

WOLFGANG KRAMER AND MICHAEL KIESLING

# THE PALACES OF CARRARA





# COMPONENTS AND GAME SETUP

## BEFORE YOUR FIRST GAME:

Assemble the wheel: see back of the Objectives board for instructions.

When playing with 2 or 3 players, return the extra components to the box.

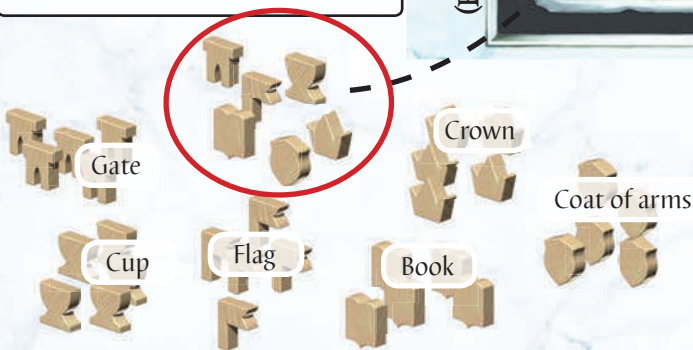
9 The points markers (4x 50/100) are placed next to the game board.



8 Each player takes the 7 scoring markers of their color and places them in front of themselves. Then, each player takes 1 marker and places it on space 0 of the scoring track. Each player should now have 6 markers in front of them.



7 The 36 objects are sorted by type. Take 1 object of each type and place them on the spot reserved for them on the board (total of 6 objects). The remaining 5 objects of each type are placed next to the game board.



1 First, set the game board and the Objectives board in the middle of the table.

2 Each player takes 7 scoring markers of their color. Use the side of the markers in the lower right (see illustration).

YOU CAN ANNOUNCE THE END OF THE GAME WHEN YOU HAVE COMPLETED ALL 3 OBJECTIVES:

**OBJECTIVE I: (TOP CARD)**  
SCORE 4 TIMES

**OBJECTIVE II: (OBJECT CARD)**  
COLLECT THIS NUMBER OF OBJECTS:  
8 7 6  
PER = 3

**OBJECTIVE III: (BUILDING CARD)**  
BUILD BUILDINGS WITH A TOTAL COST OF:  
2 3 4  
X = 30 X = 25 X = 20  
X = X

**(BONUS POINTS CARD)**  
BONUS POINTS CARD

Objectives board:  
End Game Conditions



6 Shuffle the 30 Building tiles face-down in the lower left-hand corner of the board that is placed next to the board. Then, place the City buildings (the 20 buildings with a green background) and the 10 buildings with a yellow background.



**Player board**  
(This is where players build and score their buildings.)

Each player takes a **player board** and a **screen** in their own color and places them on the right-hand corner of the board.



A fast tactical and strategic game for 2 to 4 players, aged 14+. 60 minutes

**3.** 40 coins (20x 1, 10x 5, 10x 10)  
Each player takes coins worth a total value of 20 and places them behind their screen. The remaining coins are left next to the board as the bank.

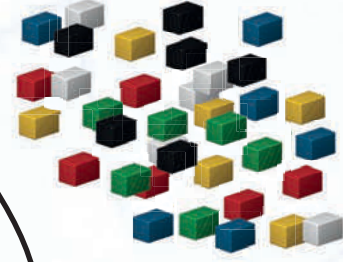


**City Section**  
(This is where cities are scored.)

**Wheel**  
(This is the market where players buy blocks.)



**4.** The last player to have visited or seen a picture of Italy is the **start player**. The start player takes the Start Player token and a black block. The second player, in clockwise order, takes a blue block, the third player, a green block, and the fourth and last player a red block. Every player should now have a block of a different color, which they put behind their screen.



(There are 42 blocks in total, 7 in each of the 6 colors.)

**5.** The wheel is divided into 6 sections (I-VI). Align the section of the wheel with the arrow with Section V. Take 1 block of each color and put them on Section I of the wheel.



Place the buildings face-down. Take 9 buildings and place them face-up on the top-left corner of the board. The remaining buildings form a draw pile. There are 6 types of buildings divided into 2 categories: Buildings (with an orange background) and the Land buildings (with a green background).





## GAME OVERVIEW

Each player is at the head of a princely family. The families were ordered by the King to build magnificent buildings in the various cities and enrich them with the most unusual objects. On special occasions, the families will invite the King so that he may inspect their progress. Depending on where they built their buildings, the families will be granted victory points, or coins, which they will use to acquire more building materials. At the end, only the family with the most victory points shall claim victory for itself!

## PLAYING THE GAME

Starting with the start player and going clockwise around the table, **each player** takes **one** action during his turn. He may choose among the following actions:

### I. Buy blocks

### II. Build buildings

### III. Score

After the current player's action, the next player to his left takes her turn, and so on.

## ACTION I: BUY BLOCKS

This action allows a player to buy blocks from the wheel. Those blocks will be used later when building.

Cost of blocks when in Section I



*At the start of the game:* There is 1 block of each color in Section I. (In Section I, the cost is: 6 coins for a white block, 5 coins for a yellow block, 4 coins for a red block, etc.)

1 When you choose the “Buy blocks” action, you **must** first rotate the wheel clockwise by **one** section.



2 After that, you must draw blocks out of the bag, without looking, until there is a **total of 11 blocks** on the wheel. These new blocks are put onto Section I.



*Example of the very first “Buy blocks” action in a game*

After rotating the wheel clockwise, the player pulls 5 blocks out of the bag, without looking, and puts them onto Section I. There is now a total of 11 blocks on the wheel.

3 You can now buy the block(s) of your choice from **one** section. Each section shows the cost for each color of blocks.

If a color is **not** shown, you can take the blocks of that color for **free**.

At this point, if there is **at least one section** where you can buy or take a block for free, you must do so.






(**Note:** If a player does not have enough coins to make a purchase or if there are no free blocks, please refer to the **special situations** on page 5.)

If you can buy blocks, you pay the corresponding coins to the bank.

You then put the purchased blocks behind your screen, which ends your turn.

*Example of the very first “Buy blocks” action in a game*

The player buys 3 blocks from Section II:

1 green  for 2 coins , 1 blue  for 1 coin , and 1 black block  for free. She puts the 3 coins back in the bank.

