Richard Ulrich & Wolfgang Kramer

The Princes of Florence



The game of patrons, artists, and scholars!

Experience the golden age of the Renaissance. Assume the role of the head of an Italian Aristocratic dynasty and lead your family like the Medici or Borgia. The players support the builders, artists, and scholars so that their completed works will bring their families fame and prestige. As the patrons of the creators of great works, the players seek to multiply their fame and reputations, but only one will become the most prestigious prince of Florence!

Overview

The 3 to 5 players - over seven rounds - build Buildings, cultivate Landscapes, and invite artists and scholars to their Palazzi where they provide them with the facilities which inspire such people to produce great Works. All this is done by the players in their Principalities to earn Prestige points (PP), which are recorded on the fame track.

The more impressive a Work, that is, the higher its Work Value (WV), the more money and Prestige the player in whose Principality the Work is created is able to earn. Money is important to acquire more Buildings and Landscapes. Also, the Builders and Jesters, which provide valuable services, expect to be paid. Players will also find that Prestige and Bonus cards have great value in building their reputations and fame.

The player who, after seven rounds, has earned the most PP, is the winner!

Contents

1	game board	with fame track and round/minimum WV table
5	player boards	with the players' Principalities, places for placing Builder, Jester, and Freedom tiles, and rule summary
30	Buildings	3 each of University, Laboratory, Workshop, Library, Opera, Studio, Hospital, Theater, Tower, and Chapel
18	Landscapes	6 each of Forest, Lake, and Park
12	Freedoms	rectangular tiles: 4 each of Travel, Religion, and Opinion
6	Builders	square tiles
7	Jesters	round tiles
66	cards	21 Profession cards, 14 Prestige cards, 20 Bonus cards, and 5 Recruiting cards, 6 special character cards for "The Muse and the Princess Expansion" (page 14 to 16).
	money	27 @ 100, 12 @ 500, and 14 @ 1,000 Florin
6	figures	5 scoring figures and 1 starting player figure
6	markers	5 player markers and 1 round marker

Overview

The players invite artists and scholars to their Palazzi and inspire them to create great Works.

The more impressive a Work, the more money and Prestige it brings a player.

Buildings and Landscapes support the Works. Builders and Jesters support those who create the Works

The player with the most PP is the winner.

Preparation

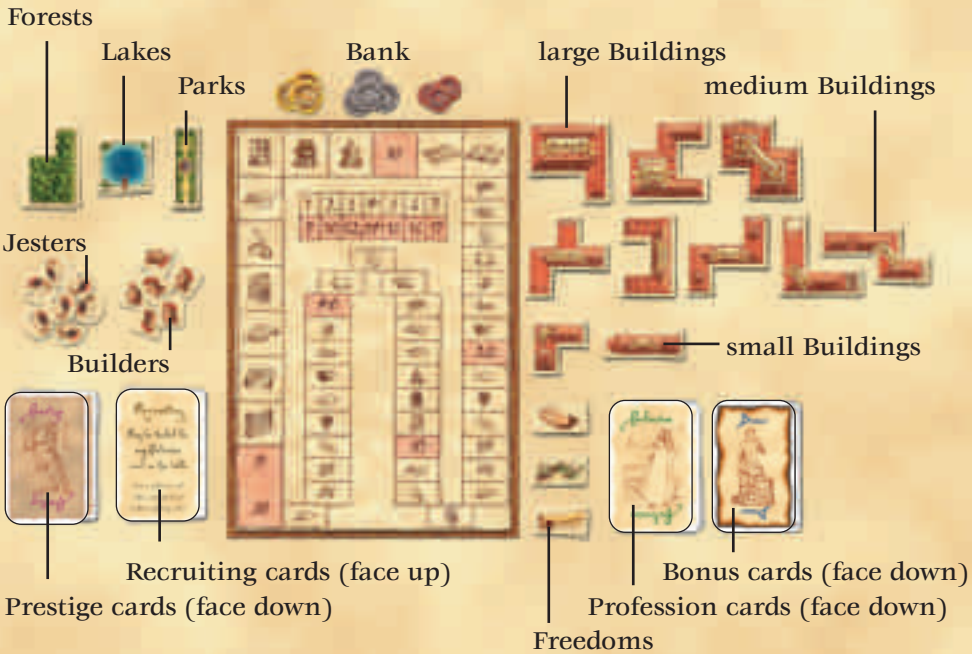
Place the **game board** in the middle of the table.
Note: if, during the game, a player's scoring figure passes space 50 on the fame track, he records this fact and continues moving along the track. At the end of the game, such players add 50 PP to the number of points shown by their figures on the track.

Each player takes:
- **One player board,** which he places in front of himself on the table. The board determines the player's color.
- **The marker**, in his color, which he places next to his player board.
- **The figure**, in his color, which he places on space "0/50" on the fame track. Players track their scores with their figures.
- **Three Profession cards**, in the following way: shuffle the 21 Profession cards and deal 4 face down to each player. From these 4 cards, each player chooses 3 to be his starting hand and returns the 4th. Shuffle the undealt and unchosen Profession cards together and place them face down near the game board as shown below.
- **3500 Florin starting money** (2 @ 1000, 2 @ 500, and 5 @ 100)

Place the **remaining money**, as "the Bank", next to the board as shown below.

Arrange the other pieces, next to the **game board,** as shown below:

- **Auction phase**
- **Action phase**



Note: the number of each type of Freedom tile available is equal to the number of players minus one [1]. Place the extra Freedom tiles back in the box.

Place the **black round marker** on space "1" of the round/minimum WV table.

Place the **black starting player figure** in front of the starting player (the oldest player) for the first round.

Preparation

place game board on table
The graphics on the game board spaces are only for appearance. They have no meaning in the game.

