

A strategy game for 2–4 master builders 12 years old and up, by Andreas Steding

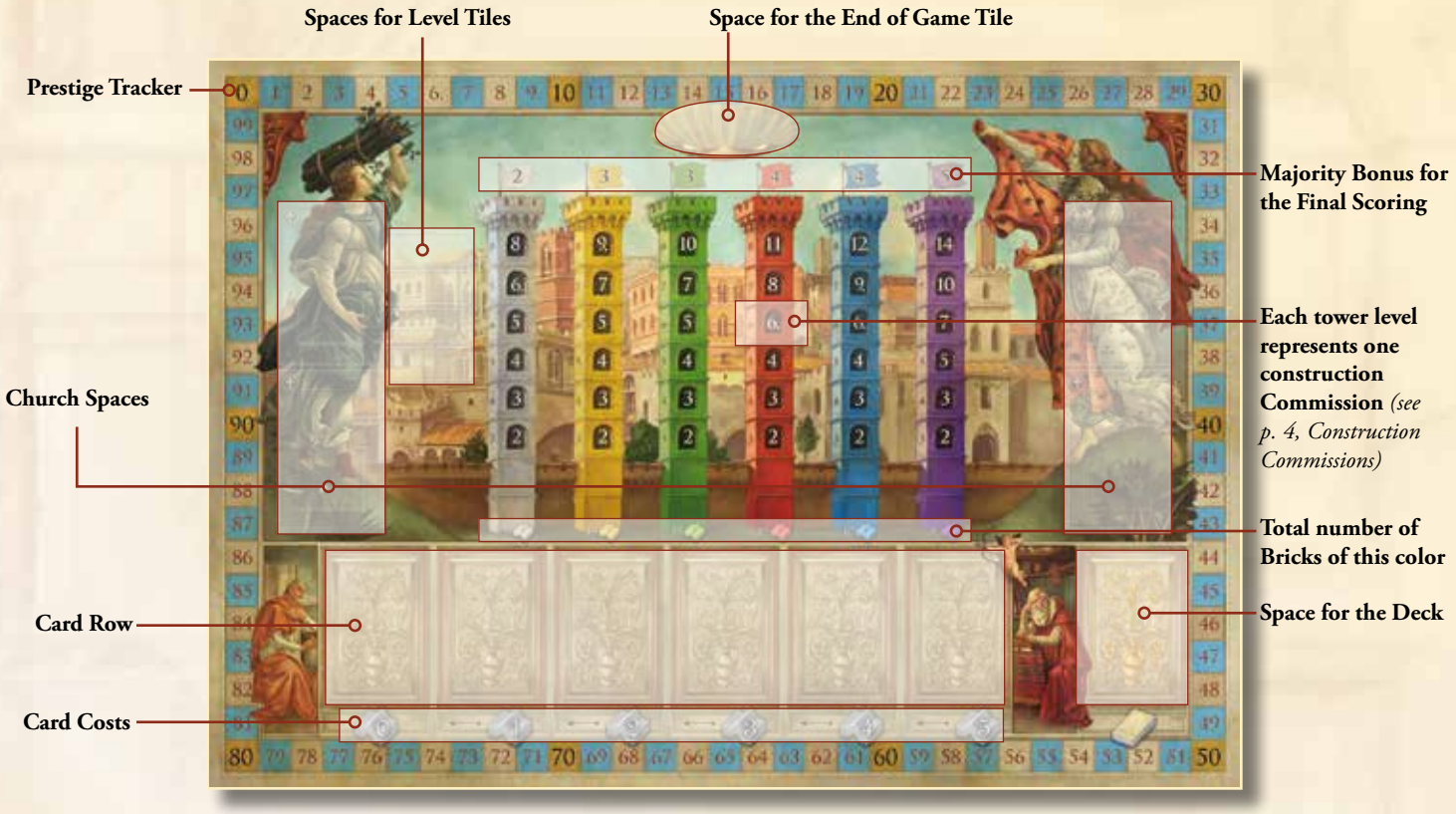
Game Concept

In the Florence of the 12th-14th centuries, the city's powerful and in influential families don't just compete with each other in trade and politics. They also try to outdo one another by building tall, mostly square-based tower homes as status symbols.