**Note:** That player could have chosen to buy from Section I instead of Section II.





### Example of a “Buy blocks” action that occurs later in the game



Before rotating

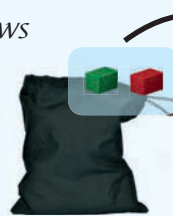
Currently, there are 9 blocks on the wheel. The player starts the action by rotating the wheel one section clockwise.

After rotating the wheel, the player then draws 2 blocks from the bag, and he puts them onto Section 1 of the wheel. There are now 11 blocks on the wheel.



The player buys the 2 blocks from Section VI.

He pays the bank 1 coin (the white block costs 1, and the yellow block is free).



After rotating

Thus, each “Buy blocks” action follows this sequence: **1. The player rotates the wheel clockwise one section, 2. The player adds blocks onto the wheel so there is a total of 11 blocks and finally, 3. He buys blocks.**

There are **5 special situations**. You may skip reading this section for now. Refer to it if the situation occurs during your game:

#### 1. What if a section of the wheel with blocks is rotated back to Section I?

When a player rotates the wheel and blocks are moved from Section VI to Section I, the wheel is filled up to 11 blocks as usual. If blocks that were in Section VI are now in Section I, they will be more expensive.

#### 2. What if a player cannot pay?

If, after choosing the “Buy blocks” action and rotating the wheel a player cannot buy any blocks (because he does not have enough coins or because there are no free blocks), the following occurs: that player must raise his screen to show that he does not have enough coins to buy a block. Then, he takes 2 coins from the bank. This ends his turn; he is not allowed to buy any blocks after taking the coins from the bank.

#### 3. What happens if the bag is empty?

When the bag is empty, no blocks are added to the wheel. A player can still choose the “Buy blocks” action. The player will turn the wheel one section clockwise and will then be able to buy the blocks that are already there. He can also show that he does not have enough coins to buy blocks and take 2 coins from the bank, which he puts behind his screen.

#### 4. What happens if the wheel is empty and there are no blocks in the bag?

If the wheel is empty and there are no blocks in the bag, the player must choose another action. If the player cannot choose another action, he must raise his screen and show that he cannot take any other action, after which he takes 2 coins from the bank. As soon as a player builds a building and returns some blocks in the bag, the wheel can be refilled as usual.

#### 5. What happens when the bank is out of coins?

Although there should be enough coins in the bank, it is possible for it to run out of coins. If this occurs, players should use replacement pieces of their choice to track their coin total.

## ACTION II: BUILD BUILDINGS 1 2 3 4 5

With this action, a player can use blocks to build one of the available buildings present on the board. Once built, the player puts the chosen building on her player board. Players pay for the buildings they build by returning blocks into the bag. Before seeing the building action in detail, the following section will describe the **building types** as well as the **player board** in detail. This information is very important to understand the building rules properly.

Each **Building tile** shows the building type, an object, and the number of blocks required to build this building (i.e., the cost).



Building cost

Object associated to this type of building

Building type



The 9 randomly chosen buildings are placed on these spaces on the boards



## The Building Types

There are 6 different types of buildings. Each of them is present 5 times... with a cost ranging from 1 through 5.



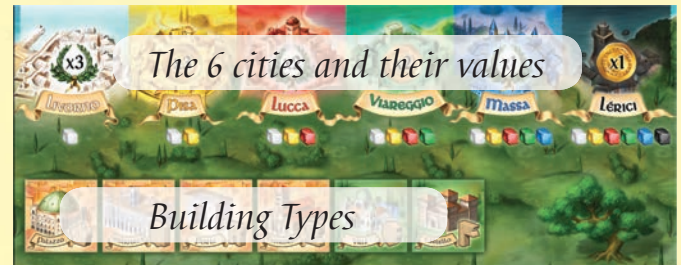
4 City buildings (orange): Biblioteca (Library), Palazzo (Palace), Porta (Gate), and Cattedrale (Cathedral).

2 Land buildings (green): Castello (Castle) and Villa.

## The Player Board

The player board shows the 6 cities: *Livorno*, *Pisa*, *Lucca*, *Viareggio*, *Massa*, and *Lérici*. The value of each city is indicated in the top section (x3, x3, etc.). You decide in which city you build your buildings.

The lower section shows the 6 types of buildings. The city, their values and the lower section are used during scoring. (See "Action III: Scoring" on page 7.)



The 6 cities and their values

Building Types

The players place their buildings above the cities (here in *Pisa*).



The cities, their colors, and their values



Point value (used for **Scoring**)

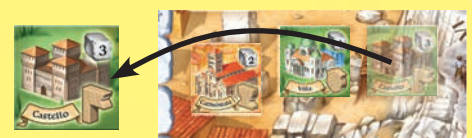
Coin value (used for **Scoring**)

Blocks accepted when building in this city

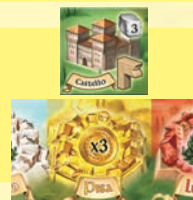
Building Type (used for **Scoring**)

## How is the "Build buildings" action resolved?

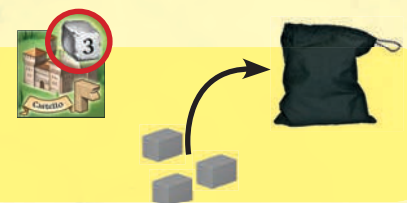
1. Take 1 of the 9 available buildings present on the board (not from the pile), such as the *Castello* with a cost of 3.



2. Build that building in one of your cities; for example in *Pisa*.



3. Pay the cost with blocks. Return into the bag a number of blocks equal to the number shown on the building. In this case, 3 blocks.



4. Refill the space with a new building **from the pile**, placed face-up. If the pile is empty, no new buildings are added. Once a player has finished building, his turn is over.



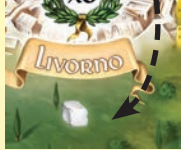


## In which cities can a player build?

The city where a player may place their building depends on the color of the blocks used to pay for the building. Players can use blocks of different colors, although they do not have to.

A player can build in...