Sort out the 6 special character cards and put them back in the box. These are only needed for the expansion game

per player:

- 1 player board

- 1 marker

- 1 figure

- 3 Profession cards

- 3500 Florin

Each player's money supply is private

remaining money = the Bank

for Auction phase, left of the game board:

Forests	**Builders**
Lakes	**Prestige cards**
Parks	**Recruiting cards**
Jesters	

for Action phase, right of the game board:

Buildings	**Profession cards**
Freedoms	**Bonus cards**

[1] *In a game with three players, use only 2 Religion tiles, 2 Opinion tiles, and 2 Travel tiles.*

Place round marker on space 1.

Place starting player figure in front of the oldest player.

Playing the game

The game is played over 7 rounds. The starting player changes from round to round in clockwise order. The game ends after the 7th round.

Each round has 2 phases:
- **Auction phase**: auction 1 object per player
- **Action phase**: execute 2 actions per player

The players bid against each other for objects in the Auction phase. Then, they execute actions in the Action phase, separately, in clockwise order.

Auction phase

Central to the Auction phase are the 7 stacks with the different "objects" that are to the left of the game board: Forests, Lakes, Parks, Jesters, Builders, Prestige cards, and Recruiting cards. The different objects give the players who have them specific advantages throughout the game.

Basic rules
- Each player may acquire, at most, 1 object each round. After a player has an object, he may not bid for other objects in the round.
- From each stack, only 1 object may be auctioned each round. After an object has been acquired, no more from that stack may be auctioned in the round.
- When a stack is exhausted, no more of that type may be auctioned.

Flow of the Auction phase
The starting player begins by choosing an object from one of the 7 stacks. By choosing an object, he automatically starts the bidding at 200 Florin. Then, in clockwise order, the players may bid on the object by increasing the current bid by exactly 100 Florin. The starting player must start the bid at 200 Florin - no more and no less. All subsequent bid increases must be exactly 100 Florin - no more and no less. If a player cannot or does not want to bid, he passes, but then may not bid **on this object** this round. The bidding continues, in clockwise order, until all have passed, but one. That player, with the highest bid, pays the bid amount to the Bank (the other players pay nothing), takes the object, and places his marker on the stack. The marker indicates that, for the rest of this round, no object may be auctioned from this stack and this player may not bid on any objects.
If the player, who started the auction, is **not** the highest bidder in the auction, he chooses another object to auction from those available (objects with markers and empty stacks are not available) and begins a new auction for this object by bidding 200 Florin. The rules for this auction are the same as before.
If the player, who started the auction, **is** the highest bidder in the auction, the next available player (players with markers on stacks are not available), in clockwise order, chooses an object to auction from those available (objects with markers and empty stacks are not available). The rules for this auction are the same as before.
In each auction, all players may bid, except those who have already acquired an object this round (they have markers on the stacks).
When there is only one player who has not acquired an object this round (excluding players who passed their opportunity to name an object), he **may** simply pay the Bank 200 Florin to take any **one** available object (objects with markers and empty stacks are not available) of his choice. He is not required to do this; he may pay nothing and take nothing.
After all players have acquired objects or chosen not to acquire objects this round, the Auction phase ends and all players take back their markers from the object stacks.

Preparation

7 rounds, each with 2 phases:

Auction phase: auction 1 object

Action phase: execute 2 actions

Auction phase

auction 1 object
(Forest, Lake, Park, Jester, Builder, Prestige card or Recruiting card)

each player: at most 1 object

from each stack: at most 1 object

flow of an auction:

- **on the player's turn, he chooses an object to auction**
- **in clockwise order, players bid or pass**
- **the highest bidder pays the Bank and takes the object**
- **the player and stack are excluded from later auctions** (stacks with player markers)

For the player who starts an auction the following applies:
- Regardless of desires to the contrary, he starts the bid for the object at 200 Florin by naming it!
- He may remove himself from all bidding and from acquiring an object in this round by not naming an object on his turn! Thus, the player may not even bid on an object named by another player later in the round.

The last player to start an auction in the Auction phase, does not start an auction, but may take any available object for 200 Florin!

Example:

(1) In a game with four players, Anna is the starting player. She names a Park and she gets it for the base price of 200 Florin, as all the other players pass instead of bidding.
She takes and places a Park and places her marker on the Park stack. This shows that the Park stack is unavailable for later auctions this round and that Anna is not allowed to bid in later auctions this round.

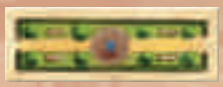
(2) Bob is the next player in clockwise order and chooses to auction a Jester. Chris is also interested and bids 300 Florin. David also wants the Jester and bids 400 Florin. Now it is Bob's turn again (remember, Anna cannot bid) and he raises the bid to 500 Florin. Chris raises the bid to 600 and David to 700. Bob and Chris both pass, allowing David to win the auction. David pays 700 Florin to the Bank, takes a Jester, and puts his marker on the Jester stack.

(3) Bob may again choose the auction object as he did not win the last auction. Only he and Chris may now bid. Bob chooses a Forest and Chris raises the bid to 300 Florin. Bob raises the bid to 400, Chris to 500, Bob to 600, then Chris passes. Bob takes and places the Forest, pays 600 Florin to the Bank, and places his marker on the Forest stack.

(4) Now only Chris may bid. She may choose freely from the four remaining stacks: Lake, Builder, Prestige card, or Recruiting card. She takes a Builder and pays 200 Florin to the Bank.

After Chris finishes, Anna, Bob, and David take their markers back.

1st auction:

Anna  **200**

2nd auction:

David  **700**

3rd auction:

Bob  **600**

no auction:

Chris  **200**

The meaning of the 7 objects

Basically,

- each object gives its specific advantages only to the Principality it is in!
- a player may have as many of each object as he can acquire, except that each player is limited to 3 Builders.

