Alessandro Zucchini

Lucca™

THE CITY OF GAMES!



REGOLAMENTO
RULEBOOK

Lucca THE CITY OF GAMES!™

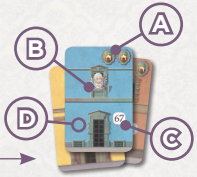
A game for 2-5 players, age 8 and up

Lucca, 1513: During the Renaissance, the great families of the city were already dedicated to games! Passionate about great stories, role-playing games, and board games, they challenged each other in the construction of the finest palaces, in the organization of colorful gaming festivals, and in the construction of a monument - the symbol of the city - its magnificent Walls. Only the family most renowned for its commitment to gaming could be dominant over the bastions, and receive the golden keys of ***Lucca, the City of Games!***

CONTENTS

- **110 cards** divided as follows:

  the playing deck:
  96 Palace card in six colors
  (A: Shields; B: Windows;
  C: Street Number; D: Color);



  and **4 Bastions**;



  5 Coat of Arms cards matching the five Quarters;



  5 special cards *(to be used only with the Celebration variant)*;



- **5 Quarters**
  (A – Palaces Under Construction,
  B – Completed Palaces,
  C – Opened Palaces);



- **These rules.**

OBJECT OF THE GAME

You are the leader of a gamers' family in Lucca. Your goal is to increase your fame by building palaces and city Walls, and also by hosting parties in your completed palaces. At the end of the game, the player with the most fame points is the winner!

PREPARATION

Set aside the **5 special cards** (they are identified by a golden street number): they are only used with the "Celebration" variant.



Each player chooses **a Quarter,** which he puts in front of him, and takes the **matching Coat of Arms**. You will play your Palace cards on the table around your Quarter, along the sides matching the spaces for: *"Palaces Under Construction"*, *"Completed Palaces"* and *"Opened Palaces"*. Remove leftover Quarters and Coats of Arms from the game.

Shuffle the **playing deck** and deal 4 cards to each player. If you receive Bastions, discard them and draw replacements.

Place a number of random "triplets" (i.e., groups of three cards) equal to the **number of players plus 1** face up in the middle of the table. *Example: with 4 players, place 5 triplets on the table.* Look at the 4 cards that were dealt to you. Choose 2 of these cards to play face down in the *Palaces Under Construction* area of your Quarter. Discard the other two cards face down. Once all players have chosen their cards, they are all turned face up.

Palace cards of the same color must always be played as a single stack! Place the newer cards on top so that the **only Street Number** that can be seen is on the **last card added to the stack** (this is the Street Number for that palace). Make sure that all Shields and Windows are visible.

Take all the discarded cards and add them to the deck. Reshuffle the deck and remove from the game, without looking at them:

- With **3** players: **10** cards
- With **4** players: **2** cards
- With **5** players: **0** cards (use the entire deck).





Place the deck face down in easy reach. You will need a pencil and paper to keep track of each player's score.

THE GAME

Rules that follow are for 3-5 players.
Special rules for 2 players can be found ahead.

Determine Order of Play

Each player counts the total number of Shields on all cards in his *Palaces Under Construction* area.
The players' Coats of Arms are then set near the deck in a row. The order is based on each player's total number of Shields. If there is a tie for number of Shields, then the tied player with the highest showing Street Number on any palace (regardless of where it is) wins the tie.



Example of order of play.

Game Turns

Players take turns in the order shown by the Coats of Arms.
On your turn, perform the following 2 actions in order:

1) You **may** "open" one or more of your completed palaces;
2) You **must** choose 1 triplet from the table and play all three cards.

1. Opening One or More Completed Palaces

Note: On your first turn you will have no completed palaces, so you will not be able to take this action.

