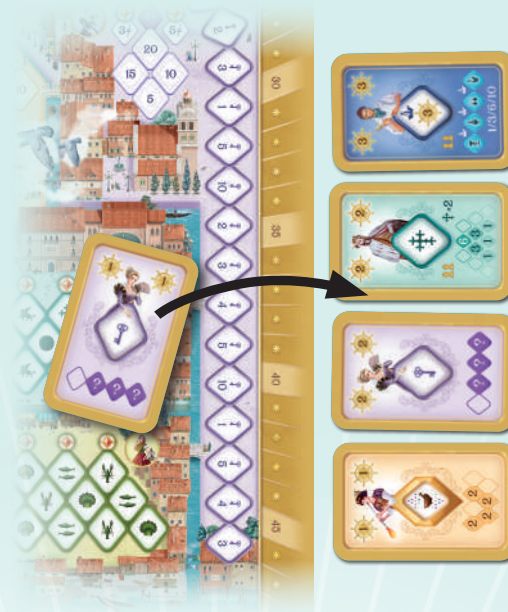
Discard pile

After all of you have played your chosen cards in turn, each player picks up the cards in front of them. Select 1 card again from among those cards, exactly as described previously. Pass the remaining cards again to your left-hand neighbor. Then, play your chosen cards again in turn, beginning with the starting player.

Repeat this procedure until you only have 1 card left to pass to your left-hand neighbor. **Do not pass this last card!** Instead, place it face up next to the playing board together with any other cards that are there **AFTER all of the players have finished taking their last turns.**



The round now ends. The starting player passes the *Doge* card to the next player (going clockwise). This player becomes the new starting player and begins a new round as described above.



Place the last card in your hand face up next to the playing board.

The Game Ends

The game ends when either of the following occurs:

- ◆ At the **end** of the round in which the draw pile is used up; **or**
- ◆ When a player places the last of their diamonds from their personal supply on the playing board during their turn. In this case, all players who have not yet played their selected card may take their last turn, so all players have the same number of turns.



See page 11 for more details on the end of the game.

Special Rule for a 2-Player Game

If you're just 2 players, you only play **3** out of **5** cards in each round. So, you will place the last **2** cards face up next to the playing board.



THE AREAS

The board is divided into 5 different areas, by color. Each area has its own special rules:

Workshops

This is where you'll find the raw materials for glass manufacturing.

PLACEMENT

Place 1 of your diamonds on **1 empty space** in this area that shows the same symbol as your card.

You're always free to choose from all of the empty spaces featuring that symbol. So, you can place your diamonds next to empty spaces or other diamonds (your own or the other players').

INSTANT POINTS

After placing a diamond, you immediately earn **1 point** for the space you've just filled **plus 1 point for each of your diamonds** that are **connected to the one you just placed**.

If you fill a pigment space  with the diamond you just placed, you earn **2 points** per space!

POINT BONUS

If you have filled spaces showing all 4 of the different raw materials at least once each, place 1 of your diamonds on the bonus space with the **highest** number available in this area of the playing board to earn a bonus. Immediately move your score marker forward as many spaces as indicated on the bonus space you just filled. The sooner you achieve this bonus, the more points you earn. You can only receive this bonus once per game.

EXTRA CARD

When you fill the third and last space around one of these symbols , you may immediately play 1 extra card.

To do so, select 1 of the cards lying face up next to the playing board and play it exactly as if you had played it from your hand.

So, place 1 more diamond on the playing board, earn points and possibly other bonuses, and then place the card on the discard pile. You can perform a whole series of turns in this way.

Beware! The extra card is always awarded to the player who fills the **last** empty space. It doesn't matter who filled the other two spaces!



Quartz



Ash



Lime



Pigments



Example: Blue has connected 3 diamonds and earns 3 points for this.



Example: Blue has connected 4 diamonds and the space they just filled is a pigment space, so Blue earns 8 points for this.



Example: Green has filled the last empty space and immediately plays 1 extra card.

Residences

This area shows the islanders' residences.

PLACEMENT

Place 1 of your diamonds **on the next empty space** of the residence line. Start at the very beginning of the line (on the space above the arrow) and gradually fill the spaces in the direction of the arrow. You're not allowed to skip any spaces.

INSTANT POINTS

You immediately earn the number of points shown on space you filled.

If the new diamond is **directly** connected to one or more other diamonds of your color, you earn **all** of the points indicated for the other connected diamonds of your color, too.