Forest



When a player acquires a Forest, he must immediately place it on empty spaces in his Principality. A Forest may be placed next to Buildings and other Landscapes *(see "Build a Building" for more information)*. A Forest has the following advantages:

- Of the 21 artists and scholars (the Professions) nine want Forests for their recreation. When one of these 9 Professions completes a Work in the Action phase and there is at least one Forest in the Principality where the Work is completed, the WV for that Work is increased by 3 *(see "Complete a Work" for more information)*.
- When a player places a second Forest in his Principality (he need not place it adjacent to the first), he scores 3 PP. He moves his figure 3 spaces forward on the fame track. When a player places a third Forest in his Principality (he need not place it next to either of the other two), he scores 3 PP, and so on. [2)]

Forest

A Forest increases the WV by 3 for Works from 9 of the 21 Professions

All additional Forests earn the player 3 PP

[2)] Note: not all additional landscapes earn players the 3 PP. Only additional landscapes of types already played in the Principality earn the players the 3 PP bonus.
For example, a player who has only a Lake and acquires a Forest or a Park does not earn 3 PP. However, if that player acquires a second Lake, he earns the 3 PP bonus.

Lake

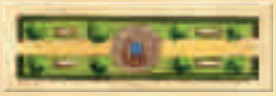


Lakes are used in the same way as Forests. The difference is that Lakes are smaller and attract only 7 of the Professions to them for recreation.

Lake

Like a Forest, but only attracts 7 Professions

Park



Parks are used in the same way as Forests. The difference is that Parks are smaller and attract only 5 of the Professions to them for recreation.

Park

Like a Forest, but only attracts 5 Professions

Jester

A Jester, through his entertainment, brings relaxation to the artists and scholars. When a player acquires a Jester, he places it on his Palazzo. Each Jester in a Principality increases the WV of a Work completed in that Principality by 2 *(see "Complete a Work" for more information)*.



Builder



- When a player acquires a Builder, he places it in the left-most builder space on his player board. This player only pays 300 Florin (instead of 700) to build a Building *(see "Build a Building" for more information)*.
- When a player acquires a second Builder, he places it in the middle builder space on his player board. The player may now build buildings adjacent to each other *(see "Build a Building" for more information)*.
- When a player acquires a third Builder, he places it in the right-most builder space on his player board. The player now builds Buildings for no cost.

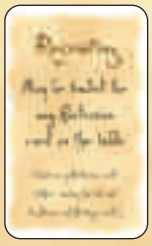
When a player acquires a second Builder, he earns 3 PP. When he acquires a third Builder, he also earns 3 PP.

Prestige cards



When a player wins an auction for a Prestige card, he takes the top 5 cards from the Prestige deck (all cards if there are less than 5), chooses one and places it face down next to his player board. He then places the other four cards face down at the bottom of the Prestige deck in any order he chooses. Depending on the cards, a player who acquires a Prestige card may earn up to 8 PP for each card **at the end** of the game. To earn the points on a Prestige card, the player must fulfill the requirements listed on the card in his Principality at the end of the game. Many of the cards require a player to be the only player to fulfill the requirements to earn the full PP. If the player ties with others, he would earn only half the points.
For example, Bob holds the card, "For the most buildings you earn 6 PP (3)". He earns 6 PP if he is the only player with the most buildings in his Principality. If he ties with one or more other players, he earns 3 PP. Of course, if Chris has the most buildings, Bob earns 0 PP.

Recruiting cards



A player has two options for getting more Profession cards:
1. by recruiting from another player using a Recruiting card
2. by taking a Profession card in the Action phase
(*see "Take a Profession card" for more information*).

When a player acquires a Recruiting card, he may use it immediately or later. To use a Recruiting card, a player chooses any face up Profession card on the board (from any **opponent**)[3], takes the card into his hand, and places the Recruiting card in its place on the board. If the player chooses to use the Recruiting card later, he takes it into his hand and may play it anytime during his turn in the Action phase of any round [4]. The player may use the recruited Profession card to complete a Work immediately or in a later round *(see "Complete a Work" for more information)*.

Note: a Recruiting card counts as a Profession card and adds 1 WV to each completed Work (see "Complete a Work" for more information). It also counts as a Profession card for all Bonus and Prestige cards that mention Profession cards.

Jester

Increases the WV for each Work by 2.

Builder

1st Builder:
- **building cost: 300 Florin**

2nd Builder:
- **building cost: 300 Florin**
- **allow adjacent buildings**
- **+ 3 PP**

3rd Builder:
- **building cost: 0 Florin**
- **allow adjacent buildings**
- **+ 3 PP**

Prestige cards

pick 1 of 5 cards

The owner of a Prestige card may earn PP at the end of the game by fulfilling the requirements on the card.

Note: there is a summary of all Prestige cards, with examples, on the last page of these rules.

Note: when a player ties with others, only he scores the PP for the Prestige card.

Recruiting cards

Allow a player to recruit Profession cards from *other* players. A player may *not* recruit a Profession card from himself.

[3] Note: only face up Profession cards may be recruited. Those in other players' hands may not be recruited!

[4] The use of a Recruiting card in the Action phase does not count as one of the two allowed actions. In fact, a player may use multiple Recruiting cards if he has them.

Action phase

In the Action phase, each player, in clockwise order beginning with the starting player, may execute two actions [5]. On his turn, a player completes his first action and then completes his second [6]. A player may not start one action and interrupt it with the second action.

The possible actions are:

- **Complete a Work** (once or twice)
- **Build a Building** (once or twice)
- **Take a Profession card** (once only)
- **Introduce a Freedom** (once only)
- **Acquire a Bonus card** (once or twice)

Completing a Work, building a Building, and acquiring a Bonus card may each be done by each player once or twice per round in the Action phase. Introducing a Freedom and taking a Profession card may each only be done by each player once per round in the Action phase.

