

ENSEMBLE

Ensemble is a cooperative game in which you have to synchronize your choices without being able to communicate: only a close-knit group can win by passing level 9; otherwise, the whole group will lose the game.

COMPONENTS



80 Remembrance cards
(base deck)



48 Scenario cards
(3 packs: 16 cards per scenario)



90 Voting cards
(in 10 colors)



This Rulesheet
(4 pages)

Board
(3 parts)



10 Life counters



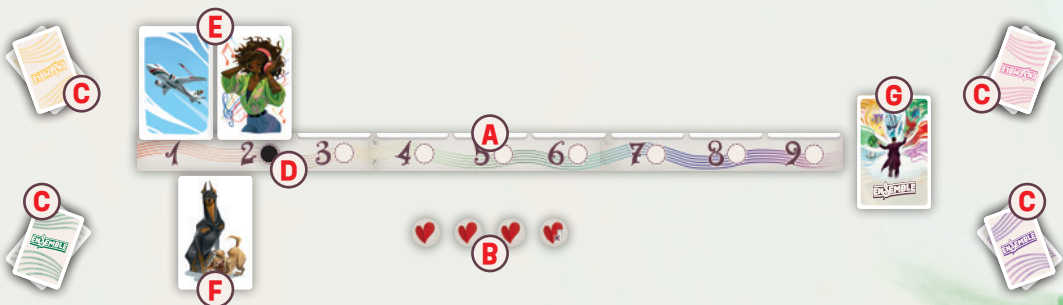
1 Novice Life counter



1 Wooden Level marker

SETUP

- A** Assemble the 3-part **board** and place it in the center of the table.
- B** Take the **Life counters** starting with the one with the number “1” printed on it through the one with the number of players on it (for example, with 4 players take the counters numbered from “1” to “4”). Place those counters near the board, in ascending order with the colored sides up.
- C** Give each player 9 **Voting cards** in one color (numbered from 1 to 9).
- D** Place the **Level marker** on the board in the starting position (level “2”).
- E** Shuffle the **Remembrance cards**, draw two cards, and place them face up in the spaces numbered “1” and “2”.
- F** Draw a Remembrance card and place it face up beneath the board, visible to all players; this card is called the **Challenge card**.
- G** Place the Remembrance deck face down near the board.



PLAYING THE GAME

The game is played in rounds. At the beginning of each round, each player secretly chooses which Remembrance card on the board, in their opinion, best combines with the Challenge card beneath the board. To do that, they take from their hand the Voting card with the number corresponding to the position of the chosen Remembrance card and place it face down in front of them. While choosing Voting cards, players **can't** give clues about their vote!

If there is more than one Challenge card, players have to match **all** of those cards with **just one** Remembrance card.

After all players have chosen their Voting cards, they simultaneously turn their cards face up. At this point, players can explain their choices.

After revealing the Voting cards, you are in one of the following cases:

Allowance: Some Life counters show, on their colored side, an Allowance level, from 1 to 3.

This is the number of Voting cards that can be different from the majority and still pass the level.

The left-most Life counter (the one with the lowest number) with its colored side up shows the Allowance level in the current round.



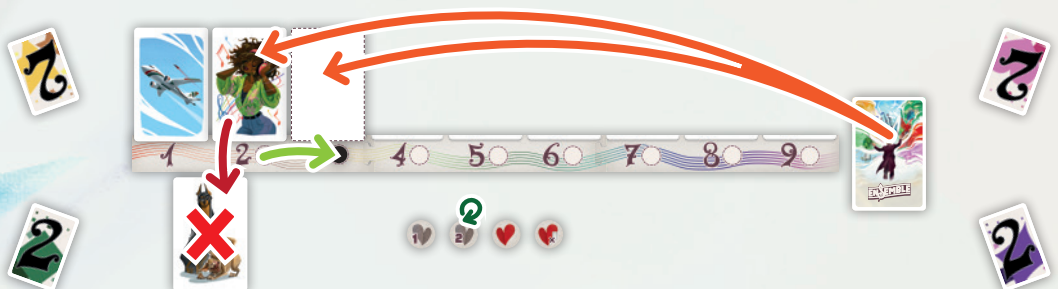
The Allowance level is 2 in this example.

ENSEMBLE!

All the players voted for the same Remembrance card. You PASS the level and gain back one lost Life counter.

- # Advance the Level marker one space to the right.
- # If there are any Life counters with their grey side up, turn the right-most one (the one with the highest number) back to its colored side.

If you have passed the 9th level, **you win the game!**



All of the players voted for the same Remembrance card, so the level is PASSED! The Level marker is advanced one space to the right, and the right-most grey Life counter is flipped back to its colored side. The Challenge card will be discarded and replaced with the Remembrance card that got all of the votes, and new cards will be drawn to fill the board up to the Level marker (see page 4).