**Livorno** with white blocks only.



**Pisa** with white and yellow blocks only.



**Lucca** with white, yellow, and red blocks only.



**Viareggio** with white, yellow, red and green blocks only.



**Massa** with white, yellow, red, green and blue blocks only.

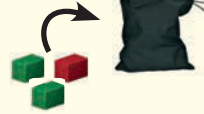


**Léricsi** with any blocks.



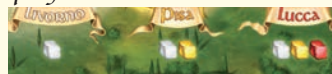
### Example: The player builds a Villa.

The player takes the Villa with a cost of 3 from the board and builds it in **Viareggio**.



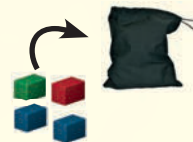
He pays the cost (3) with 1 red block and 2 green blocks. He takes these blocks from behind his screen and returns them into the bag.

**Note:** Since he used green blocks, the player **could not** have built in **Lucca**, **Pisa**, or **Livorno** because these cities do not accept green blocks.



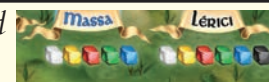
### Example: The player builds a Palazzo.

The player takes the Palazzo with a cost of 4 from the board and builds it in **Léricsi**.



He pays the cost (4) with 1 red block, 1 green block and 2 blue blocks. He takes them from behind his screen and returns them into the bag.

**Note:** The player could have built this building in **Massa** since the cheapest blocks he used were blue.



There are many reasons why a player would want to build in a "cheaper" city. For example, a player may want coins instead of victory points during scoring. (See "Action III: Scoring" below.)

## ACTION III: SCORING

This action allows players to receive money, victory points (VPs), and objects.

Each player has 6 scoring markers. Consequently, a player can only do this action 6 times during game.



### What can a player score?

- A player can score buildings (by type).



- A player can score a city.





**THE PLAYER SCORES A TYPE OF BUILDING.**

**Only the buildings on your board are scored.**

**1** Choose the building type that you wish to score. You must have at least 1 building of that type, and cannot already have scored it. Then, you score all buildings of that type. *For example, 2 "Biblioteca".* Then, you immediately receive coins and/or victory points, depending on the cities where your buildings of this type were built.



**2** Determine how many coins or victory points you receive: to do so, multiply the cost of each building of this type by the value of the city in which it was built.

e.g.: = This player receives 9 coins for his Biblioteca in **Pisa**.  
Cost of 3 × 3 coins = 9 coins

= This player receives 2 VPs for his Biblioteca in **Massa**.  
Cost of 2 × 1 VP = 2 VPs



For this scoring action, the player receives a total of 9 coins and 2 VPs. For each scored building, take 1 object of the appropriate type.

Here, 2 books (the object assigned to Biblioteca tiles).

**Note:** A player only receives 1 object per scored building, no matter the cost or the city of the scored building. If there are no more objects of that type in the supply, you receive nothing (or only those that were still available). **However, a player always receives victory points or coins!**

You then place one of your **markers** on your player board, on the type of building that was just scored.

Continuing our example, here it would be placed on the Biblioteca.



**Example: The player scores his 2 Palazzi.**

The 2 Palazzi are located in **Massa**.

=   
Cost of 5 × 1 VP = 5 VPs

For his Palazzo with a cost of 5, the player receives 5 VPs.

=   
Cost of 1 × 1 VP = 1 VP

For his Palazzo with a cost of 1, the player receives 1 VP.

Thus, the player receives a total of 6 VPs. The player also receives 1 crown per Palazzo, for a total of 2 crowns .

He puts one of his **markers** on the Palazzo space of his player board.



**3** The victory points are immediately added by moving your player's marker on the scoring track. The coins and objects are placed behind your screen.

Each player can score each type of building only **once per game**. A player may **never** do a Scoring action using another player's player board.



## THE PLAYER SCORES A CITY.

**City scoring is done with the City Section of the game board.** (The City Section is only used for scoring. It is not possible to build there.)

**1** You choose the **city** that you want to score. However, **2 conditions** must first be fulfilled:

**Firstly**, the city must not have been scored yet (by any player). In other words, a marker **cannot** be on that city on the board.

**Secondly**, you must have built at least **2 buildings** (in **Livorno**, **Pisa** or **Lucca**) or **3 buildings** (in **Viareggio**, **Massa** or **Lérici**) above the scored city on your player board.

If the two conditions are met, you receive points **or** coins, depending on the city being scored.



The city of **Massa** (on the game board) has not yet been scored. Only a city with no marker on it can be scored. The player has built 3 buildings in **Massa** (seen above his player board). The player can score **Massa** since both conditions are fulfilled.

**2** To determine how many coins or victory points you receive, you first add up the cost of all your buildings in the city you are scoring, and you then multiply this sum by the value of the city.

$$\text{In } \mathbf{Massa}: (\text{1} + \text{3} + \text{5}) \times \text{1 VP} = \text{9 VP}$$

(1+3+5) costs × 1 VP = 9 VPs

You also take exactly 1 object for each building in the scored city.

In our example: 1 crown, 1 gate and 1 flag

**Note:** A player always receives only 1 object per building, regardless of their cost or the occupied city.

If there are no more objects of the required type in the supply, you receive nothing (or only those that were still available).

**A player always receives victory points or coins!**



You then place one of your **markers** on the game board, on the city you have just scored.



**Example: The player scores Pisa.**


The player fulfilled the two conditions: there is no scoring marker on **Pisa** and the player has 2 buildings (the minimum) in **Pisa** on her player board. She adds up her buildings' cost and multiplies the sum by the value of the city:  $(\text{2} + \text{4}) \times \text{3} = \text{18 coins}$ . She takes coins with a total value of 18 and places them behind her screen. She also receives 1 object for each of her buildings in **Pisa**. She places one of her scoring marker on **Pisa** on the game board. Then, her turn is over. No other player may score **Pisa** during this game.



**3** The victory points are immediately added by moving your marker on the scoring track. The coins and objects are put behind your screen. Each city can only be scored **once per game**. Once a player has finished scoring, his turn is over.



## ADDITIONAL PURCHASE

After **every action** (I: Buy blocks, II: Build buildings, III: Score), you can make an additional purchase. You can buy exactly 1 object from those located on the board. To do so, simply take one of the available objects, puts it behind your screen, and pay 10 coins  to the bank. If there are no objects on the board, then no objects may be purchased. The objects on the board are never refilled.



