

# The Princes of Florence



12+



1-5



90-150 min

## 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 Princess or Prince of Florence!

### OVERVIEW

Over 7 rounds, players will build Buildings, cultivate Landscapes, and invite artists and scholars to their Palazzi where they provide them with the facilities inspiring them to produce great Works. The players use their Principalities to earn **Prestige Points** (👑), which are recorded on the Fame track.

The more impressive a Work, that is, the higher its **Work Value** (👑), the more Money and Prestige the owner of the Principality the Work is created in is able to earn. Money is important to acquire more Buildings and Landscapes. Also, the Builders and Jesters, who 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 7 rounds, has earned the most Prestige Points (👑), is the winner!** The rules presented here are for a 2-5 player game. For a 2-player game, also see the additional rules on page 11. For the solo game, see page 11.

### CONTENTS

- A (1) Game board**
- B (5) Double-sided Player boards**
- C (5) Double-sided Principality boards**
- D (30) Buildings** (3 each of University, Laboratory, Workshop, Library, Opera, Studio, Hospital, Theater, Tower, and Chapel)
- E (18) Landscapes** (6 each of Forest, Lake, and Park)
- F (12) Freedoms** (4 each of Travel, Religion, and Opinion)
- G (5) Double-sided Reference sheets**
- H (6) Builders**
- I (7) Jesters**
- J (5) Player screens**



- K (60) Cards** (21 Profession cards, 14 Prestige cards, 20 Bonus cards, and 5 Recruiting cards)
- L (5) Pawns**
- M (5) Fame disks**
- N (1) Round marker**
- O (5) 50/100 disks**
- P (1) Starting Player marker**
- Q (58) Money** (32 x 100 Florin, 14 x 500 Florin, and 12 x 1000 Florin)
- R (21) Automa cards and 1 Die** (for solo play, see page 11)
- S (6) Character cards** (for "The Muse and the Princess" Expansion, see pages 14-16)



# SETUP

1. Place the **Game board** in the middle of the table.
2. Place the **Round marker** on space "1" of the Game board's round / minimum Work Value table.
3. Place the **Landscapes, Prestige cards, Recruiting cards, Builders, Jesters, Buildings, Freedoms, Bonus cards, and Profession cards** on their designated spots on the Game board.

All of the cards should be facedown except for the Recruiting cards which should be faceup. There should be a number of each type of Freedom equal to the number of players minus one. Return the rest of the Freedoms to the box.

*Example: In a game with three players, use only 2 Travel, 2 Religion, and 2 Opinion Freedoms.*

4. Place the Money next to the Game board. This is the Bank.
5. Give the Starting Player marker to the player who has been to Italy most recently. Alternatively, choose randomly.

Each player takes:

6. **1 Player board**, which they place with the side of their choice in front of them on the table. The board determines the player's color. The side they choose (*female or male*) does not affect gameplay.
7. **1 Principality board** which they place in front of them. Decide collectively if you want to play with the standard side (A) or the side with co-operative building rules (B) (*explained on pages 16-17*). For your first game we recommend playing with the standard side.
8. **The Pawn** in their color, which they place next to their Player board.
9. **The Fame disk** in their color, which they place on space "0" on the Game board's Fame track.
10. **3 Profession cards**, in the following way: Shuffle the 21 Profession cards and deal 4 faceup to each player. From these 4 cards, each player chooses 3 to be their starting hand and returns the 4th. Shuffle the undealt and unchosen Profession cards together and place them facedown on their designated spot on the Game board.
11. **The Player screen** in their color.
12. **3500 Florin in Money** (2 x 1000, 2 x 500, and 5 x 100), placing it behind their Player screen.



## PLAYING THE GAME

The game is played over 7 rounds. Each round has 2 phases:

- **Auction phase** (🔨): Auction 1 object per player
- **Action phase** (🌀): Perform 2 actions per player

The players bid against each other for objects in the Auction phase. Then, they perform 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 on the left side of the Game board: Forests, Lakes, Parks, Prestige cards, Recruiting cards, Jesters, and Builders. The different objects give their owners specific advantages throughout the game.

