



An Expansion by Louis & Stefan Malz

Rokoko Jewelry Box

This Jewelry Box can only be played with a copy of **Rokoko** and adds more variety to the gameplay:

- The Jeweller introduces necklaces and rings which you can rent out along with your Dresses.
- The specialized Apprentices brazenly set conditions for their hiring but give quite a few Prestige Points.
- Also, your Employees can take Examinations now and thus gain entirely new abilities.

Components

1 Jeweller board



24 Jewelry tiles

7×



7×



6×



4×



5 Examination cards (1 of each player color)



front: Journeyman examination



back: Master examination

28 Employee cards

(marked with a brown background color in the upper right corner)



10 specialized Apprentices (level 0)



9 new Journeymen (level 2)



9 new Masters (level 5)



Setup

Follow the setup instructions of the base game with the following adjustments:

- After you have put the Game board in the middle of the table (step 1.), place the **Jeweller board** next to the Workshop at the lower right side of the Game board. Then shuffle the **24 Jewelry tiles** and place them as multiple face-down stacks beneath the Jeweller board.
- When you prepare the general Employee stack (step 3.), make the following changes with the level 5 and level 2 cards:



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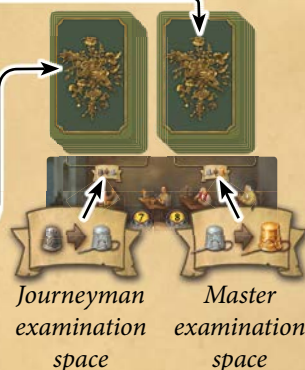
Before shuffling the level 5 cards and placing them face down on top of the Employee stack, do the following: Take from the normal level 5 Employee cards the **two Masters** and add them to the **9 new Masters**. Shuffle these 11 Master cards and place them as a face-down stack above the *Master examination space* of the Jeweller board.

Then draw two cards from this stack and shuffle them **face down** with the normal level 5 Apprentice and level 5 Journeymen. These 4 cards are finally placed as the level 5 cards on top of the general Employee stack.

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Before shuffling the level 2 cards and placing them face down on top of the Employee stack, do the following: Take from the normal level 2 Employee cards the **two Journeymen** and add them to the **9 new Journeymen**. Shuffle these 11 Journeyman cards and place them as a face-down stack above the *Journeyman examination space* of the Jeweller board.

Then draw two cards from this stack and shuffle them **face down** with the normal level 2 Apprentice and level 2 Master. These 4 cards are finally placed as the level 2 cards on top of the general Employee stack.



After finishing the entire setup of the base game, continue with the following steps:

- Shuffle the **10 specialized Apprentices** and deal **1 Apprentice** face down to each player. Return the excess specialized Apprentices to the box without looking at them. Each player can always look at his own specialized Apprentice but must keep this card face down **next** to his Player board. The specialized Apprentice is **not** yet part of the player's Employee deck and can only be hired later if the player meets certain conditions.
- Finally, each player receives the **Examination card** of his color which he places with its front side up (Journeyman examination) in front of him.



Playing the Game

The game is played as usual. The expansion, however, does extend some of the phases and the options of some of the actions. Hereafter, the changes are presented in the order in which their subjects occur in the rule book of the base game.

Phase 1: Prepare for new round

The expansion adds step E to the 4 steps of the usual preparation:

E) New Jewelry tiles

Fill the Window spaces of the Jeweller board with face-up Jewelry tiles as follows:

1. If there is a Jewelry tile from the previous round remaining on the rightmost (dark) Window space, discard this tile and return it to the box.
2. If there are Jewelry tiles left on any other Window spaces, move those tiles together to the right until that many Windows on the right side are filled.
3. Finally, fill each empty Window space of the Jeweller board with a Jewelry tile drawn randomly from any of the stacks beneath the Jeweller board. If the tiles should not suffice to fill all Window spaces, leave the leftmost Window spaces empty.



Phase 3: Take actions

The expansion can affect the following actions: “Make a Dress”, “Hire a new Employee” and “Fund a Decoration”. Also, there are two entirely new main actions now which can be chosen as an alternative to the usual main actions: The “Take the Journeyman examination” action and the “Take the Master examination” action.