Complete a Work

A player may complete a Work by playing the Profession card from his hand for the artist or scholar completing the Work. The value of the Work must equal or exceed the minimum value shown in the round/minimum WV table. This value increases from round to round as seen in the table [7].

1	2	3	4	5	6	7
7	10	12	14	15	16	17

When a player wants an artist or scholar to complete a Work, he does the following:

1) He takes the appropriate Profession card from his hand and lays it on the table next to his player board; the artist or scholar represented by the card completes a Work.

   Note: the player leaves the card face up next to his player board, but may not complete another Work by this person [8]. However, another player could recruit this Profession card and use it to complete a Work in his Principality.

2) The player calculates the WV points based on how the objects in his Principality match those desired by the artist or scholar as described on the Profession card played. The WV starts at 0 and:
   - If the player has the **Building** where the artist or scholar prefers to work, he adds 4 points to the WV for this Work. → WV + 4
   - If the player has the **Landscape** where the artist or scholar wants to recreate, he adds 3 points to the WV for this Work. → WV + 3
   - If the player has the **Freedom** that the artist or scholar supports, he adds 3 points to the WV for this Work. → WV + 3
   - For each **Jester** the player has in his Palazzo, he adds 2 points to the WV for this Work. → WV @+ 2
   - For each **Profession** or **Recruiting** card the player has in his hand or on the table, he adds 1 point to the WV for the Work. → WV @+ 1
   - For each **Bonus** card the player **now** plays, he adds X points to the WV for the Work *(see "Acquire a Bonus card" for more information)*. → WV @+ X

   The sum of all the above is the Work's WV. The player places his **marker** on the fame track on the space that matches the WV points he earned for the Work *(e.g. WV 15 = space 15)*. The player does **not** score the WV as PP.

Action phase

[5] Players may choose to take fewer than 2 actions, even none.
[6] Players may choose in which order to do their 2 actions.

Up to 2 actions per player:

1 - 2 Complete a Work
1 - 2 Build a Building
1 Take a Profession card
1 Introduce a Freedom
1 - 2 Acquire a Bonus card

Work

A minimum number of WV points are needed to complete a Work.

[7] For example, in the 2nd round, a Work must score at least 10 WV points to be completed. In the 6th round, a Work must score at least 16 WV points to be completed.

1) Play a Profession card face up.

[8] A player may recruit a Profession card from a player who recruited from him and played it, and, thereby, complete a second Work with that Profession card.

2) Calculate the WV:

Building available?	**+ 4**
Landscape available?	**+ 3**
Freedom available?	**+ 3**
per Jester	**+ 2**
per Profession and Recruiting card	**+ 1**
per Bonus card now played	**+ X**

Place your marker on the fame track space that matches the WV of the Work.

Reminder: the WV must be at least as high as the minimum WV for the round! Otherwise, the player may not play the Profession card and the Work may not be completed!

3) The player earns money from the Bank for a completed Work. The Bank pays 100 Florin per WV *(e.g. WV 15 = 1,500 Florin)*.
The player may **immediately** (but not later) take some or all of the payment for this Work (but not more) in PP rather than money. The exchange rate for this is 200 Florin = 1 PP. If a player chooses to do this, he immediately returns between 200 Florin and the full amount of the payment to the Bank and then moves his scoring **figure** the appropriate number of spaces forward on the fame track [9].
Note: the player may only convert the money just earned for a Work to PP and must do it immediately. A player may not convert any of his other money to PP. Therefore, a player must think carefully about how much he wants to convert!

4.) The players leave their **markers** on the fame track until the end of the Action phase. They do **not** score the Work's WV by moving their scoring **figures** on the fame track. After all players have taken their turns in the Action phase, the player with the best Work scores 3 PP *(see "Best Work" for more information)*.
Note: when a player completes two Works in a round, he places his marker on the fame track space for the Work with the higher WV, not the sum of the two!

Work scoring example:
In round 3 (minimum WV = 12), Anna chooses to complete a Work with a Poet. She places the Poet Profession card from her hand face up onto the table next to her player board. In her Principality, she has a Theater, a Travel Freedom tile, and 2 Jesters. She also has 4 Profession cards (including the Poet she just played and a Recruiting card) on the table and in her hand. She has no Lake in her Principality and plays no Bonus cards.

She calculates her WV as shown below:

Building:	*4*
Landscape:	*0*
Freedom:	*3*
Jester:	*4*
Profession and Recruiting cards:	*4*
Bonus cards:	*0*
total:	***15***






*She places her **marker** on space 15 of the fame track.*
*Anna takes 1,500 Florin from the Bank. She decides she does not need the money at this time and so exchanges money from the Work for the most possible PP: she returns 1,400 Florin to the Bank and moves her scoring **figure** 7 spaces along the fame track.*

3) Bank pays money: WV x 100 Florin

***This* money may *only now* be exchanged for PP: 200 Florin = 1 PP**

[9] *For example, a player who earns 1,500 Florin for a Work, may score 1 - 7 PP by returning 200 - 1,400 of these 1,500 Florin to the Bank.*

4) The players' markers on the fame track are used to find the best Work

Note: a player need not have the Building, Landscape, or Freedom that is shown on the Profession card in his Principality to play the card and complete a Work. Of course, the more of these he matches, the higher the WV! It is possible to score the minimum WV with only Jesters, Bonus cards, and Profession cards.

Note: players do not reveal the Profession cards in their hands; they merely show them so they may be counted to calculate the WV.