#### Basic rules

- Each player may acquire, at most, 1 object each round. After a player has acquired an object, they may not bid for other objects in this round.
- From each stack, only 1 object may be acquired each round. After an object has been acquired, no more objects from that stack may be auctioned in this round.
- When a stack is exhausted, no more objects of that type can be acquired.
- Players are allowed to bid more Money than they currently have. If they win the bid, they must go backwards on the Fame track to earn Money (See "Earning Money" on page 8 for details). However, as they are not allowed to go below 0 Prestige Points this way, they may not make a bid that could cause this to happen.
- Each player should keep their Money secret behind their Player screen.

#### Flow of the Auction phase

- The starting player begins by choosing one of the 7 stacks and starting the bidding at 200 Florin. Then, in clockwise order, each player either increases the current bid by exactly 100 Florin or passes. If a player passes, they are out of the bidding for this object this round.
- When all players have passed except one, the player with the highest bid pays the bid amount to the Bank (*the other players pay nothing*).
- They then take the object and place their Pawn on the stack of the acquired object (*or beside the stack in the case of the Builder or Jester*).
- The Pawn indicates that this stack cannot be chosen again this round and that the player who acquired the object may not bid on any other objects this round.
- If the player who started the auction did not win the bid, they choose a stack from those remaining, beginning a new auction by bidding 200 Florin. The rules for this auction are the same as before.

- If the player who started the auction did win the bid, the next available player (*only players with their Pawn in front of them are available*), in clockwise order, chooses a stack from those remaining. The rules for this auction are the same as before.
- A player whose turn it is to choose a stack and start a bid may instead remove themselves from all auctions this round. That player may not bid on any other auctions for the rest of the round. Place their Pawn next to the Game board to indicate they have removed themselves from the bidding.
- When there is only one player who still has their Pawn in front of them, they may simply pay the Bank 200 Florin to take any one available object (*objects with Pawns are not available*). Alternatively, they may choose to pay nothing and not take anything.
- After all players have acquired an object or chosen not to acquire an object this round, the Auction phase ends and all players take back their Pawns.

#### Example:

- (1) In a game with four players, Alexandra is the starting player. She names a Park and starts the auction at 200 Florin. All other players pass, so she wins the auction and pays 200 Florin to the Bank. She takes a Park and places it on her Principality, placing her Pawn on the Park stack. This shows that the Park stack is unavailable for later auctions this round and that Alexandra is not allowed to bid in any other auctions this round.
- (2) Leon is the next player in clockwise order and chooses to auction a Jester. Jen is also interested and bids 300 Florin. Wolfgang also wants the Jester and bids 400 Florin. Now it is Leon's turn again (remember, Alexandra cannot bid) and he raises the bid to 500 Florin. Jen raises the bid to 600 and Wolfgang to 700. Leon and Jen both pass, allowing Wolfgang to win the auction. Wolfgang pays 700 Florin to the Bank, takes a Jester, and places his Pawn next to the Jester stack.
- (3) Leon may again choose the auction object as he did not win the last auction. Only he and Jen may now bid. Leon chooses a Forest and Jen raises the bid to 300 Florin. Leon raises the bid to 400, Jen to 500, Leon to 600, then Jen passes. Leon pays 600 Florin to the Bank. He takes a Forest, placing it on his Principality, and places his Pawn on the Forest stack.
- (4) Now only Jen may bid. She may choose freely from the four remaining stacks: Lake, Prestige card, Recruiting card, or Builder. She takes a Builder and pays 200 Florin to the Bank.
- (5) All players now take their Pawns back.

## The meaning of the 7 objects

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



### Forest

When you acquire a Forest, you must immediately place it on empty spaces in your Principality. A Forest may be placed next to Buildings and other

Landscapes (see "Placing a Building or Landscape" on page 7).

#### A Forest has the following advantages:

9 of the Professions want a Forest for their recreation and will have their Work Value (👑) increased by 3 if you have at least one Forest (see "Complete a Work" on page 5).

Each Forest placed after the first in a Principality scores you 3👑. Forests do not need to be adjacent to each other.



### Lake

Lakes are used in the same way as Forests.

The difference is that Lakes are smaller and attract only 7 of the Professions for recreation.



### Park

Parks are used in the same way as Forests.

The difference is that Parks are smaller and attract only 5 of the Professions for recreation.

**Remember:** Not all additional Landscapes earn you 3👑. Only additional Landscapes of types already played in your Principality earn you the 3👑 bonus.