3. Make a Dress

(may be performed via a Master or a Journeyman)

Manufacturing a Dress is carried out as usual. If you sell the Dress, everything remains as it was. However, if you rent the Dress out, the following additional rules take effect: **Before** you place the Dress in a hall as usual, you may acquire **1 Jewelry tile** from a Window space of the Jeweller board and rent it out along with that Dress. However, to do this, you must meet all of the following requirements:

1. You must have a Property marker on a Decoration space of the Jeweller board (A).
(See action “Fund a Decoration”).
2. With a Ladies’ dress, you can only rent out a Jewelry tile showing a necklace (B).
With a Men’s coat, you can only rent out a Jewelry tile showing a ring (C).
3. You must pay to the bank the amount of Livre shown above the Window space of that Jewelry tile (D).

If you meet all of the requirements above, take the Jewelry tile and place it face up in front of you. If the color of the Jewelry tile and the main color of the manufactured Dress match (for example  = ), also gain 1 face-down Resource tile from any Resource stack (E).
(As usual, you must decide immediately whether to keep the tile as silk or discard it to gain the depicted Yarn and/or Lace.)



4. Hire a new Employee

(may only be performed via a Master)

Instead of hiring an Employee from a Hire space of the Game board, you may use this action once in the game to hire the specialized Apprentice that was dealt to you at the beginning of the game. However, you can only do so if you currently meet his hiring condition. This condition is depicted on the gray left side of his bonus space. (An overview of the conditions can be found on page 4.) If you meet the condition, take the Apprentice into your hand as usual. From now on, when you play this Apprentice, gain 3 Prestige Points as his Employee bonus.

Attention: The hiring condition must be met at the moment of hiring **only** and can be ignored afterwards.



6. Fund a Decoration

(may be performed via a Master, a Journeyman, or an Apprentice)

There is a new type of Decoration space: The Jeweller Decoration spaces.

Important: Each player can occupy a maximum of 1 Jeweller Decoration space.

Note: Only after you have occupied a Jeweller Decoration space are you allowed to acquire Jewelry tiles.





7. Take the Journeyman examination

(may only be performed via an Apprentice)

To take the Journeyman examination via an Apprentice, you must meet the following requirements:

1. Your Examination card must show the front side (Journeyman examination).
2. You must have fulfilled all 4 Examination tasks and must have covered each task with a Property marker (see right).
3. You must pay 5 Livre to the bank.

If you meet these requirements, carry out the following steps:

1. Gain 1 Prestige Point.
2. If you like, use the Employee bonus of your played Apprentice as usual.
3. Then remove the Apprentice from the game by returning it to the box.
4. Afterwards, take the entire stack of cards from above the Journeyman examination space and choose any one of the Journeymen from it.
Take the chosen Journeyman into your hand and return the stack face down to the Journeyman examination space.
5. Remove your markers from your Examination tasks and flip your Examination card to its back (Master examination).



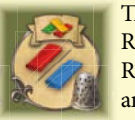
The Examination tasks

You fulfill an Examination task automatically during any of your turns when you perform an action which is requested on your Examination card.

When you fulfill that task, you must immediately cover its space with one of your Property markers.



This task is fulfilled when you perform the "Acquire Resources" action via an Apprentice to gain a Resource tile that depicts any number of yellow and/or green bales (which you must keep as silk).



This task is fulfilled when you perform the "Acquire Resources" action via an Apprentice to gain a Resource tile that depicts any number of red and/or blue bales (which you must keep as silk).



This task is fulfilled when you perform the "Acquire Resources" action via an Apprentice to gain a Resource tile depicting Yarn and/or Lace which you then discard to gain the respective wooden piece(s).



This task is fulfilled when you perform the "Fund a Decoration" action via an Apprentice.



This task is fulfilled when you perform the "Make a Dress" action via a Journeyman to manufacture a Ladies' dress.



This task is fulfilled when you perform the "Make a Dress" action via a Journeyman to manufacture a Men's coat.



This task is fulfilled when you perform the "Make a Dress" action via a Master.

→ You cannot fulfill more than one Examination task per action. (For example, if you perform the "Acquire Resources" action via an Apprentice and take a Resource tile that depicts both yellow and red bales, you must choose which of the tasks you want to cover.)

→ However, if applicable, you are allowed to fulfill one task with an Employee's main action and another task with his bonus action (provided the bonus action matches the required action exactly by displaying the same action banner).



→ If your Property markers run out, you can use other components to mark fulfilled Examination tasks (for example, Property markers of an unclaimed color).