Build a Building
Players build Buildings in their Principalities to enhance their Prestige and to increase the WV of completed Works. There are:

- **3 large Buildings**, each requiring 7 empty spaces:



- **5 medium Buildings**, each requiring 5 empty spaces:



- **2 small Buildings**, each requiring 3 empty spaces:



Building a Building helps a player in two ways:

- It **immediately** earns the player 3 PP.
- It may add to the WV of a Work, by adding 4 points to the WV of a Work, when the artist or scholar prefers to work in this Building *(see "Complete a Work for more information)*.

A player pays 700 Florin to build a Building regardless of its size: large, medium, or small.
When a player has 1 or 2 Builders in his Principality, he pays only 300 Florin to build a Building, regardless of its size. When a player has 3 Builders in his principality, he pays nothing to build Buildings (*see "Builder" for more information*).
When a player builds a Building, he pays the building cost to the Bank, takes the Building from the supply, and **immediately** places the Building in his Principality. If the Building a player wants to build is not available in the supply, he may not build that Building.

A player may place a Building (or a Landscape) **wherever** he chooses in his Principality as long as he follows these rules:

1) The player may place a Building (or a Landscape) in any orientation on the grid, but must place it completely within the grid. As the pieces have two sides, the player may place them either side up.
2) The player may not place a Building (or a Landscape) so that it overlaps, even partially, another Building or a Landscape.
3) A player may not place a Building **directly** adjacent to another Building. Buildings may touch, at most, at their corners. This rule applies also to the Palazzo.
   When a player has 2 or more Builders in his Principality, he **may** build a Building directly adjacent to another Building!
4) A player may build a Building (or Landscape) directly adjacent to a Landscape.
5) A player may build each Building only **once** in his Principality.
6) Once a Building (or a Landscape) is placed in a Principality, the player may not move or demolish it during the game.

Buildings

3 different sizes:

- large: **University**
Laboratory
Workshop

- medium: **Library**
Opera
Studio
Hospital
Theater

- small: **Tower**
Chapel

*The Palazzo does **not** count as any of the 3 building sizes!*

There are three each of the 10 Buildings.

a Building...

- earns 3 PP
- increases the WV of a Work by 4 points for 1 to 3 Professions

- costs 700 Florin
(with 1 or 2 Builders: 300 Florin)
(with 3 Builders: 0 Florin)

- may be placed in any orientation

- must be within the grid

- must not overlap other Buildings or Landscapes

- must not be built directly adjacent to another Building
(except with 2 or 3 Builders!)

- at most one of each Building in a Principality

- must not be moved or demolished

Building/ Landscape rule violations



1 *violates rule 1: not within grid*

2 *violates rule 2: overlaps another Building or Landscape*

3 *violates rule 3: adjacent to another Building or the Palazzo (assuming that the player does not have 2 or 3 Builders)*

5 *violates rule 5: two of the same Building (the second tower could not be placed)*

Take a Profession card

When a player wants a new Profession card, he pays 300 Florin to the Bank, draws the top **five** cards from the Profession card deck (all cards if there are less than 5), examines them, picks **one** card, and adds it to his hand. The player places the unchosen cards, face down, in any order he chooses, on the bottom of the Profession card deck.

The player may use this card to complete a Work, either in this round if he has an action left or in a later round.

When the Profession deck is exhausted, players may not select this action.

Introduce a Freedom

The artists and scholars are more comfortable living in a Principality that offers certain Freedoms: Travel, Opinion, or Religion. They are also motivated to produce greater Works in such circumstances. The specific Freedom important to an artist or scholar is listed on his Profession card.

When a player wants to introduce a Freedom to his Principality, he pays 300 Florin to the Bank, takes the Freedom tile he wants from the supply, and places it in the appropriate space on his player board. This Freedom increases, in **this** Principality, the WV of a Work by 3 points if this Freedom is the one important to the artist or scholar completing the Work.

A player may only introduce each Freedom **once** to his Principality. If the Freedom a player wants is not available in the supply, he may not introduce it to his Principality.

Acquire a Bonus card

Players may use Bonus cards to significantly increase the WV of a Work.

When a player wants a Bonus card, he pays 300 Florin to the Bank, draws the top **five** cards from the Bonus card deck (all cards if there are less than 5), examines them, picks **one** card, and adds it to his hand. The player places the unchosen cards, face down, in any order he chooses, on the bottom of the Bonus card deck.

When a player completes a Work, he may also play **none, one, or more** Bonus cards (even in the same round he acquired the card). This is **not** a separate action, but part of the "Complete a Work" action.

Bonus cards add to the WV of a completed Work *(see "Complete a Work" for more information)*. The amount added can be a little or a lot. The amount added is based on how many of the things described on the card the player has.

Profession card

Pick 1 of 5 cards.

The card may be used in the same round as it is taken.

Note: each player is allowed to use this action only once per round.

Freedom

Increases the WV by 3 for Works of 7 artists and scholars

Note:
- each player is allowed to use this action only once per round.
- the number of each type of Freedom tile available is equal to the number of players minus 1.

Bonus card

Pick 1 of 5 cards.

Increases the WV by X.

When completing a Work, a player may play as many Bonus cards as he wants. They are then discarded from the game.

Note:
- Bonus cards increase the WV!
- Prestige cards score PP!

Each Bonus card may only be played **once**. After playing a Bonus card, the player places it face up next to the game board; it is out of the game! When the Bonus deck is exhausted, players may not select this action.

Best Work
After all players have completed their actions in the Action phase (including those who chose to take less than two actions), the players compare their WV's for the round as shown by their **markers** on the fame track. The player with the highest WV for the round, scores 3 PP and moves his **figure** forward on the fame track 3 spaces. If two or more players tie with the highest WV, they all score 3 PP. If only one player completes a Work in the round, he is automatically the highest and scores 3 PP. If no player completes a Work in the round, no one scores the 3 PP for the round.
After scoring the best Work, all players who completed Works in the round remove their **markers** from the fame track.