*Example: A player who has only a Lake then acquires a Forest. They do not earn 3👑. During a later round, that player acquires another Lake and so they earn the 3👑 bonus.*



### Prestige cards

When you acquire a Prestige card, take the top 5 cards from the Prestige deck (all cards if there are fewer than 5), choose 1, and place it facedown next to your Player board. Then place the other 4 cards facedown in any order at the bottom of the Prestige deck.

Each Prestige card you acquire may earn you up to 8👑 at the end of the game, as long as you fulfill the requirements listed on the card. Many of the cards require you to have the most of certain objects in order to earn the full Prestige points (👑). If you are tied for the most with any opponents, you only earn half the points.

*Example: Leon has the Prestige card "For the most Buildings you earn 6👑 (3)". He will earn 6👑 if he is the only player with the most Buildings. If he ties with one or more other players, he will earn 3👑. Of course, if another player has more Buildings than Leon, Leon will earn 0👑.*

There is an overview of all Prestige cards with examples on page 19.



### Recruiting cards

When you acquire a Recruiting card, you may either use it immediately or keep it in your hand to use later.

To use a Recruiting card, choose a faceup Profession card previously played by any opponent, take that Profession card into your hand, and place the Recruiting card in its place.

If you choose to keep the Recruiting card to use later, take it into your hand. You may play it anytime during your turn in the Action phase of any round. This does not count as one of your two actions in that Action phase.



### Builder

The 3 Builder spaces on your Player board.



- When you acquire your first Builder, place it in the topmost Builder space of your Player board. From now on you only pay 300 Florin (instead of 700) to build a Building (see "Build a Building" on page 7).
- When you acquire a second Builder, place it in the middle Builder space of your Player board. From now on you may build Buildings adjacent to each other (see "Placing a Building or Landscape" on page 7).

- When you acquire a third Builder, place it in the bottommost Builder space of your Player board. From now on you pay 0 Florin to build a Building (see "Build a Building" on page 7).

When you acquire a second Builder, you earn 3👑. When you acquire a third Builder, you earn another 3👑.



### Jester

When you acquire a Jester, place it on the Theater Stage of your Player board.

Each Jester in your Principality increases the Work Value (👑) of a Work you complete by 2 (see "Complete a Work" on page 6).



*Tip: Since Jesters add 2 to every Work you complete, they are very valuable.*

## Scoring Prestige Points (👑)

When you score an amount of Prestige Points (👑), move your Fame disk the appropriate number of spaces forward on the Fame track.

If your Fame disk passes space 50 on the Fame track, place the **50/100 disk** in your color in front of you with the 50 side up and then continue moving your Fame disk along the Fame track from space 0.

If you pass the 50 space a second time, flip the **50/100 disk** to its 100 side and then continue moving your Fame disk along the Fame track from space 0.

At the end of the game, if your **50/100 disk** is in front of you, you will add **50 or 100 Prestige Points (👑)**, as appropriate, to the number of points shown by your Fame disk on the Fame track.

## Action phase ⚙️

In the Action phase, each player, in clockwise order beginning with the starting player, may perform up to two actions.

On their turn, a player performs their first action and then performs their second. A player may not start their first action and interrupt it with their second action.

The possible actions are:

- Complete a Work
- Build a Building
- Take a Profession card *(Only once per Action phase)*
- Introduce a Freedom *(Only once per Action phase)*
- Acquire a Bonus card

Each Action can be done twice per round per player except for the actions, Take a Profession Card and Introduce a Freedom, which can only be done once a round per player.

### Complete a Work

You may complete a Work by playing a Profession card from your hand.

The value of the Work must equal or exceed the minimum value shown in the round / minimum 🏆 table on the Game board. This value increases from round to round as seen in the table.

Round →	1	2	3	4	5	6	7
Minimum 🏆 →	7	10	12	14	15	16	17

For example, in the 2nd round, the Work must have a value of at least 10 to be completed.