## GAME END

The game can end in one of two ways:

### 1. The last building on the board is built.

The game ends when the last building (i.e. the 30<sup>th</sup> building) is removed from the board and built by a player. The round is completed to allow every player to have the same number of rounds. After this last round, players proceed with the final scoring.

OR

### 2. A player completed the 3 objectives from the Objectives board and announced the end of the game.

## THE THREE OBJECTIVES

Three objectives are printed on the Objectives board. These affect the end of the game and the victory points that players receive during the final scoring.

**Very important: The information on every objective always represents a minimum requirement!**

### Objective I (Top Card, brown):

You must have done at least 4 Scoring actions. This is only a game end objective. Players receive **no** victory points at the end of the game for this objective.

### Objective II (Object Card, purple):

You must have collected a certain number of objects:

- 6 objects with 4 players,
- 7 objects with 3 players,
- 8 objects with 2 players.

During the **final scoring**, each player receives 3 victory points per collected object. (See the Final Scoring Examples on pages 11 and 12.)

### Objective III (Building Card, gray):

You must own buildings with a total cost of:

- 20 building blocks with 4 players,
- 25 building blocks with 3 players,
- 30 building blocks with 2 players.

During the **final scoring**, each player receives a number of victory points equal to the sum of his buildings' cost. (See the Final Scoring Examples on pages 11 and 12.)

YOU CAN ANNOUNCE THE END OF THE GAME WHEN YOU HAVE COMPLETED ALL 3 OBJECTIVES:

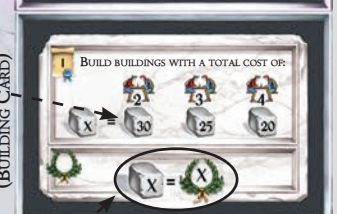
OBJECTIVE I:  
(TOP CARD)



OBJECTIVE II:  
(OBJECT CARD)



OBJECTIVE III:  
(BUILDING CARD)



(BONUS POINTS CARD)



The Bonus Points Cards (green) are **not used** in the basic version of the game!



## Announcing the end of the game:

1. As usual, the player takes one of the 3 actions. After he has completed **all 3 objectives** (see previous page), he may announce the end of the game. He raises his screen to show that he has collected the required number of objects. Players can clearly see the other two objectives (**scored 4 times** and **the total building costs**). (A player may already have completed the 3 objectives at the beginning of his turn. He may have decided not to announce the end of the game previously. Regardless, a player may also announce the end of the game at the beginning of his turn.)
2. The player immediately receives **5 VPs** for announcing the end of the game.
3. Then, the current round is played until the end, so that each player has the same number of turns. **Note:** Players who have yet to play during this round do not have to take one last action. Another player may not announce the end of the game, even if he has completed all 3 objectives.
4. The game is now over and players proceed with the **final scoring**.

Another special situation may also occur here:

### *What happens when a player announces the end of the game but has not completed all three objectives?*

*If a player announces the end of the game, lifts his screen, and reveals that he has not yet completed all 3 objectives, play continues normally. The game will end when any player (the same or another one) announces the end of the game, and all three objectives have been met. Alternatively, the game can also end when the last building is removed from the board and built.*







### Reminders:

- In order to announce the end of the game, a player **must have completed all 3 objectives**. An objective is considered completed even when it is surpassed.
- **Each** player scores points in the final scoring, regardless of the number of objectives they have completed.
- The final scoring always takes place at the end of the game, whether it was triggered by the last building being built or by a player announcing the end of the game.

## FINAL SCORING

At the end of the game, all players receive points.


Each player receives points for:

- 3 VPs per collected object (as per the purple Object Card),  = 
- the sum of his buildings' cost in VPs (as per the gray Building Card),  = 
- each 5 coins = 1 VP.  = 

### End of the game - Final Scoring Examples

#### *Example in a four-player game:*

The player has **completed all 3 objectives** and announced the end of the game.









1. He scored four times , but he **does not receive any victory points (VPs)** for this.

2. He collected **7 objects** .


$$\text{He receives 3 VPs per object: } 7 \times \text{} = \text{$$

$$7 \text{ objects} \times 3 \text{ VPs} = 21 \text{ VPs}$$

3. The **total building costs** of his buildings is 23:

$$\text{} + \text{} + \text{} + \text{} + \text{} + \text{} + \text{} = \text{$$

$$1+4+3+5+2+3+5 = 23 \text{ VPs}$$

4. He has **4 coins** left  = 

$$4 \text{ coins} = 0 \text{ VPs}$$

He receives a total of **44 VPs** and moves his marker on the scoring track accordingly.

(Another example follows on the next page...)



### Example in a two-player game:

The player did not announce the end of the game since he has only completed **1 objective out of 3**.


1. He scored five times , but this does not give any VPs (objective completed).


2. He collected **6 objects**  (objective incomplete).

He receives 3 VPs per object:  $6 \times \text{3} = \text{18}$   
 $6 \text{ objects} \times 3 \text{ VPs} = 18 \text{ VPs}$

3. The **total building costs** for his buildings is 25 (objective incomplete):

 =   
 $2+4+4+3+5+1+2+4 = 25 \text{ VPs}$

4. He has **31 coins** left at the end of the game:   $/5 = \text{6}$   
 $30 \text{ coins} / 5 = 6 \text{ VPs}$

 (He does not receive anything for the remaining coin.)

He receives a total of **49 VPs** and moves his marker on the scoring track accordingly.

## TIEBREAKER

### How are ties resolved?

If two or more players have the most points at the end of the game, then the player with the most blocks wins the game. The color of the blocks does not matter. If there is still a tie, then there is more than one winner.

## OVERVIEW OF THE GAME

Read the following to the players before their first game:

- During the game, you will buy blocks from the wheel and use them to build buildings. You will pay for those blocks with coins. Once purchased, you place your blocks behind your screen.
- When you build a building, you take the building from the board and place it above one of the cities on your player board. You return the used blocks into the bag.
- After building a few buildings, you will want to score them. You can either score building types or cities. When scoring, buildings will give you coins, VPs and objects. The coins will be used to buy more blocks and buildings, while the VPs and the objects are required to announce the end of the game and are also very useful during the final scoring.
- The game ends either when the last building from the board is built **or** when a player announces the end of the game. After this, players proceed with the final scoring where everyone receives VPs. The winner is the player with the most victory points (VPs) after the final scoring.