In this game, you are master builders working on the families' construction commissions for such towers. You build the towers from different-colored bricks you receive from the game's cards. But be careful: once you've started construction on a tower, you must keep erecting it every turn, or it will be torn down as abandoned construction. Pay attention to other players' projects, so that they don't snatch commissions you were counting on right from under your nose!

You receive Prestige Points for completed commissions. Whoever has amassed the most Prestige Points by the end of the game wins.

The Game Board



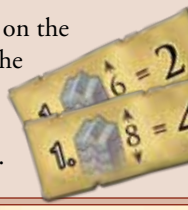
Game Contents

- 1 Game Board
- 88 Bricks:
  - 25x White
  - 18x Yellow
  - 15x Green
  - 12x Red
  - 10x Blue
  - 8x Purple
- 52 Action Cards
- 16 Overview Cards (4 per language)
- 4 Construction Sites
- 4 Prestige Markers (in the 4 player colors)
- 36 Seals (in the 4 player colors)
- 7 neutral Seals
- 4 small Seals (in the 4 player colors)
- 19 Balcony Tiles
- 4 Level Tiles
- 1 End of Game Tile
- 1 Pouch
- 1 Action Card Overview Sheet

Set Up

1 Place the **Game Board** in the middle of the players.

2 Place the **Level Tiles** on the four small spaces to the left of the white tower according to their respective levels.





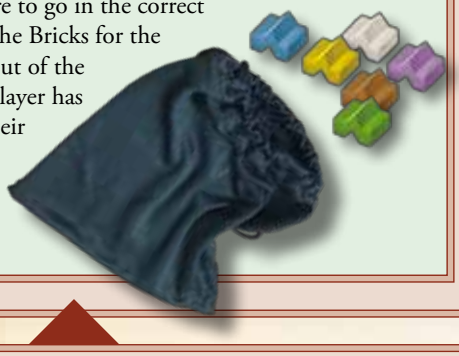
12 Place the **Prestige Marker** of your color on the 0 (zero) space of the **Prestige Tracker**. Always be sure to move your Prestige Marker the appropriate number of spaces when you receive **Prestige Points** in the course of the game.



11 Turn over the **top card** of the Deck and place it on the **leftmost space** of the **Card Row**.

Then place the second card on the second space, the third card on the third space, etc., until all six spaces of the Card Row are occupied. Now place **4 Bricks** drawn randomly from the Pouch on each of the six cards in the Row.

Tip: Always be sure to go in the correct **order**. Only take the Bricks for the overturned cards out of the Pouch after each player has already received their white Bricks and placed them in their Storehouse.



10 Pick the **10 Start Cards** out of the **Action Cards**. They have the **Start Symbol** on the bottom front side. Lay them aside for the moment. Shuffle the rest of the cards and place them face down on the space at the bottom right of the **Game Board** to make the **Deck**.

Now shuffle the **10 Start Cards** and place them **on top of** the **Deck**, also face down.



9 If this is your first time playing *Firenze*, we recommend that you do not use the **Campanile** Action Card. Take it out of the deck and put it back in the box.

When you do play with the **Campanile** card, take care that all players know the effects of the **Campanile** before the game begins. You'll find a description of it on the accompanying Summary Sheet.





3 Place the **End of Game Tile** on the oval space above the two towers in the middle.

4 Turn the **Balcony Tiles** to the sides with Roman numerals and shuffle them. Turn over **4 Balcony Tiles, one I, one II, one III, and one IV**. Place these balconies on the **Game Board** so that they cover the appropriate Level of the tower of the appropriate color.





5 Now take the **5 neutral Seals** and use them to cover **5 Levels of your choice** of whatever towers you like, as long as they don't already have a Balcony Tile on them. You can choose any Levels you like. We recommend that no more than two tiles (Balconies and/or neutral Seals) be placed on any given tower. In addition, two or three neutral Seals should be set on the third and fourth Levels. The two leftover neutral Seals are not required and may be placed back in the box.



Tip: You'll find more advice on placing the Balconies and neutral Seals during setup on page 8. You can also simply place the tiles as depicted.