POINT BONUS

If you have filled spaces showing 4 different numbers (connected or not), place 1 of your diamonds on the bonus space with the **highest** number available in this area of the playing board to earn a bonus. Immediately move your score marker forward as many spaces as indicated on the bonus space you just filled. The sooner you achieve this bonus, the more points you earn. You can only receive this bonus once per game.

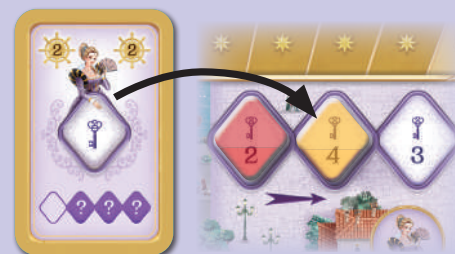
EXTRA CARD

As soon as you've filled spaces with 3 **different** numbers (connected or not), you may immediately play 1 extra card.

To do so, select 1 of the cards lying face up next to the playing board and play it exactly as if you had played it from your hand.

So, place 1 more diamond on the playing board, earn points and possibly other bonuses, and place the card on the discard pile. You can perform a whole series of turns in this way.

You earn an extra card one more time if you fill spaces with 5 different numbers.



Example: Yellow has just filled a space worth 5 points, and they also filled the 2 spaces ahead of this with diamonds of their color. So, Yellow earns a total of 12 points (4 + 3 + 5).



Yellow has filled 4 different numbers (4, 3, 5, and 1).



Yellow has filled 3 spaces with different numbers (4, 3, and 1), so they may immediately play an extra card.

Townpeople

The different townspeople are represented in this area.

The townspeople are divided into 2 groups, the **Nobili** and the **Populi**. The groups are arranged in their own pyramids, each of which features 3 different symbols.

PLACEMENT

Place 1 of your diamonds on 1 **empty space** in the pyramid that matches the color of the card you played. You are **not limited to the symbol shown on the card you're playing**, so you may place your diamond on a different symbol in the matching pyramid. You'll earn more points if they do match though—see the "Instant Points" section below for details.

Each pyramid consists of 3 levels and must always be built from the bottom up. So you can only place your diamond in the next level up if both of the spaces directly below it have already been filled.

INSTANT POINTS

You immediately earn 1 point for filling a space on the bottom level, 3 points on the second level, and 6 points on the third level. If you fill a space that matches the **symbol on your card**, you receive **double the number of points**.

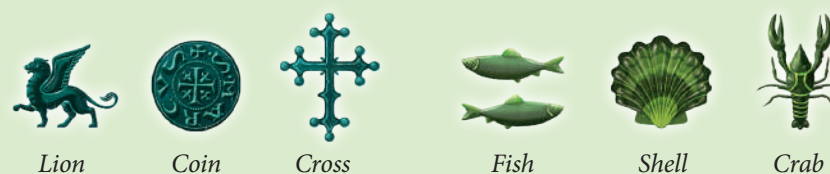
In addition, if the just-placed diamond forms a triangle (of 2 or 3 levels), **all** players who have filled spaces in that triangle earn points for their diamonds—i.e., 1 point for each diamond on the bottom level and 3 points for each diamond on the second level. These additional points are **never** doubled.

POINT BONUS

As soon as you've filled all 3 of the different symbols on a pyramid at least once each, place 1 of your diamonds on the bonus space with the highest number available in this area of the playing board to earn a point bonus. Immediately move your score marker forward as many spaces as indicated on the bonus space you just filled. The sooner you achieve this bonus, the more points you earn. You can receive this bonus once for each of the 2 pyramids.

EXTRA CARD

When you fill one of the spaces in the top row of a pyramid, you may immediately play 1 extra card. To do so, select 1 of the cards lying face up next to the playing board and play it exactly as if you had played it from your hand. So, place 1 more diamond on the playing board, earn points and possibly other bonuses, and place the card on the discard pile. You can perform a whole series of turns in this way.



Example: The 2 spaces in the bottom level have already been filled, so Red can place their diamond on the cross in the second level. Red can place their diamond on the cross even though they played a card with a coin.



Example: Red has filled the space on the third level with a coin. They used a matching card (coin) for this, so they receive double the points for this space: 12 points (2×6). The just-placed diamond also forms a triangle, so all players receive points for their diamonds within that triangle. Red and green therefore earn 4 additional points each ($3 + 1$) and Yellow earns 1 additional point. Blue doesn't earn any additional points because the diamond just placed doesn't create a triangle that includes a blue diamond.