## TACTICAL HINTS

Read the following to the players before their first game:

- **Do not play your first game with the expansion components!**
- You will rarely build buildings in every city.
- During a game, each player has the possibility to score 6 times. In order to announce the end of the game, a player need only have scored 4 times. As such, a player does not have to use all 6 of his scoring markers.
- **Watch your opponents carefully! Scoring cities on the game board is often key to victory!**
- **Watch your opponents carefully! Is someone about to announce the end of the game?**
- **Coins are important! Build at least a few buildings in cities that give coins during scoring!**

**Z-MAN**  
games

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English version by:  
© 2012 Z-Man Games, Inc.  
3250, F.-X.-Tessier Street  
Vaudreuil-Dorion, QC J7V 5V5, Canada  
For questions, comments and requests:  
[www.zmangames.com](http://www.zmangames.com)  
[info@zmangames.com](mailto:info@zmangames.com)

The designers wish to thank the many players who spent many hours testing the game.

Designers: Wolfgang Kramer & Michael Kiesling  
Illustration: Franz Vohwinkel  
Rules editing: Gregor Abraham,  
Magret Brunnhofer, Hanna & Alex Weiß  
Special thanks: Bradley Eng-Kohn



# THE PALACES OF CARRARA

## THE EXPANSION



The basic rules remain unchanged, with the following additions:



1 The players use the side of their player board with the Building Category spaces.



YOU CAN ANNOUNCE THE END OF THE GAME WHEN YOU HAVE COMPLETED ALL 3 OBJECTIVES:

**OBJECTIVE I: (TOP CARD)**  
 BUILD THIS NUMBER OF EXPENSIVE BUILDINGS

**OBJECTIVE II: (OBJECT CARD)**  
 COLLECT 3 PAIRS OF OBJECTS

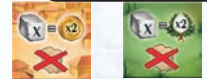
**OBJECTIVE III: (BUILDING CARD)**  
 BUILD 2 BUILDINGS IN EACH OF 3 DIFFERENT CITIES (TOTAL OF 6 BUILDINGS)

**(BONUS POINTS CARD)**  
 SCORE 2 CITIES OF YOUR CHOICE

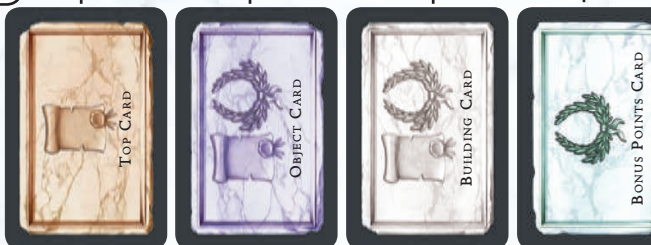
First game with the expansion: Use the 4 cards with a 2 in the top left corner!



2 The 8 Upgrade tiles are placed next to the game board.



3 The 6 buildings with a cost of 8 are placed face-up next to the game board.



4 The 31 cards (6 brown Top Cards, 8 purple Object Cards, 9 gray Building Cards, and 8 green Bonus Points Cards) are separated by color and shuffled face-down to create 4 piles. Draw the first card from each pile and place them face-up on the appropriate space of the Objectives board. The remaining cards are not used and are returned to the box. For a detailed explanation of the various cards, see pages 5 through 8.



# GAMEPLAY

The game with the expansion follows the same rules as the basic game, with the following additions:

## ACTION I: BUY BLOCKS



### Buying blocks without turning the wheel

When a player chooses the “Buy Blocks” action, he must now choose whether he will turn the wheel **or** not turn the wheel.

When choosing to do the action **without turning the wheel**, the player **does not** refill the wheel either.

Otherwise, the action remains unchanged from the basic game.



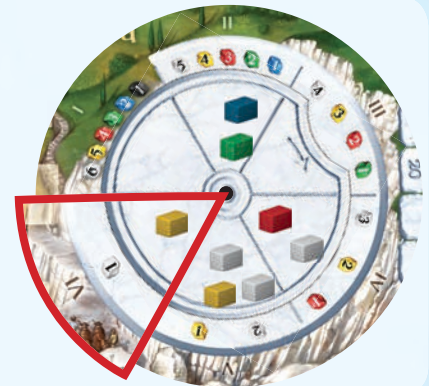
### Example: “Buy blocks” action without turning the wheel

There currently are 8 blocks on the wheel. The player has decided not to turn the wheel and as such does not refill it with blocks.



The player takes the yellow block  from Section VI. That block is free.

There are two important reasons why a player **may not want** to turn the wheel: He does not want to refill the wheel and the blocks he wants are already as cheap as they are going to be.



This can lead to another special situation:

### What happens if the wheel is empty, but there are still blocks in the bag?

If the wheel is empty but the bag isn't, a player may only choose the “Buy Blocks” action **if he also turns the wheel**. The “Buy Blocks without turning” option is unavailable as the player would not be able to buy any blocks from the wheel.

## ACTION II: BUILD BUILDINGS



The players can now build the buildings with a cost of 8. They may also improve a built building.

A sixth (6<sup>th</sup>) building of each type is added to the 30 buildings. This new building of each type has a cost of 8.



The 8-buildings are placed face-up next to the game board. You can build one of these buildings like you would one of the 9 buildings that are available on the board. To do so, you must return 8 blocks into the bag. The 8-buildings can also be used to improve an already built building (see next page). Once all the 8-buildings are gone, they may no longer be built.

When a player builds an 8-building, he immediately takes an Upgrade tile of his choice and places it on the appropriate Building Category space or city on his player board. There are 8 Upgrade tiles:




Upgrade tiles for the cities

Upgrade tiles for the Building Category spaces

(See page 4 for a detailed explanation of the Upgrade tiles.)



## Improving a building

1. You can **improve** any of your already built buildings by replacing it with a building with a **higher cost**.
2. When you choose to **improve** a building, you only need to **pay the difference** in building costs (color restrictions apply just like when building).
3. The new building can be of **the same type or of a different type**. (To the right, a Porta with a cost of 3 is replaced by the Castello with a cost of 8. The difference of 5 is paid for with the following blocks: )
4. The old Building tile is returned to the box (and removed from the game) while the new building is set in its place.