LEVEL PASSED!

If at least one person voted differently from the majority, but the number of those votes does not exceed the current Allowance level, you **PASS** the level, but you do not regain a lost Life counter.

Advance the Level marker one space to the right.

If you have passed the 9th level, **you win the game!**



One player voted differently from the majority, but the current Allowance level is 1, so the level is still PASSED! The Level marker is advanced one space to the right, but no grey Life counter is flipped back to its colored side. The Challenge card will be discarded and replaced with the Remembrance card that got the most votes, and new cards will be drawn to fill the board up to the Level marker (see page 4).

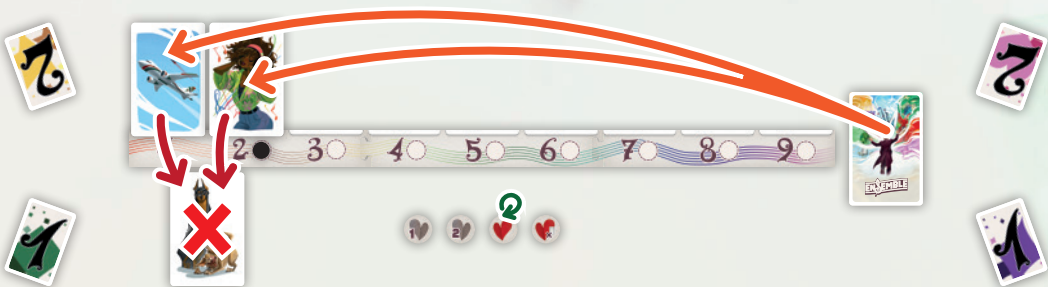
LEVEL FAILED!

If the number of votes different from the majority (if any) exceeds the current Allowance level, the level is **FAILED** and must be repeated, and you lose a Life counter.

Do not advance the Level marker.

Flip the left-most Life counter on its colored side (the one with the lowest number) to its grey side.

If there are no Life counters left on their colored side, **you lose!**



Two votes are different from the majority, and the current Allowance level is 0, so the level is FAILED! The Level marker is not advanced, and the left-most Life counter on its colored side is flipped to its grey side. The Challenge card will be discarded and replaced with the two Remembrance cards that tied for the most votes, and new cards will be drawn to fill the board up to the Level marker (see page 4).

If the game is not over:

- # Discard all Challenge cards, and replace them with the Remembrance card that received the most votes (in the case of a tie, replace them with **all** of the tied cards).
- # Fill any empty board spaces up to the Level marker by drawing 1 card from the Remembrance deck for each such space.
- # Each player takes their used Voting card back into their hand, and a new round begins!

TIPS

For your first few games, or for newly-formed groups, we suggest adding the Novice Life counter to the other Life counters during setup.

Place this counter to the right of the ones placed in the standard rules. For all purposes, this is one more life, with an Allowance level equal to that of the counter immediately to its left.

SCENARIOS

Ensemble is a constantly-changing experience for groups playing it, thanks to the presence of scenarios that change the game, increasing its difficulty.

You may open each Scenario deck as soon as you successfully fulfill the conditions shown on the first card of that deck. Inside the Scenario decks, you will find new rules and new Remembrance cards! After you shuffle the Scenario cards into the base deck, you don't need to separate them anymore.

CREDITS

Game Design
Luigi Ferrini and
Daniele Ursini

Artwork
Daniela Giubellini

Graphic Design
Alice Pappagallo

Production & Supervision
Lorenzo Maria Conti and
Alessandro Lanzuisi

English Edition Produced and
Distributed Worldwide by
Ares Games Srl



Via dei Metalmeccanici 16,
55041, Capezzano Pianore (LU),
Italy. www.aresgames.eu.

Retain this information
for your records.

English Edition

Additional Graphic
Design & Layout
Honda Eiji

Editing
Kevin Chapman and
Fabrizio Rolla

Production & Supervision
Roberto Di Meglio and
Fabio Maiorana

Designers want to thank their Ensemble: Laura Pippa, Francesca Carota, Marta De Carvalho, Andrés J. Voicu, Lorenzo Maria Conti, Daniele Colletti, Cristina Corsi, Claudia Varesi, Paola Lamberti, Roberto Duca, Domenico Di Giorgio, Gargoyles Club, Mucca Games, Wolfgang Warsch, LudicoLunedì, Gioco Inedito, Jubiludico, San Lorenzo & Friends, the pizzeria "L'altro Vesuvio" of Modena, and all those who, by playing and having fun, have given us the charge we need to move forward.

© 2022, 2023 Ergo Ludo Editions. Ensemble™ is a trademark of Ergo Ludo Editions.
English Edition © 2023 Ares Games Srl. All rights reserved.