Example: Red has filled spaces with all 3 different symbols on the pyramid and may now place a diamond on the bonus space with the highest available number.



Example: Red has filled a space in the top row and may immediately play 1 extra card.

Trade

This area shows four different commodities.



PLACEMENT

Place 1 of your diamonds on 1 **empty commodity space** that matches the symbol on your card.

INSTANT POINTS

After placing a diamond, you must determine the value of this commodity. To do this, count **how many spaces with this commodity have been filled**. It does not matter which player has filled these spaces. This sum is the commodity value, which determines how many points **each individual diamond is worth**.

All players who have diamonds on this commodity earn that many points for **each** of their diamonds on that commodity.



Example: Red fills a space with a carafe. The carafe is worth 3 points, because there are 3 filled carafe spaces. Red has filled 2 spaces with carafes, so they earn 6 points. Yellow has filled 1, so they earn 3 points.

POINT BONUS

As soon as you've filled spaces featuring all 4 of the different commodities at least once each, place 1 of your diamonds on the bonus space with the highest number available in this area of the playing board to earn the point bonus. Immediately move your score marker forward as many spaces as indicated on the bonus space you just filled. The sooner you achieve this bonus, the more points you earn. You can only receive this bonus once per game.



Example: Red has filled spaces featuring all of the different commodities. Yellow has already filled the space with the number 20, so Red puts 1 of their diamonds on the space with the number 15 and scores 15 points.

EXTRA CARD

When you help your fellow players get a "good deal," you may immediately play 1 extra card. A deal is deemed "good" if at least 1 of your fellow players has **more diamonds on this commodity than you do after** you've placed your diamond (a tie is not sufficient here). Your fellow player therefore earns more points from your move than you do. You may immediately play 1 extra card by way of reward. To do so, select 1 of the cards lying face up next to the playing board and play it exactly as if you had played it from your hand. So, place 1 more diamond on the playing board, earn points and possibly other bonuses, and place the card on the discard pile. You can perform a whole series of turns in this way.



Example: Red fills a space with a swan. Blue has already filled 2 spaces with a swan, but Red has filled only 1. Red may therefore play 1 extra card.

Harbor

This area represents the transport of glassware to the rest of Europe.

PLACEMENT

Place 1 of your diamonds on 1 **empty ship space**. In addition, you may move your ship forward on the trade route as many spaces as the number indicated on your card.

INSTANT POINTS

Ship Spaces: You do not always earn points immediately for filling a ship space. Only when a fleet is complete—i.e., when all 3 spaces in a line have been filled—do the ships depart and earn points for the players involved. Each player receives points for **every diamond of their color in that fleet**.

How many points each diamond in the fleet is worth depends on how many commodity spaces (in the trade area) in the same line are also filled. It does not matter which player has filled the commodity spaces:

- ◆ 1 commodity: 1 point per diamond
- ◆ 2 commodities: 3 points per diamond
- ◆ 3 commodities: 6 points per diamond
- ◆ 4 commodities: 10 points per diamond

Moving on the Trade Route: After awarding points for completed fleets (if any), advance your ship along the trade route. If your ship lands on a space with a number, you also earn as many points as the number on that space. You do not earn points or bonuses for spaces that your ship passes over.

EXTRA CARD

When your ship lands on a space with the bonus symbol, you may immediately play 1 extra card. To do so, select 1 of the cards lying face up next to the playing board and play it exactly as if you had played it from your hand. So, place 1 more diamond on the playing board, earn points and possibly other bonuses, and place the card on the discard pile. You can perform a whole series of moves in this way.



Last space: On the last space of the trade route, you earn points **and** an extra card.

You cannot move beyond the last space: any remaining moves are forfeited.

If you're already on the last space, you may continue to play ship cards but you do not move your ship any further and therefore do not earn any more points or extra cards on the trade route.



Example: Green plays a ship card with the number 4. Green first places a diamond on an empty ship space in the harbor, then moves their ship forward 4 spaces on the trade route.



Example: Green fills the last empty ship space in a fleet. 3 commodity spaces have been filled in this line, so the fleet departs and transports 3 different commodities. Green has filled 2 of the ship spaces and earns 12 points (2×6). Red has filled 1 of the ship spaces and earns 6 points (1×6).



