

Patrician™

by Michael Schacht



Players: 2-5, Age: 10 years and up, Duration: 50 Min.

1 Game Board (One side for 2-4 player games, without Pistoia; and one side for 5 player games, including Pistoia)



20 Prestige Tokens
(2 of each color)

149 Tower Pieces in 5 colors
(39 black, 39 white, 29 red, 21 yellow, 21 blue)



55 Building Cards in 10 colors



7 cards for Bologna



7 cards for Firenze



4 cards for Ferrara



5 cards for Lucca



5 cards for Siena



5 cards for Milano



4 cards for Parma



7 cards for Pistoia



7 cards for Roma



4 cards for Verona



Starting Symbol

City Crest

Patrician Portrait



Special Action



THE IDEA OF THE GAME

“Patrician Towers” is the name given to the tall tower-like houses built by influential men during the Middle Ages. These magnificent buildings dominated the towns of Italy for centuries. They were the physical representation of the power and prosperity of the Patrician families: the more influential the family, the taller the tower! But if that influence ever waned, larger towers quickly appeared....



You are a master builder, ready to profit from the vanity of the Patrician families. You take building orders, adding floor after floor, and when a tower is complete, you'll be there to take the credit.

When both towers in a city are complete, the builders who have constructed the most floors in each tower receive prestige tokens, worth victory points. Every set of three matching Patrician portraits you collect are also worth victory points. At the end of the game, the builder with the most victory points is the victor!

PREPARATION

If there are 2, 3, or 4 players, remove the 7 orange building cards (with the city crest for Pistoia) and place them aside—also set aside the two orange prestige tokens. If there are 5 players, use all cards and tokens. Place the game board on the table in easy reach of all the players. If there are 5 players, use the side that includes Pistoia. If there are less than 5, use the other side (without Pistoia).

Place the two prestige tokens on the round spaces next to each matching city. There will be two tokens for each city, showing that city's color and crest.

Separate the building cards with the start symbol from the rest of the cards and shuffle them. Deal each player 3 of the starting cards—your starting hands. Take the remaining starting cards and shuffle them together with the rest of the building cards deck (without the start symbol). Place this deck face down near the board to form a draw pile. Draw one card from the draw pile and place it face up on the space next to each city on the board.

Each player chooses a color and takes the appropriate number of tower pieces, depending on the number of players:

- With 2 players: 39 pieces (use black and white)
- With 3 players: 29 pieces (use black, white, and red)
- With 4 or 5 players: 21 pieces (use any colors)

Your pieces form a supply that you will use during the game. Return any extra tower pieces to the box.

Note: The colors of the cities and the colors of the tower pieces are independent of each other!

Choose a starting player randomly.

Starting Setup for 3 Players:



HOW TO PLAY

The starting player takes the first turn, then play proceeds clockwise. On your turn, you will take these 5 actions in the following order:

1. Play a building card.
2. Place tower pieces.
3. Take a special action, if allowed.
4. Take a building card.
5. Draw a replacement building card.

Then the next player begins his turn.

1. Play a Building Card

Choose one of the 3 cards from your hand and place it face up on the table in front of you. Starting with your second turn, you will place this card on top of the stack of cards you have already played so only the top card is visible. You may examine your stack of cards at any time, but your opponents can only see the top card.

2. Place Tower Pieces

The card you played will show 1 or 2 city crests. Each city crest shown allows you to place one tower floor. Take the number of pieces indicated from your supply and place them in the city shown on the card. Each city has two building sites, indicated by the square spaces on the board.

If the building site you have chosen is empty, place your tower piece on the empty square to begin a new tower in that city. If there are already tower pieces on your chosen building site, simply place your new piece on top of the stack. This will cause the tower to grow taller. It doesn't matter what color the tower pieces in the tower are, you can always add new floors to any tower in the city. If the building card you played shows 2 city crests, then you may place both pieces on the same site, or place 1 piece on each of the two sites in that city.

Exception: Each of the two towers in every city must have at least 1 floor! If you are building the last tower piece in a city, and one of the building sites is still empty, you **must** place your tower piece on the empty building site.

Note: The total number of tower floors allowed in each city is shown on the city crest (see the Roman numerals above each city crest). A city will hold either 9, 7, or 5 total floors. For example, if a city crest shows "VII" then there will be exactly 7 total floors (distributed between the two towers) when that city is complete.

3. Take a Special Action

Some building cards show this symbol instead of a Patrician portrait:

If you play one of these cards, you may move the **top floor** (of any color!) from any one tower to the other building site in the same city. You must obey these limitations:

- You must own at least one tower piece in the city you have chosen.
- You must choose a different city than the one you placed a tower piece on **this** turn.
- You must choose a city that has **not** been scored yet (there are still floors available)



If you cannot meet those requirements in any city, your special action is lost.

Example: Mary (the red player) plays this card for Lucca. She places one of her tower pieces in Lucca, and is looking for a tower piece to move. She cannot move a piece in Parma, because she has no pieces in that city. She cannot move a piece in Lucca, because she just built a tower piece there this turn. So, she decides to move a piece in Milano, and moves the top piece (black) from one tower to the empty building site. Now she has the majority in one of the Milano towers!



4. Take a Building Card

After building and taking your special action (if allowed), take the face-up card next to the city you just built in and add it to your hand. If the card you played has this symbol: you may instead take the face-up card next to any city on the board.



Late in the game, when the draw pile has been exhausted, there will be some cities that have no face-up cards to draw. If you build in a city that no longer has a face-up card, you instead draw the face-up card next to any city on the board.

5. Draw a Replacement Building Card

Draw the top card from the draw pile and place it face up in the newly empty city space.

Important: You must always follow the correct sequence of actions!

Special Situations

When the draw pile is empty, skip the fifth action on your turn (drawing a replacement card and adding it to the city). If there are no more face up cards on the board, skip the fourth action on your turn (take a building card). Continue playing with the cards you have in hand until all cards are played.

City Scoring

As soon as all of floors in a city have been built—at any point—that city is immediately scored and prestige tokens are awarded. (Reminder: the Roman numeral above the city crest shows the total number of floors that can be built in that city—and the number of floors that must be built before the city is scored!)

- Determine which tower is taller. The player with the most floors on that tower takes the prestige token with the higher point value from that city.
- The player with the most floors on the shorter tower takes the prestige token with the lower value from that city.
- Any other players with pieces in that city receive no points!

If there is a tie for the most floors in a given tower, the tied player who owns the floor closest to the top of the tower receive the prestige token. Place your prestige tokens face up in front of you. The towers in that city remain standing for the remainder of the game.

Note: You can tell when a city has been scored, because the prestige tokens will no longer be on the board.

END OF THE GAME

The game continues until all players have played all the cards in their hands. Any cities that were not scored earlier are scored as soon as the last card is played.

Then, sort the building cards you played during the game by the Patrician portraits. Each set of 3 matching portraits earns you 6 bonus victory points.

Add any bonus points you earned for portraits to the value of all the prestige tokens you collected during the game. The player with the highest total is declared the greatest of the master builders and wins the game! If there is a tie for the most points, the tied player with the fewest tower pieces on the board is the winner. If there is still a tie, the tied players share the victory!

Scoring Example: At the end of the game, Mary has played these cards, and collected these prestige tokens. Her total score is: 33 points for prestige tokens + 18 points for patrician portraits = 51 total points.



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