If you have any completed palaces, you **may** open them by hosting a party! Move the palace(s) you want to open to your *Opened Palaces* area, and score points for **Palace cards of the same color in the other players' Quarters:**

- each **Palace card** in a *Palaces Under Construction* area awards you **1 point;**
- each **completed palace,** not yet opened, awards you **2 points**, (the number of cards in the palace does not matter);
- any **opened palace** awards you **zero points.**

Example: *Alex has a red palace and decides to host a party. Bruno has 2 red palace cards in his Palaces Under Construction area, Charlie has 1. Daniel has a completed red palace not yet opened, and Emma has an opened red palace. Alex scores: 2 (Bruno) + 1 (Charlie) + 2 (Daniel) + 0 (Emma) = 5 points.*

2. Choosing and Playing a Triplet

Next you **must** choose 1 triplet from the table (there are 1 more triplets than players, so even the last player to take a turn has a choice).
Then you play those 3 cards in any order you choose. You have 5 options for each card you play:

1. **Start a Palace of a New Color.**

   To start a palace of a new color, play the Palace card in your *Palaces Under Construction* area. But, **you may only ever have one palace of each color,** regardless of where that palace is (under construction, completed, or opened)!

2. **Add a Card to a Palace Under Construction.**

   You can add a Palace card to a palace of the **same color**, always covering the bottom half of the card below, so that only the top Street Number (on the card just played) is visible, as well as all Shields and Windows.
   A palace is **completed** when it has:

   - with **3** players: **5** cards
   - with **4** players: **4** cards
   - with **5** players: **3** cards.

   When you complete a palace, you **score points equal to the total number of Windows** on its Palace cards. Your completed palace is immediately moved to the *Completed Palaces* area of your Quarter. You may open your completed palace on a future turn. You **may not** add cards to a completed or opened palace, only to those under construction.

3. **Build a City Wall.**

   To build a City Wall, play the card **face down** in your *Completed Palaces* area. The color of the card does not matter. Your City Wall cards may earn you points at the end of the game.

4. **Build a Bastion (only with a Bastion card).**

   To build a Bastion, play the Bastion card face up in your *Completed Palaces* area. Your Bastions may earn you points at the end of the game.

5. **Discard the Card.**

After each player has completed a turn, the unused triplet is discarded.

Place a new set of triplets in the middle of the table. Determine the new order of play, and begin the next turn.

End of the Game and Victory

The game ends at the *end* of the turn during which the deck runs out (a game lasts 7 turns with 3 players, 6 turns with 4, and 5 turns with 5).

In order, players add up their scores:

1. Points for Unopened Palaces: after the last turn is complete, determine the order of play one last time. Each player **must open and score all palaces** in his *Completed Palaces* area.

2. Points for the City Walls and Bastions: Each City Wall and Bastion card in your *Completed Palaces* area awards you **1 point for each opened palace you own.** But you may only score these points if you have enough Shields to "support" them in your *Palaces Under Construction* area! (Shields in your completed or opened palaces do not count). **You must have at least 2 Shields for each City Wall card.** If you do not have enough Shields to support **all of your City Wall cards, you receive no points** for your City Wall and Bastion cards! Bastion cards do not require Shields, but you only earn points for Bastions if *all* of your City Wall cards are supported.

Example: *Ross has 4 City Walls with 1 Bastion and 3 opened palaces. He needs 8 Shields (or more) in his Palaces Under Construction area. If he can muster enough Shields, he will earn 5 (4 Walls + 1 Bastion) x 3 (opened palaces) = 15 points. With less than 8 Shields he will score zero!*

3. Points for Street Number: the player who has the **lowest** visible Street Number **must give 3 points** to the player with the **highest** visible Street Number. If it's the same player, he simply keeps the 3 points.

The player with the highest score is the winner! In case of a tie, the player with the highest visible Street Number is the winner.

CELEBRATION VARIANT

This variant celebrates 10 years of the GIOCO INEDITO Award, 20 years of LUCCA GAMES, and 500 years of the City Walls of Lucca!

Before the game begins, remove the two cards with Street Numbers 10 and 20 from play, and add in the 5 special cards:



The cards with the numbers 10, 20, and 500 are Wild cards. You can add a Wild card to any of your palaces under construction. You cannot use a Wild card as the first card of a new palace.

You can also play a Wild card as a City Wall. Once played, a Wild card cannot be moved.

During preparation, remove 3 additional cards from the game, without looking at them, i.e.:

- With **3** players: **13** cards total
- With **4** players: **5** cards total
- With **5** players: **3** cards.

RULES FOR 2 PLAYERS

In addition to the two players, there is a third "City of Lucca" player. Play the game using the rules for 3 players (i.e., 4 triplets per turn, palaces completed with 5 cards, etc.), but instead of 10 cards (13 with the variant), remove only 8 cards from the game (11 with the variant).

