

Bargello

Designed by Ellie Dix

2-6 players | 45 minutes | Age 10+

Aim:

You are a highly-esteemed tapestry artist inspired by the designs of the Bargello sisters. There are many admirers of your work who will pay to see their favourite patterns and colours feature in your needlepoint. But you're not the only artisan in the city and competition is rife. Manage your threads and equipment to create beautiful tapestries while attracting sponsorship from wealthy supporters.

Components:

- 1 game board (containing 5 actions)
- 1 thread factory (cube tower)
- 150 threads (wooden cubes)
- 40 tapestry cards
- 26 commission cards
- 22 equipment cards
- 5 thread trays
- 1 bag
- 18 workers
- 5 action blockers
- 1 first player token

Set up:

- Place the board in the middle of the table with the cube tower on the factory space.
- In a 3 and 4-player game, cover the fourth action in areas A, B, C and D with action blockers.
- Shuffle the commission cards, give one face down to each player and place the remaining cards in a deck in the commissions area.
- Shuffle the equipment cards, reveal the top 4 cards and place them on the four available spaces in the shop. Place the remaining cards in a deck to the right of revealed cards.
- Shuffle the tapestry cards, reveal the top six and place them in the workshop in a line. Place the remaining cards in a deck to the right of the line.
- Place all the threads in the bag and mix them up. Each player takes a thread tray and three threads at random from the bag, which they may arrange in any order on their tray.
- Place 10 threads in the factory cube tower. Any threads that fall out are discarded back to the bag. Place 15 threads in the area to the left of the tower.
- Place 3 threads of each colour in the thread shop. Line up the remaining threads in the space next to their colour in the thread shop.
- Each player chooses a player colour and takes the three workers in their colour. In a 3-player game, each player also takes a fourth worker.
- Randomly decide who will be the starting player. Give them the first player token.

How to play:

Each round is split into the following phases 1) Selection, 2) Execution, 3) Restocking

Selection

Starting with the player with the first player token and moving clockwise...

On your turn, place one of your workers in any of the available spaces on the board. Play continues to the next player.

Continue clockwise until all workers have been placed.

Execution

Different areas of the board are resolved in alphabetical order. So the first area to be resolved is the Commissions area (A). Within each section, the players take turns according to the numbers on their score markers, starting with the lowest number. The areas work in the following ways:

A: Factory Outlet The player with a worker in spot number 1 chooses 10 threads from the area to the side of the tower to place in the tower. They may drop/throw the threads in one-by-one or all at once. The threads that come out of the tower are available for the players with workers in the area. Players take one thread at a time in order worker space, until all threads have been claimed.

B: Commissions Take two cards. You may take two face down cards from the top of the deck, two face up cards from the discard pile or one from each pile. Choose one card to keep and place the other face up on the discard pile.

C: Thread Shop Take 3 threads of any colour. Do not replenish colours during the phase.

D: Upgrades Take one equipment card. Do not replenish cards during the phase.

E: Workshop You have a choice of three actions:

1. Take then construct a tapestry card.
2. Take a tapestry card and place it in hand.
3. Construct a tapestry card from your hand.

To take a tapestry card: You may take any of the six tapestry cards on display. When taking a tapestry card, you must always pay one thread on each card to the left of the one you are taking. Move cards left to fill the gap and reveal another card to fill the rightmost slot.

To construct a tapestry card: Discarding threads of the required colours from either (or both) ends of your thread tray. Used threads are returned to the bag. Place the tapestry card face up on the table in front of you.

Restocking

Complete the following actions:

- All players reclaim their workers.
- Move all unused threads from the thread shop to the factory waiting area.
- Restock the thread shop.
- Discard any cards in the top row of the equipment shop. Move cards on the bottom row up to the top row. Restock all the empty spaces.

End game & scoring:

The game ends at the end of the round in which one player has made their sixth tapestry.

Players calculate their scores for each commission card based on the tapestries they have woven. Players also get 1 point for every 3 threads remaining in their thread tray.