8. Take the Master examination

(may only be performed via a Journeyman)

To take the Master examination via a Journeyman, you must meet the following requirements:

1. Your Examination card must show the back side (Master examination).
2. You must have fulfilled all 3 Examination tasks and must have covered each task with a Property marker (see right).
3. You must pay 5 Livre to the bank.

If you meet these requirements, carry out the following steps:

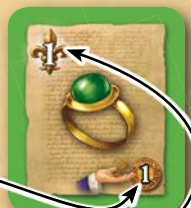
1. Gain 1 Prestige Point.
2. If you like, use the Employee bonus of your played Journeyman as usual.
3. Then remove the Journeyman from the game by returning it to the box.
4. Afterwards, take the entire stack of cards from above the Master examination space and choose any one of the Masters from it.
Take the chosen Master into your hand and return the stack face down to the Master examination space.
5. Remove your markers from your Examination tasks and flip your Examination card to its front (Journeyman examination).



You are allowed to take the two types of Examinations **alternately** as often as you like (the Examination tasks, however, must be fulfilled each time, of course).

Phase 4: Collect income

In addition to the usual sources of income, each player gains the income of any Jewelry he rented out:
For each Jewelry tile he owns, a player gains 1 Livre from the bank.



End of the Game

Game end and final scoring are carried out as usual. However, during the final scoring each player now also gains the Prestige Points of any Jewelry he rented out: **For each Jewelry tile he owns**, a player gains 1 Prestige Point.

Overview of the hiring conditions



You must have at least 3 Men's coats on the Game board.

You must have at least 3 Ladies' dresses on the Game board.

You must have at least 3 Dresses on Master Guest spaces.

You must own at least 30 Livre.

You must own at least 3 Jewelry tiles.

You must have placed Property markers on at least 3 **different** types of Decoration spaces (for example: 1 × Musician, 1 × Fireworks, 1 × Jeweller).

You must own at least 4 face-down Resource tiles as well as 2 Lace markers and 2 Yarn markers.

You must own at least 5 Prestige Points in the form of tokens. (Prove this by flipping them face up and face down again.)

You must have taken the Master examination at least once.

You must be present in each of the 5 halls (i.e. have a marker on at least one Dress or Musician there).

Overview of the new Journeyman bonuses



Choose one Employee from your face-down Employee supply and place him face up onto your Discard pile. Then use this Employee's bonus immediately.

Copy the **bonus** of the Employee lying on top of one opponent's Discard pile. (Use that opponent's Employee bonus just as if you had played that Employee yourself).

Gain 1 Livre from the bank for each hall in which you are present (i.e. in which you have a marker on at least one Dress or Musician).

Gain from the bank an amount of Livre that depends on the total number of cards in your Employee deck:
 4 = 6
 5 = 5
 6 = 4
 7+ = 2

Gain 3 Livre from the bank for every 2 of your Property markers on Decoration spaces.

Perform 1 additional "Make a Dress" action (irrespective of your main action). You **must** sell that Dress. However, you do not only gain the amount of Livre shown on the Dress but also 1 Prestige Point. You cannot make a Master Dress with this action.

Choose 1 hall. Gain 1 Prestige Point for every 2 of your Dresses in that hall.

Gain 3 Livre from the bank for every 2 rings that you own.

Gain 1 Prestige Point for every 3 Jewelry tiles that you own.

Overview of the new Master bonuses



Choose 1 hall. Gain 2 Livre from the bank for each of your Dresses in that hall.

Gain 1 Prestige Point for each pair of 1 yellow and 1 red Dress that you have on the Game board (irrespective of where on the Game board they are placed).

Gain 3 Livre from the bank for every 2 of your Dresses on Master Guest spaces.

Gain 3 Livre from the bank for every 2 Jewelry tiles that you own.

Gain 5 Livre from the bank if you have no blue Men's coats on the Game board.
 Gain 4 Livre from the bank if you have no red Womens' dresses on the Game board.
 Gain 9 Livre from the bank if you have neither a blue Men's coat nor a red Womens' dress on the Game board.

Bonus at the end of the game: Gain 6 Prestige Points for every complete Jewelry tile set consisting of 1 yellow necklace, 1 red necklace, 1 green ring and 1 blue ring that you own.

Bonus at the end of the game: Gain 3 Prestige Points for every 2 necklaces that you own.

Bonus at the end of the game: Gain 1 Prestige Point for each of your Property markers on a Decoration space.

Bonus at the end of the game: Gain 3 Prestige Points for every 2 Apprentices in your Employee deck.

Credits

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