Initial Distribution

The 4 cards discarded by the players do not go to a discard pile. Instead, place them in the City of Lucca area, arranging them into palaces as you would for a regular player.

The Game

The City of Lucca does not take a turn. Do not count its Shields for turn order, only those of the 2 players.
After both players have chosen and played a triplet, there will be 2 triplets left on the table. The first player now picks 1 card from either of the remaining triplets and plays it in the City of Lucca area. The card *must* be played as part of a palace or as a Bastion, *never* as a City Wall. The second player does the same, choosing 1 card from the *other* triplet. Discard the 4 remaining cards.
The City of Lucca never opens a palace: its palaces can only be under construction or completed.

Special Exception to the Rules: once it has completed a palace, the City of Lucca *can* begin building another palace of the same color.



Scoring

The City of Lucca does not score any points. When a player opens a palace, the City of Lucca's palaces are counted (standard rules apply: 1 point per card in *Palaces Under Construction*, 2 points for each completed palace).

For the final Street Number scoring, however, consider the City of Lucca as a normal player (this could mean that neither player gains or loses points based on Street Numbers if the City of Lucca has both the lowest and the highest numbers!).

2013 is a year full of milestones for Lucca Games! While the city celebrates the 500th anniversary of its most important monument, Lucca Games celebrates its 20th birthday!

Lucca Games has grown along with its audience: from a small pavilion of only 800 square meters up to over 10,000 square meters today! Its fantastic imagery has expanded through the presence of great writers like **George R.R. Martin,** author of *A Game of Thrones,* or **Terry Brooks,** author of *The Sword of Shannara;* with pillars of illustration such as **Larry Elmore,** once art director for *Dungeons & Dragons,* or **Raphael Lacoste,** art director of *Assassin's Creed;* and with great talent in film series like **Harry Potter** or **Battlestar Galactica.** This is a sign of the passion of its fans: a festival dedicated to cross-media gaming, video games, and fantasy imagery which is today the largest of Italy, and one of the best in the world.

The anniversary of the **city Walls,** which will be celebrated for 365 days over 2013 and 2014, is not the only event in this jubilee year! In the continuing evolution of the Festival, the *Gioco Inedito* competition was expanded with the help of an important partner: **daVinci Editrice / dV Giochi.** From this new format, 10 years ago, *Lucca Città* was born: the first published title from the ***Gioco Inedito* Award** contest. ***Lucca: The City of Games!*** Is the new, richer edition of this great game!

To help celebrate, characters from **all of the winning games from the last decade of the contest** appear on the palace cards**.**



Un ringraziamento a Carlo A. Rossi, Claudio Testi, 'Benni', Roberto Zanasi, Stefano Torri, ai gruppi di gioco e a tutti gli altri giocatori per i preziosi consigli forniti. Un ringraziamento speciale a Mick Sullivan per le regole per 2 giocatori.

Thanks to Carlo A. Rossi, Claudio Testi, 'Benni', Roberto Zanasi, Stefano Torri, to all the play-testers, to their gaming groups and to all the players, for all the precious suggestions. Special thanks to Mick Sullivan (rules for 2 players).

Lucca – the city of Games!
Game Idea: Alessandro Zucchini
Development: Domenico Di Giorgio
Illustrations & Design: Andrea Guerrieri
Rules Editing: Roberto Corbelli, William Niebling
Lucca Games project managers: Andrea Parrella, Antonio Rama



Copyright © MMXIII
daVinci Editrice S.r.l.
Via C. Bozza, 8
06073 – Corciano (PG) - Italy
All rights reserved.

For questions, comments and suggestions:

www.dvgiochi.com
info@dvgiochi.com

Servizio clienti
+39.075.6211323
Tariffa ordinaria

Lucca Comics & Games S.r.l.
Piazza San Romano,
ex caserma Lorenzini – 55100 Lucca (Italy)
Chairman of the board: Francesco Caredio
C.E.O.: Massimo di Grazia
Managing director: Renato Genovese
Vice managing director: Emanuele Vietina

www.luccacomicsandgames.com
www.giocoinedito.com
giocoinedito@luccacomicsandgames.com