6 Each player takes one **Construction Site** and one of both of the **Overview Cards**, placing them in front of them.



7 Now each player chooses a **Seal Color** and takes the following number of **Seals**, depending on the number of players, of their choen color:

- If 2 players: 9 Seals each
- If 3 players: 7 Seals each
- If 4 players: 6 Seals each

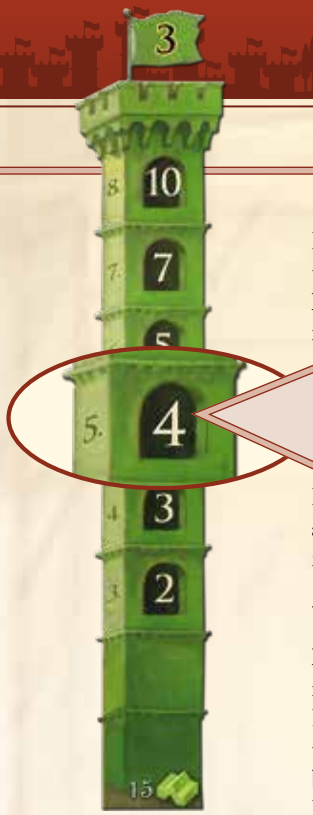
Place your **Small Seal** in front of you; it advertises your color. Place superfluous Seals back in the box.



8 Whoever was most recently up a tower is the **Starting Player** and receives **2 white Bricks**. Proceeding in a clockwise direction, each **other player** receives one more brick than the player before, that is: **3, 4 or 5 white Bricks**. Place these Bricks **below the Construction Site** in front of you (not **on** the Construction Site). This is your **Storehouse**. Place all other **Bricks** in the **Pouch**, and mix them up in it.



Construction Commissions



In the top part of the Game Board, you'll see six towers. They have the same **colors** as the **Bricks**. Each **Level** of the towers is a symbol for a different **Construction Commission**. The **small numbers** to the left indicate how many **Levels** a tower requires to fulfill the commission. The **large numbers** indicate how many **Prestige Points** you receive for fulfilling the commission.

Example: This is a commission for a tower of **exactly** five Bricks of the color **green**. For the completion of this commission, you receive 4 Prestige Points.

In total, there are 36 Commissions. The Commissions which have already been covered by neutral Seals are not available in that particular game. Once you fulfill a Commission, cover it with your personal Seal. Each Commission may only be executed once.

Balconies

Balcony Tiles cover 4 Commissions. These balconies represent **Special Commissions** for particularly lavish towers and therefore yield **additional Prestige Points**. The Balcony Commissions can only be performed in a particular sequence, as indicated by the Roman numerals. At the beginning of the game, only Balcony Commission I may be undertaken. Then, only after one player has executed that Commission, may Balcony II be undertaken. After II's fulfillment, III can be undertaken, etc.



Game Play

Beginning with the **Starting Player**, each player takes a turn in clockwise order. Only the player whose turn it is may act. Each turn is divided into up to six phases, which proceed in the following order (you will find a summary on your Construction Site):

1) **Choose a card** (mandatory)
2) **Exchange Bricks** (optional)
3) **Build Towers** (optional)
4) **Tear down abandoned construction** (mandatory)
5) **Fulfill Commissions** (optional)
6) **Check Limits** (mandatory)

1) Choose a card

When it's your turn, you must first choose **exactly 1** of the 6 face-up Action Cards in the Card Row. The symbol on the Game Board below the chosen card shows how many **Bricks** must be paid for the card in question. We call these prices **Card Costs**. The card at the far left is free. The others each cost one Brick more than the one to its left.

In order to pay the **Card Costs**, you must withdraw the corresponding number of Bricks from your **Storehouse**. Place **one Brick on each Card Row card to the left** of your card. You can use **any color** Brick to pay these Costs.

Tip: Pay attention to the correct order. You must pay the Costs before you can take the Card and the Bricks. That is, you may not use the Bricks on the chosen Card to pay for it!