**To complete a Work:**

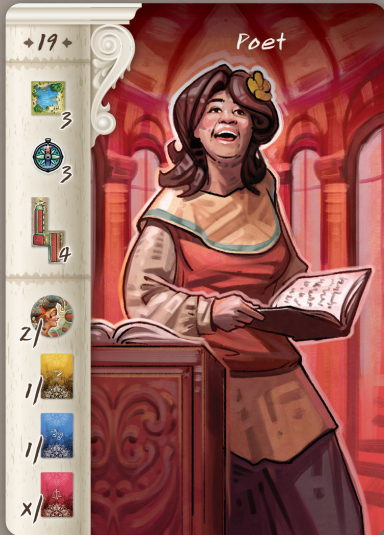
1. Play the appropriate Profession card from your hand faceup onto the table next to your Player board.
2. Calculate the Work Value (🏆) based on how the objects in your Principality match those desired by the artist or scholar as shown on the Profession card played. The 🏆 starts at 0 and:
  - If you have the **Landscape** that the artist or scholar wants to recreate, add 3 to the 🏆 for this Work. ▶ +3 🏆
  - If you have the **Freedom** that the artist or scholar supports, add 3 to the 🏆 for this Work. ▶ +3 🏆
  - If you have the **Building** where the artist or scholar prefers to work, add 4 to the 🏆 for this Work. ▶ +4 🏆
  - For each **Jester** you have on your Theater Stage, add 2 to the 🏆 for this Work. ▶ +2 🏆 Each
  - For each **Profession card** or **Recruiting card** you have in your hand or on the table, add 1 to the 🏆 for the Work (including the card currently being played). ▶ +1 🏆 Each
  - For each **Bonus card** you now play, add X to the 🏆 for the Work (see “Acquire a Bonus card” on page 9). ▶ +X 🏆 Each

The sum of all the above is the Work’s 🏆. Place your **Pawn** on the Fame track on the space that matches the points you earned for the Work (e.g. 15 🏆 = space 15). You do **not** score the Work Value (🏆) as Prestige points (👑).

**Reminder:** The 🏆 must be at least as high as the minimum 🏆 for the round. Otherwise, you may not play the Profession card and the Work may not be completed!

3. You earn Money from the Bank for the completed Work. The Bank pays 100 Florin per 🏆 (e.g. 15 🏆 → 1500 Florin). You may **immediately** (but not later) take some or all of the payment for this Work in Prestige Points (👑) rather than Money. For every 200 Florin you don’t take, earn 1 👑 instead.
4. Leave your Pawn on the Fame track until the end of the Action phase.

**Note:** If you complete a second Work in the same round, place your Pawn on the Fame track space according to the Work with the higher 🏆, not the sum of the two! You earn Money and/or take Prestige Points for this second work as normal.



**Work scoring example:**

In round 3 (minimum 🏆 = 12), Alexandra chooses to complete a Work with a Poet. She places the Poet Profession card from her hand faceup onto the table next to her Player board. In her Principality, she has a Travel Freedom, a Theater, 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 🏆 as follows:

Landscape: ..... 0 🏆

Freedom: ..... 3 🏆



Building: ..... 4 🏆



Jesters: ..... 4 🏆



Profession and Recruiting Cards: ..... 4 🏆



Bonus Cards: ..... 0 🏆

**Total:** ..... 15 🏆

She places her Pawn on space 15 of the Fame track.

Alexandra could take 1500 Florin from the Bank, but she decides she does not need the Money at this time and so exchanges as much Money as possible from the Work for Prestige Points (👑): She takes 100 Florin from the Bank and moves her scoring Fame disk 7 spaces along the Fame track.

## Build a Building

You build Buildings in your Principality to enhance your Prestige and to increase the  of your 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 you in two ways:

- It **immediately** earns you 3 .
- It adds **4** to the Work Value  of a Work you complete if the artist or scholar prefers to work in this Building (see "Complete a Work" on page 5).

You must pay 700 Florin to build a Building regardless of its size.

If you have 1 or 2 Builders in your Principality, you pay only 300 Florin to build a Building. If you have 3 Builders in your Principality, you pay nothing to build a Building (see "Builder" on page 5).

When you build a Building, pay the building cost to the Bank, take the Building from the supply, and **immediately** place the Building in your Principality. If the Building you want to build is not available in the supply, you may not build it.