New Round
After scoring the best Work, the Action phase is complete. The starting player gives his left neighbor the starting player token. This player becomes the new starting player. He moves the round marker to the next space on the round/minimum WV table and begins the new round.

Earning money
During the game, a player can earn money in two ways:
- A player earns money for each completed Work: 100 Florin for each WV point *(see "Complete a Work for more information)*.
- A player may move his figure backward on the fame track at any time during the game. For each space moved backward, the player takes 100 Florin from the Bank.

Game end

The game ends after the 7th round. The players now score their Prestige cards: each player who has fulfilled the requirements on any of his Prestige cards, scores the appropriate number of PP (*see "Prestige cards" for more information*).
The player with the most PP (whose scoring figure has moved furthest on the fame track) is the winner.
If two or more players tie with the most PP, the player among them with the most money is the winner.

Please review the summary of all Bonus cards (including the examples) on the next page.

Best Work

Each round, the player with the best Work earns 3 PP.

Note:
- the marker marks the WV!
- the figure marks the PP!

New Round

Move starting player figure and round marker.

Money

- by completing a Work

- by moving his figure backward on the fame track

GAME END

after 7 rounds

Score Prestige cards.

The player with the most PP is the winner.

Two player rules

These rules explain how to play with just two players. Players should use the original rules for the game, making only the changes described below. Players can play with two players with the other expansions.

Preparation

- **2500 Florin starting money** (1 @ 1000, 2 @ 500, and 5 @ 100)
- **5 freedoms** (1 of each type, the other 2 chosen randomly); for a more challenging game, play with just 4 freedoms.

Playing the game

Auction phase
- Starting bid is exactly 300 Florins instead of 200 Florins.
- Auction the three landscape types (forest, lake, and park) as one item. The winner of the auction chooses which he wants. The other player cannot choose to bid on another landscape this round.

PREPARATION

2500 starting money
5 freedoms

PLAYING THE GAME

starting bid is 300 Florins

three landscapes as one

Summary of the 20 different Bonus cards

With each Bonus card is a sample value assuming the player playing the card has the following items:

- **2 Forests**
- **1 Lake**
- **0 Parks**
- **0 Jesters**
- **2 Builders**
- **1 Prestige card**
- **2 Freedoms**
- **3 Profession cards (on the table)**
- **1 Profession and 1 Recruiting card (in his hand)**
- **University, Workshop, Opera, Tower, Chapel**

(Note: the Palazzo does not count as a Building!)



Each **Building** in your Principality increases the WV by 1 *(the WV increases by 5)*



Each **large Building** in your Principality increases the WV by 2 *(the WV increases by 4)*



Each **medium Building** and each **Forest** in your Principality increases the WV by 1 *(the WV increases by 3)*



Each **small Building** and each **Landscape** in your Principality increases the WV by 1 *(the WV increases by 5)*



Each **Building size** (large, medium, small) in your Principality increases the WV by 2 *(the WV increases by 6) Note: each Landscape type counts just once.*



Each **Landscape** in your Principality increases the WV by 1 *(the WV increases by 3)*



Each **Forest** in your Principality increases the WV by 2 *(the WV increases by 4)*



Each **Lake** in your Principality increases the WV by 2 *(the WV increases by 2)*



Each **Park** in your Principality increases the WV by 2 *(the WV increases by 0)*



Each **Freedom** in your Principality increases the WV by 2 *(the WV increases by 4)*



Each **Jester** in your Principality increases the WV by 2 *(the WV increases by 0)*



Each **Jester** and each **Freedom** in your Principality increases the WV by 1 *(the WV increases by 2)*



Each **Builder** in your Principality increases the WV by 2 *(the WV increases by 4)*



Each **Builder** and each **Lake** in your Principality increases the WV by 1 *(the WV increases by 3)*



Each **Prestige card** you have increases the WV by 2 *(the WV increases by 2)*



Each **Prestige card** you have and each **Freedom** in your Principality increases the WV by 1 *(the WV increases by 3)*



Each **Landscape type** (Forest, Lake, Park) in your Principality increases the WV by 2 *(the WV increases by 4) Note: each Landscape type counts just once, regardless of how many objects the player has of that type!*



Each of the following **Categories** (Forest, Lake, Park, Jester, Builder, Prestige card, Freedom) in your Principality increases the WV by 1 *(the WV increases by 5) Note: each Category counts just once, regardless of how many objects the player has of that category!*



Each **Profession (and Recruiting) card** in your Hand (excluding any just played) increases the WV by 1 *(the WV increases by 2) Note: the card just played is on the table and does not count!*



Each of your own **Profession (and Recruiting) card** on the table (including any just played) increases the WV by 1 *(the WV increases by 3) Note: the card just played is on the table.*

Summary of the 14 different Prestige cards

With each Prestige card is a sample value assuming the player having the card at the end of the game has the following items:

- **2 Forests**
- **1 Lake**
- **0 Parks**
- **0 Jester**
- **2 Builders**
- **1 Prestige cards**
- **2 Freedoms**
- **4 Profession cards and 1 Recruiting cards (on the table)**
- **1 Profession card (in his hand)**
- **University, Workshop, Opera, Tower, Chapel**

(Note: the Palazzo does not count as a Building!)



For **the most Buildings** you earn 6 (3) PP
(Note: an opponent also has 5 Buildings and the player is tied for the most: the player earns 3 PP.)



For at least **two large Buildings** you earn 5 PP
(The player earns 5 PP.) This does not change if another player also has at least two large Buildings.



For **the fewest empty spaces** you earn 8 (4) PP
(Note: an opponent has fewer empty spaces: the player earns 0 PP.)



For **all three Landscape types** (Forest, Lake, Park) you earn 8 PP
(The player earns 0 PP, as he has no Park.)