**Example:** In **Lucca**, the player replaces a Castello costing 3 with a Biblioteca with a cost of 4.

He takes the Biblioteca with a cost of 4 from the buildings on the board. Then, he pays the difference of 1 by putting a yellow block in the bag. The Castello (cost of 3) is returned to the box and the Biblioteca is placed on this newly vacated place.

Finally, the player reveals a new building and his turn is over.



## ACTION III: SCORING

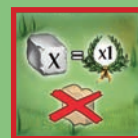
The player boards now show two Building Category spaces. Both of these spaces and the cities can be upgraded.

### Building Category Spaces

1. You now have 8 different scoring options at the bottom of your player board. If you choose one of the two Building Category spaces, you must already have built **at least 1 building** of the proper category (City or Land). As with the other scoring spaces, you then receive VPs or coins, depending on which Building Category space you chose.



If a player scores using this space, he takes the total building costs of his City buildings x 1 coin.




If a player scores using this space, he takes the total building costs of his Land buildings x 1 VP.

2. To determine the number of victory points or coins you receive, you must first add the building cost of all of your City (orange) or Land (green) buildings. You then multiply this sum by the value of the Building Category space

**Example:** The player chose the City buildings (orange) scoring space:

$$((3 + 2 + 2) \times 1) = 7 \text{ coins}$$

(3+2+2) costs × 1 coin = 7 coins

Then, you place one of your **markers**  on the chosen Building Category space. In this example, on the City buildings scoring space.





**Example: The player scores the Land buildings (green background) he has built.**

The player has 3 Land buildings worth 1, 3, and 4:



He adds the building costs and then multiplies this sum by the value of the Building Category space.

$$\text{Total: } (1 + 3 + 4) \times 1 = 8$$

*(1+3+4) costs × 1 VP = 8 VPs*

The player receives 8 VPs for his Land buildings. Then,

he places one of his markers on the Land buildings scoring space.

**3** You then indicate your VPs by moving your marker on the scoring track and/or putting your coins behind your screen.

Each player can only score their Building Category spaces **once per game**.

**Note: Players do not receive any objects when scoring the Building Category spaces!**



### Upgrade Tiles - Increase the value of a city or a Building Category space.

When a player builds an 8-building, he immediately takes an Upgrade tile of his choice. A player may only take an Upgrade tile **after** building an 8-building. There are 8 Upgrade tiles:



The chosen Upgrade tile must still be available. Once an Upgrade tile is taken, no other player may choose it. A player **does not have to** choose the tile corresponding to the color of the city where the 8-building was built. After acquiring an Upgrade tile, the player immediately sets it on top of the corresponding city or Building Category space on his player board! The Upgrade tile changes the value by covering the old one!

**Example: The player has just built the Cathedrale with a cost of 8 in Viareggio.**

He takes the **Lucca Upgrade tile** , and puts it over the city of **Lucca** on his board.

From this point on, whenever he scores buildings in that city or when he scores the city of **Lucca**, the player will use these values: and .

**Example: Later in the game, that player scores Lucca.**

$$\begin{aligned} (2 + 3) \times 1 &= 5 \text{ coins} \\ (2 + 3) \times 3 &= 15 \text{ VPs} \end{aligned}$$

The player scores **Lucca** and receives 5 coins and 15 VPs. He also receives 1 crown and 1 gate:



## FINAL SCORING

At the end of the game, all players receive points as in the basic game, with the following additions:

- any object that is not considered by the Object Card is worth 1 VP;
- any points awarded by the Bonus Points Card.

## TACTICAL HINTS

Read the following before your first game with the expansion:

- Players may choose to play with the cards of their choice. In that case, their number does not matter.
- Every player should read the 3 Objectives cards as well as the Bonus Points Card and read the appropriate examples (see pages 5 through 8) if necessary.
- You can also try these combinations:

Great Freedom Multipliers Mr. Hot Shot   
 Double Trouble Full City Four of a kind



## THE CARDS IN DETAIL

**Reminder: Once again, all Objective cards show a MINIMUM requirement!**

### The 3 Objectives from the basic game



These 3 cards are used in the basic game and are already printed on the Objectives board. In the game with the Expansion, they are available like the other cards and should be shuffled into their respective piles. They can be drawn randomly or chosen by the players.

### 6 Top Cards (brown): Objectives that must be completed to announce the end of the game! No VPs!



**Objective:**  
You must build a certain number of buildings with a **cost of 5 or 8:**

- 2 buildings with 4 players
- 3 buildings with 3 players
- 4 buildings with 2 players



**Objective:**  
You must score a certain number of cities:

- 1 city with 4 players
- 2 cities with 3 players
- 3 cities with 2 players



**Objective:**  
You must have a certain number of buildings:

- 6 buildings with 4 players
- 7 buildings with 3 players
- 8 buildings with 2 players



**Objective:**  
You must collect a certain number of coins:

- 20 coins with 4 players
- 25 coins with 3 players
- 30 coins with 2 players



**Objective:**  
You must reach a certain number of victory points on the scoring track:

- 20 VPs with 4 players
- 25 VPs with 3 players
- 30 VPs with 2 players

**Final scoring when this card is in play:**  
All players receive 1 VP for every 2 coins. (Instead of the usual 1 VP = 1 coin.)

#### Example: End of the game

Player A: = 6  
Player B: = 4  
Player C: = 15

### 8 Object Cards (purple): The top section shows an objective that must be completed to announce the end of the game. The bottom section indicates the VPs players may receive during the final scoring!



**Objective:**  
You must collect 3 × 2 identical objects (pairs). (4 identical objects count as 2 pairs, 6 as 3 pairs.)

**Final scoring:**  
You receive 5 VPs per collected pair.

**Example:** The player has 4 identical objects at the end of the game:



He has **not** completed the objective. He still receives 10 VPs for his 2 pairs.

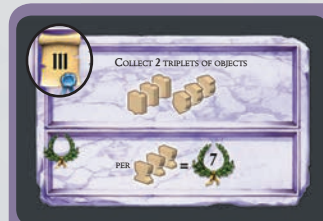
**Example:** The player has 8 objects at the end of the game:



**VPs:** The player has 3 pairs and 2 different objects. He receives 15 VPs for the 3 pairs and 2 VPs for the 2 different objects. This gives him a total of 17 VPs.