Now take the chosen **Card** along with the **Bricks** on top of it off the Game Board. Place the Bricks in your **Storehouse**. What happens with the card depends on the **Symbol** at the top left of the card:


You must play **Event Cards immediately**.


Put **Personnel Cards** into **your hand.** You can play them **immediately or later**, whenever it's **your turn**.


Put **Celebration Cards** into **your hand**, where they will normally remain **until the end of the game**.


Put **Building Cards** in front of you **face up**. You can use them at any time, starting immediately.


Place **Church Cards** on the **Church Spaces face up**.

You will find a comprehensive description of the Action Cards on page 7.

There is now a **hole** in the Card Row. Move all the cards to its right **one place to the left** (in the direction of the arrows). Then turn over the top card of the **Deck** and place it on the now-open, rightmost field. Take **4 Bricks** from the Pouch and put it on the new card.

Tip: In the unusual case that the Pouch has fewer than 4 Bricks, simply place all the Bricks left in the Pouch on the card. Bricks are **not** added to the card when someone places Bricks back in the Pouch!



Example: Thomas chooses the third card from left, the Princess. To pay the Card Cost, he takes 2 Bricks from his Storehouse and places one Brick each on the two cards to the left of the Princess. Then he puts the Princess in his hand and the four Bricks which sat on top of the card into his Storehouse.



Finally, Thomas moves the 3 right-hand cards each one space to the left, placing the top card in the Deck in the Card Row's open, rightmost field. At the end of this phase, he takes 4 Bricks out of the Pouch and places them on the new card.

2) Exchange Bricks

You may swap **1 Brick** of your choice from a card in the **Card Row** for **3 Bricks** from your **Storehouse**. Simply place the 3 Bricks from your Storehouse on the card where the Brick you want is sitting, and place the desired Brick in your Storehouse. You may choose the 3 Bricks' colors freely.

You may conduct **at most one** such exchange **per turn**. Exchanging Bricks is **completely optional**; you may simply skip this phase.



Example: Daniela places 3 Bricks from her Storehouse onto the Wholesaler, in order to take the blue Brick on that card and put it in her Storehouse.

3) Build Towers

In this phase, you can use the **Bricks** in your **Storehouse** to build or expand **Towers**. The following **rules of construction apply**:

- 1 Brick = 1 Level.
- Each Tower must be **of a single color**.
- Towers must always be built on your **Construction Site**.
- You may begin **new Towers** as well as continuing work on **Towers already under construction**.
- You can build **as many Towers as you like at one time**. The Towers may differ in color or be of the same color.
- Towers may **not be reduced in size**.
- You may add on **at most 6 Bricks** per turn.
- **2 Bricks** per turn can be used **for free**. If you want to use more Bricks, you must pay for them in the form of additional Bricks from your **Storehouse**. We call these costs **Construction Costs**.

The **Construction Costs** are assessed according to the **total number of Bricks used for building in this turn**:

Bricks used to build	Construction Cost
1	0
2	0
3	1
4	3
5	6
6	10

You will find a summary of these costs on your **Construction Site**.

It is immaterial for the assessment of Construction Costs how many Towers are being built or how high they are. The sole factor assessed is the **total** number of Bricks used **during this turn**.

In order to pay the Construction Costs, simply move the appropriate number of Bricks from your Storehouse to the Pouch. The **colors** of these Bricks don't matter. You may choose them at will, regardless of the colors of the Bricks you're using to build.



Example: Holger has 4 Towers under construction and 8 Bricks in his Storehouse. He decides to add two Bricks to his white Tower. He wants to add one Brick each to his green and yellow Towers. Because he has no red Bricks, he can't expand his red Tower this turn.

In total, Holger adds four Bricks, the Construction Cost for which is 3 Bricks. He places 1 white, 1 green, and 1 blue Brick in the Pouch. One yellow Brick remains in his Storehouse. Holger cannot use that Brick this turn, because he could not afford the Construction Cost for using 5 Bricks.

4) Tear down abandoned construction

All the Towers on your Construction Site that were under construction at the beginning of your turn but were **not worked on** are considered abandoned construction. You now have to **tear them down**. Place half of such towers' Bricks into the Pouch (rounding odd numbers up). Place the remainder in your **Storehouse**.