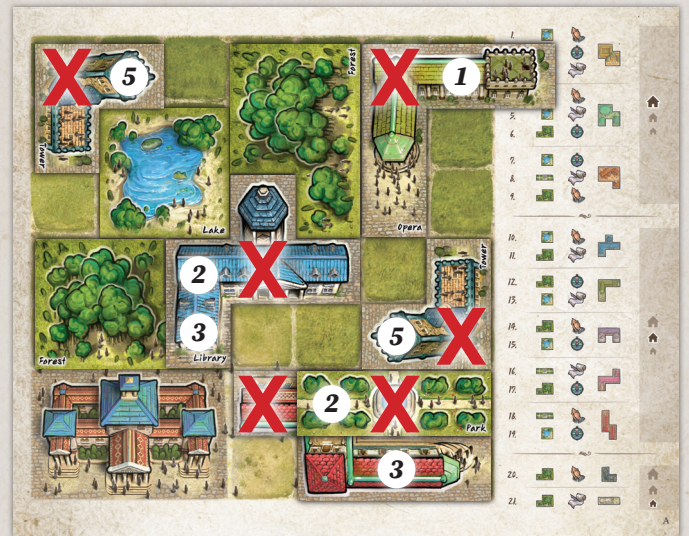
## Placing a Building or Landscape

You may place a Building or a Landscape wherever you choose in your Principality as long as you follow these rules:

1. You 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, you may place them either side up.
2. You may not place a Building or a Landscape so that it overlaps, even partially, another Building or Landscape.
3. You may not place a Building directly adjacent to another Building. Buildings may touch, at most, at their corners. This rule also applies to your Palazzo (the pre-printed Building on your Principality board).

**Exception:** If you have 2 or 3 Builders in your Principality, you may build a Building directly adjacent to another Building (including your Palazzo).

4. You may place a Building directly adjacent to any number of Landscapes. You may place a Landscape directly adjacent to any number of Buildings and / or Landscapes.
5. You may build each Building only once in your Principality.
6. Once a Building or a Landscape is placed in a Principality, you may not move or remove it.



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 your Palazzo (assuming you do 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

To take a Profession card, pay 300 Florin to the Bank, draw the top 5 cards from the Profession deck (*all cards if there are fewer than 5*), choose 1 card, and add it to your hand. You place the unchosen cards, facedown, in any order you choose, on the bottom of the Profession deck.

You may not select this action if the Profession deck is empty.



### Introduce a Freedom

To introduce a Freedom into your Principality, pay 300 Florin to the Bank, take the Freedom you want from the

Game board, and place it in the appropriate space on your Player board.

The Freedom adds 3 to the of a Work you complete if this Freedom is the one important to the artist or scholar completing the Work.

You may only introduce each Freedom **once** into your Principality.

If the Freedom you want is not available in the supply, you may not introduce it into your Principality.



### Acquire a Bonus card

To take a Bonus card, pay 300 Florin to the Bank, draw the top 5 cards from the Bonus deck (*all cards if there are fewer than 5*), choose 1 card, and add it to your hand. Place the unchosen cards, facedown, in any order you choose, on the bottom of the Bonus deck.

You may play any number of Bonus cards when you complete a Work to add to the of the Work (see "Complete a Work" on page 5). See page 18 for a description of each Bonus card.

Each Bonus card may only be played once. After playing a Bonus card, place it faceup next to the Game board: it is out of the game.

You may not select this action if the Bonus deck is empty.

## Earning Money

You may earn Money in two ways:

By completing a Work: 100 Florin for each Work Value (see "Complete a Work" on page 6).

By moving your Fame disk backward on the Fame track. You may do this at any time during the game. For each space your Fame disk is moved backward, take 100 Florin from the Bank. Your total Prestige Points (*including your 50/100 disk*) may never go below 0. If your total Prestige Points is 0, you may not move your Fame disk backward to earn Money.

## ROUND END

### Best Work

After all players have completed their actions in the Action phase (*including those who chose to take fewer than two actions*), the players compare their 's for the round as shown by their **Pawns** on the Fame track. The player with the highest for the round scores 3 . If two or more players tie with the highest , they all score 3 . If only one player completes a Work in the round, they are automatically the highest and score 3 . If no player completes a Work in the round, no one scores the 3 for the round.

After scoring the best Work, all players who completed Works in the round remove their **Pawns** from the Fame track and place them next to their Player boards.

### New Round

After scoring the best Work, the Round is complete.

The starting player gives the player to their left the Starting Player marker. This player becomes the new starting player. They move the Round marker to the next space on the round / minimum table and begin the new round.