Example: Green moves their ship onto a space with the number 5 and earns 5 points for this.



Example: Blue moves their ship onto a space with a bonus symbol and may immediately play 1 extra card.



Alternative Move

In addition to a symbol, each card also shows a value from 1 to 5 in the top corners.

Instead of using a card as described previously, you may use **any** card to move forward on the trade route. In this case, you **only use the number indicated** and move your ship forward that many spaces on the trade route.

Note: The card's color and symbol are irrelevant in this case.

You **cannot use this alternative move to fill any ship spaces**.

You then earn points immediately or may play an extra card, as described above.

Discard the card as usual afterwards.



Example: Blue plays a townspeople card, but doesn't use it to place a diamond on the pyramid, but rather to move their ship forward. Blue moves their ship forward 3 spaces, landing on a space with the number 10 to earn 10 points. Then they discard the card. Since this card is now out of the game, it is no longer possible to fill all the spaces in that pyramid.

Note: Each card is available exactly as many times as there are corresponding spaces on the playing board. If you use a card for an alternative move, that card is out of the game and the corresponding area can no longer be filled completely.

Note on the Extra Cards

The cards placed face up next to the playing board are replenished over the course of the game. The last cards in each round are placed face up there, so you'll need some space! If there are no face-up cards, you **cannot** play an extra card.

Playing Variations

If you'd like more of a tactical game, you can agree before the start of the game not to decide which cards to keep in your hands at the same time, but rather only when it's your turn. This gives you more of an opportunity to react to your fellow players' moves. Bear in mind, however, that this can significantly increase the playing time!

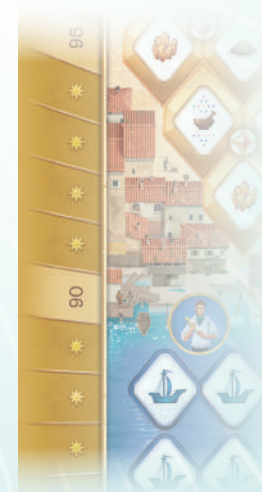
The End of the Game

The game can end in one of two different ways:

- ◆ When the starting player deals the last cards in the draw pile at the beginning of a round, you still play that round to the end. The game ends after that.
- ◆ When you place your last diamond on the playing board during your turn, you finish your turn normally. If you're allowed to play 1 or more extra cards, you may do so using the diamonds that you returned to the box at the start of the game. After this, all of the players who have not yet played their last selected card may still take their turn as usual.

The game then ends and the player with the most points is the winner!

Should there be a tie, you can rejoice together at having established the most successful glass dynasties in the lagoon!





This game edition has been revised by the publisher and therefore differs in parts from the original version by Reiner Knizia.

The author and publisher would like to thank all of the test players for the many test rounds and valuable suggestions, especially Sebastian Bleasdale, Dirk Eheberg, Reiner and Wolfgang Haberl, Rudi Gebhardt, Sebastian Gieger, Florian Ionescu, Dorette Peters, Vroni Sigl, Andi Stamer, Stefan Willkofer, Peter Wimmer, and Philipp Winter.

Author: Reiner Knizia
Illustrations: Stephan Lorenz,
Marina González
Graphic Design: Olga Cress
Translator: Birgit Irgang
Editor: Georg Wild
Realisation: Jasmin Weigand
CREDITS DEVIR
English Language Proofreading: William Niebling
Layout: CeciRC
Editor: Xavi Garriga



www.devir.com

Devir Iberia S.L. Rosselló 184. 08008 Barcelona.
• **Devir Livraria, Ltda.** Pólo Industrial. Brejos de Carreteiros, Escritório 2, Olhos de Água 2950-554 Palmela. devir.pt@devir.com. Tel: (351) 212 139 440 • **Devir Livraria Ltda.** Rua Chamatu, 197-A. Vila Formosa, CEP 03359-095 São Paulo – SP. CNPJ 57.883.647/0001-26. sac@devir.com.br. Telefone (11) 2924-6918 • **Devir Italia.** Piazza Petrucci, 8. Camaiore (LU). • **Devir Americas.** 8123 South Orange Avenue, Suite 166 Orlando, Florida, FL 32809.

© 2022

Schmidt Spiele GmbH
Lahnstraße 21
D-12055 Berlin
www.schmidtspiele.de