**Reminder for all Object cards:**

Any object that is not considered by the Card is worth 1 VP.



**Objective:**  
You must collect 2 × 3 identical objects (triplets). (6 identical objects count as 2 triplets.)

**Final scoring:**  
You receive 7 VPs per collected triplet.

**Example:** The player has 6 objects at the end of the game:



**VPs:** He has **not** completed the objective. He receives 7 VPs for his 3 crowns, and 3 VPs for the other 3 objects (1 crown, 1 flag, and 1 coat of arms; 1 VP per object). This gives him a total of 10 VPs.





**Objective:**  
You must collect 4 identical objects (quadruplet).

**Final scoring:**

- 3 VPs for 1 pair
- 6 VPs for 1 triplet
- 10 VPs for 1 quadruplet
- 15 VPs for 1 quintuplet
- 21 VPs for 1 sextuplet

**Example:** The player has 7 objects at the end of the game:



**VPs:** He has completed the objective. He receives 10 VPs for his 4 cups, and 6 VPs for his 3 gates. This gives him a total of 16 VPs.



**Objective:**  
You must collect a pair (2 identical objects) **and** a quadruplet (4 identical objects). (6 identical objects count as a quadruplet and a pair.)

**Final scoring:**  
For each combination of 1 pair and 1 quadruplet, you get 20 VPs.

**Example:** The player has 8 objects at the end of the game:



**VPs:** She has completed the objective. The player receives 20 VPs for her quadruplet (4 gates) and pair (2 books). She also receives an extra 2 VPs for her 2 flags (worth 1 VP each). This gives her a total of 22 VPs.



**Objective:**  
You must collect 4 different objects.

**Final scoring:**

- 3 VPs for 2 different objects
- 7 VPs for 3 different objects
- 12 VPs for 4 different objects
- 18 VPs for 5 different objects
- 24 VPs for 6 different objects

**Example:** The player has 7 objects at the end of the game:



**VPs:** The player completed the objective since he collected at least 4 different objects. He receives 18 VPs for his 5 different objects. For the other 2 different objects (1 cup and 1 book), he receives another 3 VPs. This gives him a total of 21 VPs.



**Objective:**  
You must collect 2 x 3 different objects each.

**Final scoring:**  
You receive 8 VPs per set of 3 different objects. Identical groups still give points, as long as each group is composed of 3 different objects.

**Example:** The player has 7 objects at the end of the game:



**VPs:** The player completed the objective. He receives 8 VPs for his 2 groups of different objects (for a total of 16 VPs). He receives 1 VP for the remaining object. This gives him a total of 17 VPs. **(It does not matter which objects are in each group, as long as the 3 are different.)**



**Objective:**  
You must collect 3 x at least 2 identical objects (pairs). (4 identical objects count as 2 pairs, 6 as 3 pairs.)

**Final scoring:**  
**Up to 3 groups of identical objects** are multiplied together. The result is the number of VPs you receive. A group is constituted of 2 to 6 identical objects.

**Example:** The player has 10 objects at the end of the game:



**VPs:** The player completed the objective since he collected at least 3 pairs of objects. He multiplies his 3 biggest groups together: 3 flags x 2 books x 2 gates, for a total of 12 VPs (3 x 2 x 2 = 12). His 2 coats of arms and his 1 crown are counted individually (1 VP each) for a total of 3 VPs. This gives him a total of 15 VPs.

**9 Building Cards (gray):** The top section shows an objective that must be completed to announce the end of the game. The bottom section indicates the VPs players may receive during the final scoring!



**Objective:**  
In 3 **different** cities, you must build 2 buildings in each of them.

**Final scoring:**  
For 2 buildings in...

- Livorno 11 VPs
- Pisa 9 VPs
- Lucca 7 VPs
- Viareggio 5 VPs
- Massa 3 VPs
- Lérici 1 VPs

**Example:** The player built 4 buildings in **Pisa**, 2 buildings in **Massa**, and 1 building in **Lérici**. He **did not** complete the objective.

**VPs:** He receives 18 VPs for the 4 buildings in **Pisa** (2 x 9 = 18 VPs), 3 VPs for those in **Massa**, and 0 VP for the one building in **Lérici**, for a total of 21 VPs. Although there are 4 buildings in **Pisa**, it still counts as 1 city.





**Objective:**  
In 2 **different** cities, you must build 3 buildings in each of them.

**Final scoring:**  
For 3 buildings in...

**Example:** The player built 3 buildings in **Lucca**, 4 buildings in **Massa**, and 6 buildings in **Lérici**.

**VPs:** He has completed the objective. He receives 11 VPs for his 3 buildings in **Lucca**, 5 VPs for his 4 buildings in **Massa**, and 4 VPs for his 6 buildings in **Lérici** ( $2 \times 2$  VPs). This gives him a total of 20 VPs.

- **Livorno** 17 VPs
- **Lucca** 11 VPs
- **Massa** 5 VPs
- **Pisa** 14 VPs
- **Viareggio** 8 VPs
- **Lérici** 2 VPs



**Objective:**  
You must build 4 buildings in one city.

**Final scoring:**  
For 4 buildings in...

**Example:** The player built 5 buildings **Lérici**, enough to complete the objective.

**VPs:** He receives 3 VPs for his 5 buildings in **Lérici**.

- **Livorno** 23 VPs
- **Lucca** 15 VPs
- **Massa** 7 VPs
- **Pisa** 19 VPs
- **Viareggio** 11 VPs
- **Lérici** 3 VPs



**Objective:**  
You must build a building with a cost of 8.

**Final scoring:**  
For an 8-building in...

**Example:** The player built an 8-cost building in **Lucca**.

**VPs:** He has completed the objective and gets 19 VPs for this building.

**Example:** The player built two 8-cost buildings in **Massa**.

**VPs:** He has completed the objective and gets 16 VPs for his 2 buildings.

- **Livorno** 34 VPs
- **Lucca** 19 VPs
- **Massa** 8 VPs
- **Pisa** 26 VPs
- **Viareggio** 13 VPs
- **Lérici** 4 VPs



**Objective:**  
You must build a certain number of Land buildings:

- 2 Land buildings with 4 players
- 3 Land buildings with 3 players
- 4 Land buildings with 2 players

**Final scoring:**  
You get 6 VPs per Land building.

**Example:** In a 4-player game, a player built 3 Land buildings, enough to complete the objective.

**VPs:** He receives 6 VPs per Land building, for a total of 18 VPs ( $3 \text{ Land buildings} \times 6 \text{ VPs} = 18 \text{ VPs}$ ).