For **the most Landscapes** you earn 7 (4) PP
(Note: an opponent also has 3 Landscapes and the player ties for the most: the player earns 4 PP.)



For **the most Forests** you earn 7 (4) PP
(Note: the player is the only player with the most: he earns 7 PP.)



For **the most Lakes** you earn 6 (3) PP
(Note: two opponents also have 1 Lake and the player is tied for the most: the player earns 3 PP.)



For **all three Freedoms** you earn 8 PP
(The player earns 0 PP, as he only has 2 Freedoms.)



For at least **4 Buildings + 2 Freedoms + 4 Works** (= Profession and Recruiting cards on the table) you earn 6 PP
(The player earns 6 PP.)



For **the most Jesters** you earn 6 (3) PP
(The player earns 0 PP, as he has no Jugglers.) This is true even if no player has Jugglers ... see Prestige card "Park".



For **the most Builders** you earn 6 (3) PP
(Note: the player is the only player with the most: he earns 6 PP.)



For **the most Parks** you earn 5 (3) PP
(Note: all other players have no Parks: the player earns 0 PP.) Players cannot score the most for having nothing. Therefore, the players do not tie for the most with none and do not score 3 PP.



For at least **1 Builder + 1 Jester + 2 Landscapes** you earn 7 PP
(The player earns 0 PP, as he has no Jugglers.)



For **the most Works** (= Profession and Recruiting cards on the table) you earn 7 (4) PP
(Note: an opponent also has 5 Works and the player is tied for the most: the player earns 4 PP.)

Jens Christopher Ulrich & Wolfgang Kramer

The Princes of Florence

The Muse and the Princess Expansion

This expansion is not a complete game, but must be played with Princes of Florence. We think it will appeal to those who are experiences with the basic game and want more from the game. We do not recommend players try the expansion until they have played the basic game.

The expansion adds 6 special character cards which players can bid on in a second part of the auction phase. Thus, the auction phase has been split into two phases: the original auction phase and special character auction.

Preparation

Follow the original preparation rules with the following addition:

- Place the 6 special character cards face-up separately near the board.
- Place 600 Florins on the Banker card.

Playing the game

Other than the auction and use of the special character cards, the rules for playing Princes of Florence with this expansion are the same with two exceptions:

- Players cannot exchange prestige points for money. The only ways to get money now are with the new Banker card or by completing works.

Special Character card Auction

The starting player begins the special character auction by placing his playing marker on one of the bidding spaces on the special character card he want to buy (he may also pass if there is no card he wants to bid on). He may select any of the bidding spaces he wants. The space he chooses is his bid for the card. Most cards have 13 bidding spaces marked from 3 to 15. Each number represents a bid of 100 Florins. The Banker card is the exception. It has only 6 bidding spaces, from 0 to 5.
A player may not make a bid he is unable to pay!
Example: Valerie places her marker on space 6 of the Merchant card. She is bidding 600 Florins to buy the card.

Bidding continues clockwise around the table with players placing their markers or passing. When a player is the first to place his marker on a card, he may place it on any of the bidding spaces on the card. If the card he wants to bid on already has another player's marker, he must place his marker on a higher number than the othe player's marker. As there may only be one marker on a card, after a player places his marker on a card with another marker, he returns that marker to the other player.

Preparation

place 6 special character cards near the board and 600 Florins on the banker

Playing the game

same as original game except for 6 special character cards and players cannot trade prestige points for money

Character auction

place a marker on a bidding space

on a turn players place their markers on any space on empty card or higher space on occupied card, returning other marker

If the player's marker is already on a card when it is his turn to bid, he has won the auction for that card. He pays the price of his bid to the bank (except for the banker, see below) and takes the card and his marker, placing both in his play area. He places the character card face up.

When a player passes, he cannot later enter the bidding for a special character card in this game round.

The special character card auction ends when all players have passed or have bought a card.

Using a Special Character Card

The players keep their special character cards face-up in their play areas until the use them. The Banker is used immediately; the Cardinal, Muse, and Princess may be used anytime during the action phase; and the Merchant and Professor may be used anytime until the beginning of the next special character auction. When a player uses a card, he returns it the special character card area near the board. When a player uses a card immediately (or before the end of the auction of the special character cards), he places if face-down to indicate that it may not be bought again in this round. If a player does not use the card when the next special character card auction begins, he must return it then to the special character card area near the board.

Special Character Card Descriptions

Banker: The banker is one of only two ways for players to get money - the other is by completing a work. As mentioned in "Preparation", the players place 600 Florins on the card to start the game. When no player buys the banker in a round, the players add 100 Florins to the card. When a player buys the banker, he takes the money from the card minus his bid.
He then returns the card, placing 600 Florins on it.
If a player still has the banker at the end of the game, he may exchange his money for prestige points at the rate of 200 Florins = 1 PP.
Example: *in the first round, no player bought the bank, so the card now has 700 Florins on it. In the second round Donald wins the auction for the card for 200 Florins, pays 200 Florins to the bank, and takes the card and its 700 Florins. Leter, he returns the card to its place near the board and places 600 Florins from the bank on it for round 3.*

Cardinal: The cardinal gives the player **one** extra action (3 instead of 2) in the action phase. It does not remove the restrictions with regard to only one freedom and one prefession card, however.
Example: *Anna wins the auction for the cardinal and builds a University, introduces religeous freedom, and completes a work by a mathemetician in the action phase.*

Merchant: The merchant offers the player two option, from which he can take one, but not both:

- the player can take the item he bids on in the next auction (not special character auction!) for no cost **or**
- the player scores as many prestige points as their current rank on the fame track.

on a turn if player's marker is already on a card, he pays the bid amount a takes the card

pass -> out of bidding for this round

auction end -> all pass or have a special character card

Character auction

players keep cards in play areas until used:

Banker, Merchant, and Professor until next special character auction

Cardinal, Muse, and princess during action phase

Cards descriptions

Banker: player gets money from the banker.