Example: In the previous example, Holger could not add on to his red Tower, consisting of 3 Bricks. Consequently, Holger has to tear down this Tower. Holger places 2 Bricks in the Pouch and 1 in his Storehouse.

5) Fulfill Commissions

In this phase, you may choose whether you wish to use any of your Towers to **fulfill** a **Commission**, or if you want to **continue building** them. You may only fulfill Commissions that are not covered by a Seal. You may only fulfill the **Balcony Commission** with the lowest Roman numeral *(see p. 4, Balconies)*.

The number of Levels (i.e., Bricks) in a Tower must match the number in the Commission **exactly**. There can be no more and no fewer Levels.

To fulfill a Commission, complete the following steps:

- a) Declare out loud which **Tower** you want to use.
- b) Take the number of **Prestige Points** indicated on the Game Board, by moving your Prestige Marker forward a corresponding number of spaces.
- c) Cover the Commission you executed with one of your **Seals**.
- d) Put all the Bricks of the Tower in question in the **Pouch**.

Then you can fulfill other Commissions. If you have executed a Balcony Commission, you may fulfill the next Balcony Commission in the same turn.



Example: Holger chooses his 6-Level green Tower to fulfill the corresponding Commission, for which he receives 5 Prestige Points. He then places his black Seal on the Commission and drops the 6 green Bricks into the Pouch.

Next, Holger wants to fulfill Balcony Commission I with his white Tower. He receives 7 further Prestige Points for doing so. He places another of his Seals on that Commission, and puts the white Bricks back into the Pouch. (As of now, Balcony Commission II for a red Tower can be fulfilled.) Holger can't fulfill a Commission with his yellow Tower because the yellow Commission for three stories is already covered with a Seal.



Level Bonus

At the left next to the white tower are **4 Level Tiles**. These award a **bonus** to the first player who fulfills a Commission for the corresponding **Tower height**. This Commission may also be a Balcony Commission. If you receive this bonus, move your Prestige Marker ahead the number of spaces given. Place the Level Tile back in the box, as each bonus is only given once.



Example: When Holger fulfills the green Tower Commission for 6 Levels, the Level Tile for 6 is still on the Game Board. Holger receives 2 additional Prestige Points and places the Level Tile in the box.

6) Check Limits

When your turn is over, you must check **2 limits**, the **Storehouse Limit** and the **Card Limit**. These limits only apply in this phase—i.e., earlier in the turn they can be exceeded as much as you like; they only apply at the end of the turn.

The **Storehouse Limit** means you may have **at most 10 Bricks** in your **Storehouse**. (The Bricks of the Towers on your Construction Site are **not** counted for this purpose.) If you have more than 10 Bricks in your Storehouse, you must surrender enough Bricks to the **Pouch** to bring you down to 10 Bricks. You may choose the colors of the surrendered bricks freely.

The **Card Limit** means you can possess **at most 5 Action Cards**. All **Personnel** and **Celebration** cards in your hand, and all **Buildings** you have in play count towards this limit. If you have more than 5 Action Cards, you must put enough **Personnel** and **Building Cards** in the discard pile until you only have 5 cards left.

In general, you may not discard **Celebration Cards** during this phase. Even if someone has more than 5 Celebration Cards, they are not allowed to discard any. Here, in an exception to the rule, they are able to keep more than 5 cards in their hand—though they must discard all Personnel and Building Cards.

Tip: If you have the Patrician card in your hand, you may play it in order to discard a Celebration Card. You then recheck your Card Limit after doing so.

Action Cards

In general, if the text of an Action Card contradicts the general rules in these instructions, the **card text** always takes **precedence**.

In the course of the game, it will transpire that you'll **discard** cards. As you do so, build a **Discard Pile** next to the Game Board. When the **Deck** on the Game Board is all used up, shuffle all the cards in the **Discard Pile** and use them as a new **Deck**.

There are **five kinds** of Action Cards, which can be differentiated by the **Symbol** at top left.

Event Cards

If, during your turn, you choose an **Event Card**, you must immediately follow the instructions on the card. If the card does not explicitly state that all players are affected, then the effect only applies to the player whose turn it is. After following the instructions, discard the card.