**Example:** In a 4-player game, a player built 1 Land building. He **does not** complete the objective.

**VPs:** He still receives 6 VPs for his Land building.



**Objective:**  
You must build a certain number of City buildings:

- 4 City buildings with 4 players
- 5 City buildings with 3 players
- 6 City buildings with 2 players

**Final scoring:**  
You get 3 VPs per City building.

**Example:** In a 4-player game, a player built 7 City buildings, enough to complete the objective.

**VPs:** He receives 3 VPs per City building, for a total of 21 VPs ( $7 \text{ City buildings} \times 3 \text{ VPs} = 21 \text{ VPs}$ ).

**Example:** In a 3-player game, a player built 3 City building. He **does not** complete the objective.

**VPs:** He still receives 9 VPs for his City buildings ( $3 \text{ City buildings} \times 3 \text{ VPs} = 9 \text{ VPs}$ ).



**Objective:**  
In 3 **different** cities, you must build at least 2 buildings in each of them.

**Final scoring:**  
In up to 3 cities, the number of buildings are multiplied together. The result is the number of VPs you receive. The building costs do not matter.

**Example:** The player built 2 buildings in **Livorno**, 3 buildings in **Pisa**, 2 buildings in **Viareggio**, and 3 buildings in **Massa**.

**VPs:** He has completed the objective. **The three cities with the most buildings** are used for the final scoring. He multiplies together the number of buildings in these cities, regardless of the building costs. This gives him: 2 buildings in **Livorno**  $\times$  3 buildings in **Pisa**  $\times$  3 buildings in **Massa** = 18 VPs.



**Objective:**  
You must build a certain number of Land **and** City buildings.

- 2 City and 2 Land buildings with 4 players
- 3 City and 3 Land buildings with 3 players
- 4 City and 4 Land buildings with 2 players

**Final scoring:**  
You receive VPs for every City building **paired** with a Land building; their cost = the number of VPs received. Individual building = 0 VP.

**Example:** In a 2-player game, the player built 4 City buildings with costs 4, 4, 3, 1; and 4 Land buildings with costs 5, 4, 2, 1. He completed the objective.  
**VPs:** His pairs are: 1<sup>st</sup> pair:  $4 + 5 = 9$  VPs. 2<sup>nd</sup> pair:  $4 + 4 = 8$  VPs. 3<sup>rd</sup> pair:  $3 + 2 = 5$  VPs. 4<sup>th</sup> pair:  $1 + 1 = 2$  VPs. This gives him a total of 24 VPs.



**8 Bonus Points Cards (green):** These cards do not show an objective that must be completed to end the game. They simply are ways to earn bonus VPs during the final scoring!

**For all Bonus Points Cards:** The players score the various features, whether or not that feature was scored during the game!

**Note:** There is no Bonus Points Card with the number 1!

This player board will be used to explain the different Bonus Points Cards. The following examples are with 4 players.



Example: player board at the end of a game.



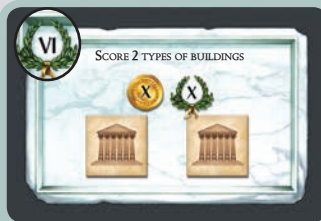
**Example:** Card III is used in this game. The player scores **Livorno** and **Lérici**:

**Livorno:**  $(3 + 2) \times 3 = 15$

**Lérici** with Upgrade:  $(4 + 8) \times 1 = 12$

Upgrade:  $(4 + 8) \times 1 = 12$

He receives a total of 27 VPs and 12 coins.



**Example:** The player scores his "Biblioteca" and his "Cathedrale".

Biblioteca (2) in **Massa**:  $2 \times 1 = 2$

Cathedrale (3) in **Livorno**:  $3 \times 3 = 9$

He receives a total of 23 VPs and 12 coins.

Biblioteca (8) in **Lérici** with Upgrade tile:  $8 \times 1 = 8$

Cathedrale (4) in **Lérici** with Upgrade tile:  $4 \times 1 = 4$

Upgrade tile:  $8 \times 1 = 8$

Upgrade tile:  $4 \times 1 = 4$



**Example:** The player scores the smallest building of each type:

His smallest Biblioteca in **Massa**:  $2 \times 1 = 2$

His smallest Cathedrale in **Livorno**:  $3 \times 3 = 9$

His smallest Porta in **Livorno**:  $2 \times 3 = 6$

His smallest Villa in **Lucca**:  $1 \times 2 = 2$

He does not have any Castello or Palazzo, so he does not receive any coins/VPs for them. He gets 19 VPs.

**Card Erratum:** This card should read: "Score the smallest building of each type."



The players add their building costs in **Livorno**, **Pisa** and **Lucca**. The player(s) with the highest total receive(s) 9 VPs. The players add their building costs in **Viareggio**, **Massa** and **Lérici**. The player(s) with the highest total receive(s) 9 VPs.

**Example: Left:** The player's building costs total in

**Livorno** and **Lucca**:  $2 + 3 + 1 = 6$

He does not get any VPs because someone else has a higher total.

**Right:** His building costs total in **Massa** and **Lérici**:

$2 + 4 + 8 = 14$

He has the highest total and receives 9 VPs.



The players add their building costs in each city. For each city, the player(s) with the highest total receive(s) VPs for that city:

- **Livorno** 14 VPs
- **Lucca** 10 VPs
- **Massa** 6 VPs
- **Pisa** 12 VPs
- **Viareggio** 8 VPs
- **Lérici** 4 VPs

**Example:** The player adds his building costs in:

**Livorno:**  $3 + 2 = 5$  He has the highest total: 14

**Lucca:**  $1$  He does not have the highest total: no VPs.

**Massa:**  $2$  He does not have the highest total: no VPs.

**Lérici:**  $4 + 8 = 12$  He has the highest total: 4

He does not have any buildings in **Pisa** and **Viareggio** so he does not get any VPs for these cities. He receives a total of 18 VPs.