At game end, the player can trade money for prestige points:

200 Florins = 1 PP

Cardinal: player gets 1 extra action in the action phase. The freedom and profession limits remain.

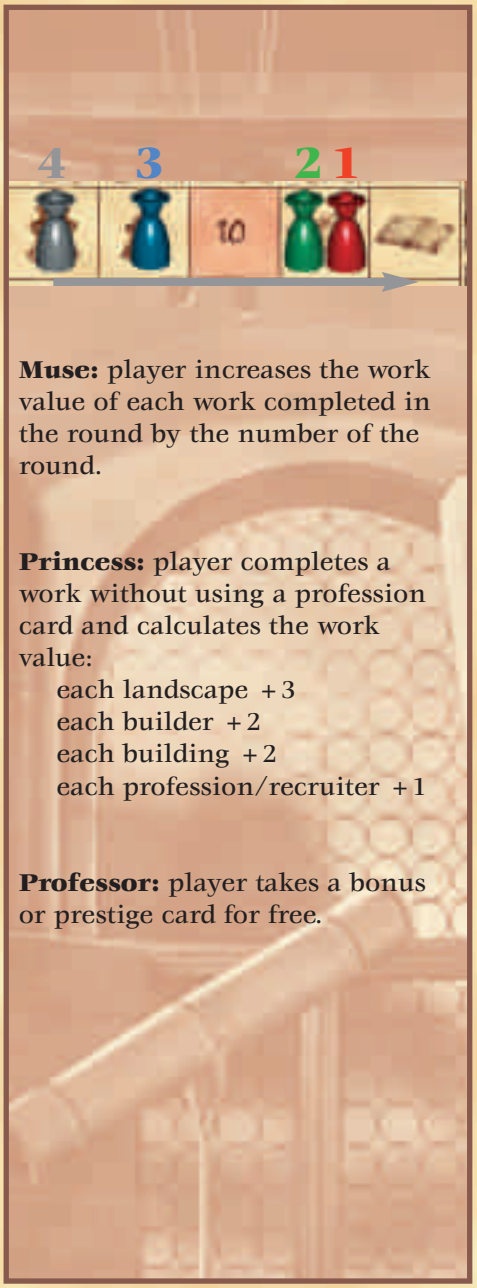
Merchant: player gets a free item in the next auction or prestige points based on his rank on the fame track.

The player has until the end of the auction of the next round to decide which option is better. Of course, he could choose the prestige point option at any time. If the player still has the merchant during the next auction (not special character card auction!), he participates in the auction as though he did not have the merchant. If he wins the auction, he then decides whether to take the object for free or to pay for it and take the prestige points.
Example: *Stephen (gray), now in 4th place, chooses to add 4 PP to his score, moving him from 4th place to 1st place!*

Muse: The muse increases the work value (WV) of every work the player completes in the action phase of this round. The amount of the increase for each Work is the number of the round (1-7).
Example: *Scott uses the muse in round 6 to add 6 points each to the work values of the works he completes using the poet and the philosopher.*

Princess: The princess allows a player to complete a Work in the action phase without playing a prefession card. This is an action. Using the princess to complete a Work increases its work value by 3 for each landscape (even duplicates), by 32 for each builder, by 2 for each building, and by 1 for each prefession or recruiter. The princess is not a prefession! Also, you may not use a bonus card when completein a Work with the princess.
Example: *Todd has the princess, 2 forests, a lake, a laboratory, a library and 3 profession cards and completes a Work with a work value of 16.*

Professor: The professot allows the player to take one prestige card or one bonus card for free. The player may do this immediately or anytime he wants until the start of the next special character card auction.
To get the free card, the player chooses which kind of card he wants and then draws the top-most **five** cards from that card stack. He looks at the five cards, chooses one to keep, placing it face down in his play area, and places the other four face-down under the stack.
Example: *Ken has the professor and decides to go for a bonus card. He draws 5 bonus cards from the stack, chooses to keep the one that add bonuses for each building in his pricipality, and discards the others face-down under the stack.*



Muse: player increases the work value of each work completed in the round by the number of the round.

Princess: player completes a work without using a profession card and calculates the work value:
each landscape +3
each builder +2
each building +2
each profession/recruiter +1

Professor: player takes a bonus or prestige card for free.

Note: *We have used the pronouns "he", "his", etc. to represent players of either gender throughout to avoid awkward constructions.*
If you have any comments, questions, or suggestions, please write us at:

Rio Grande Games, PO Box 1033, Placitas, NM 87043, USA or
RioGames@aol.com or
visit our website at www.riograndegames.com

The authors and publisher thank the many testplayers for their time and their helpful suggestions, especially:
Frank Biller, Hans-Jürgen Blechinger, Christine and Peter Dürdoth, Andreas Eggert, Andrea Engel, Walburga Freudenstein, Ulrike and Veit Froer, Dieter Habelitz, Sebastian Herrmann, Markus Huber, Steffen Klotz, Ursula Kramer, Reinhard, Regina and Matthias Kramer, Elke Kraus, Gerhard and Christel Kühnle, Marcel Ott, Robert Plückebaum, Rainer Rösner, Rebecca Stümper, Anke Timmering, Natalie and Jens Christopher Ulrich, Dominik Wagner, Rüdiger Wollny and several game clubs and groups from Bödefeld, Bonn, Gerlingen, Hannover, Kleinwalsertal, Ludwigsburg, Rosenheim, Stuttgart and Winterberg.
The expansion "Muse and Princess" first was published by QWG, 2007

© 1999 Richard Ulrich / Wolfgang Kramer
© 2010 Rio Grande Games