Personnel Cards

If you pick a **Personnel Card**, place it **in your hand**. You may play the card immediately or at a later point in the game. However, it must be during one of **your turns**. In any given turn, you may play as many Personnel Cards as you wish, just **not** two or more cards with the same name. Personnel Cards that have been played are put into the discard pile.

Celebration Cards

A player who selects a **Celebration Card** places it **in their hand**. (One exception is the **Monument** card, which a player may receive even if it's not their turn.) The card remains there until the **End of the Game**. You may **not discard it**, even if you have exceeded the Card Limit. (Only the **Patrician** card allows you to discard Celebration Cards.)

Building Cards

If you draw a **Building Card**, place it **face up** in front of you. You may use its function from then on out. You may **not possess** two identical Buildings. You may **draw** identical Building Cards, but they must be put in the **Discard Deck** immediately. (If, for example, you have already played a **Workshop**, you may take another **Workshop** from the Card Row but you must discard it immediately.)

Church Cards

Any Church Card chosen is placed **face up** on one of the 4 Church Spaces. It remains there until its effect is fulfilled. Thereafter, it's placed in the **Discard Pile**.

Tip: You'll find a summary of all the Action Cards in the accompanying Overview Sheet.

The End of the Game

The **first** player who places **their last Seal** on the Game board, receives a **bonus** of 5 Prestige Points as a reward. He takes the **End of Game Tile** and places it in front of him face-down.

All **other** players receive exactly one more turn. The game ends, therefore, with the turn of the player to the right of the one with the End of Game Tile. Then, there is a **Final Scoring**.

Final Scoring

First, the **Majority Bonus** is given for each **tower color**. This bonus is shown for each color on the **flag** flying from top of the tower on the Game Board. It is given to the player who has fulfilled **the most Commissions of this color**, that is, the one who has most Seals on the tower of that color. (Balconies count normally.) In case of a **tie**, the bonus goes to the tied player who executed the **biggest Commission** (as measured in **Levels**), that is, the one whose Seal is the highest on the tower.

Now turn over all your **Celebration Cards** and move your Prestige Marker forward or backwards, as appropriate. Whoever ends with the **most** Prestige Points **wins**. In case of a tie, there are multiple winners.



Example: Thomas (yellow) has fulfilled 1 white Commission, Holger (black) 2 of them, Daniela (blue) none. So Holger receives the white Majority Bonus of 2 points.

In terms of yellow Commissions, Thomas (yellow) and Daniela (blue) are tied. The Majority Bonus goes to Daniela, because her biggest yellow Commission was 6 Levels high, while Thomas's highest, by contrast, had only 5 Levels.

Tips for Setting Up the Game

In choosing the **Balconies** and in placing the **neutral Seals** at the beginning of the game, you can structure *Firenze* differently every time. We haven't just included the 5 neutral Seals for normal gameplay, but 2 more as well. You can simply change the number in play as you wish. The fewer Seals you use, the more smoothly the game runs. If, on the other hand, you use a large number, then the Commissions become much more hotly contested, and it becomes much more important to try and ascertain what your competitors' plans are.

You can place the neutral Seals randomly, but the number of Seals placed at heights of 3 and 4 Levels will influence possible strategies for play. The more Seals that are there, the more difficult it will be to win with lots of small Commissions and the **Recognition** card, and vice versa.

Roll for it

Alternatively, you can roll dice to see where the neutral Seals go. Roll once for the color and a second time for the Level number.

Dead color

By distributing the Seals deliberately, you can also try the following variant: pick a color, e.g., green, and cover all six Commissions of that color with neutral Seals. (If you've drawn green Balconies, replace them with ones of other colors.) Because there are no green Commissions, the green Bricks become relatively worthless. They can still be used for exchanges, paying costs or taxes, etc.

Credits

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Quined Games would like to thank all the games playtesters. Particular thanks to the Hippodice Spieleclub e. V., in whose 2008 game-writing contest *Firenze* took second place. Ten years later, we are happy to issue a reprint for this game, incorporating it into our Masterprint Series.

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