## END OF THE GAME

The game ends after the 7th round. The players now score their Prestige cards: Each player who has fulfilled the requirements on any of their Prestige cards, scores the appropriate number of Prestige Points () (see "Prestige cards" on page 19).

The player with the most Prestige Points () is the winner.

If two or more players tie with the most Prestige Points (), the player among them with the most Money is the winner.

If there is still a tie, the tied players share victory.





## 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. When playing a 2-player game with any of the expansions, you must still use the rules shown here.

### SETUP

Each player takes **2500 Florin in Money** (1 x 1000, 2 x 500, and 5 x 100) instead of 3500.

**5 Freedoms** are available (1 of each type, plus 2 of two different types, chosen randomly). For a more challenging game, use just 4 Freedoms (1 of each type, plus 1 chosen randomly).

### PLAYING THE GAME

#### Auction phase

- The starting bid is **300 Florin** instead of 200 Florin.
- Auction the **3 Landscapes** (*Forest, Lake, and Park*) as 1 object. The winner of that auction chooses which Landscape they want. The other player cannot choose to bid on another Landscape this round.

## SOLO RULES

In the solo game, you are competing directly against Wolfgang, but there are also another 2 or 3 dummy players.

**Note:** It is not possible to use the expansions when playing the solo game.

### SETUP

Set up the game using two Player boards (*one for yourself and one for Wolfgang*) and choose to use either 2 or 3 dummy players, making a 4- or 5-player game. The following modifications apply:

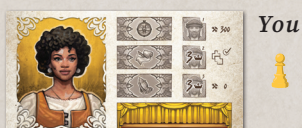
- **6 Freedoms** are available (2 of each type).
- Deal **4 Profession cards** to yourself (*you keep 3 of them as per standard rules*) and **3 Profession cards** to each of the other players. Place Wolfgang's cards facedown in a row below his Player board and the dummy players' cards in 2 or 3 columns to one side of the Game board.
- Wolfgang's **starting Money** depends on the difficulty level you would like to play at:  
**EASY: 0 Florin**                      **STANDARD: 1500 Florin**                      **HARD: 3500 Florin**
- Create the Automa deck by shuffling the Automa cards separately according to their back and then placing the cards for rounds 5-7 at the bottom, the cards for rounds 3-4 on top of them, and finally the cards for rounds 1-2 on the top.
- Place the die next to the Automa deck.
- Randomly choose the starting player (you or Wolfgang).

#### \* 5-Player Setup

##### Dummy Players



##### Wolfgang



##### You



The overall flow is identical to the normal game; you play 7 rounds, each consisting of an Auction phase followed by an Action phase. The starting player alternates each round between you and Wolfgang. The following modifications apply:

## Wolfgang's special rules

Wolfgang has a few privileges while playing:

- He is not bound by any of the rules on placing a Building or Landscape (see *Placing a Building or Landscape on page 7*). This means you may always place his Buildings adjacent to each other and he may build the same Building several times. You may also rearrange his Principality at any time if space is lacking (his Buildings may even extend beyond the space on his Player board if necessary).
- If he has no Money remaining, any costs he needs to pay are paid by moving his Fame disk backward on the Fame track; this is done at an exchange rate of 200 Florin for each space moved backward. Wolfgang may go below 0 Prestige Points (👑) if necessary. Mark Wolfgang's negative Prestige Points on the Fame track using a Fame disk of a different color. If he only requires 100 Florin, move his Fame disk backward one space on the Fame track and give him 100 Florin in change.

*Example: Wolfgang buys a Jester for 900 Florin, but has no Money remaining. Move his Fame disk backward five spaces on the Fame track and give him 100 Florin in change. If he had 300 Florin remaining, he would pay those 300 Florin to the Bank and move his Fame disk backward three spaces on the Fame track.*

## Auction phase

1. Draw the top card of the Automa deck. The top panel on the card is used to determine the cost of each auctioned object.
2. Choose an object to auction and roll the die, adding the appropriate modifier shown on the Automa card for your player count. Where just one value is shown, it applies to both the 4- and 5-player game. The total multiplied by 100 represents the last bid; in order to buy the object, you have to pay an extra 100 Florin.
3. You may pay this cost to buy the object, or decline. If you decline, choose a different object and proceed in the same way from step 2. Each time you decline, you must choose an object you have not yet chosen in this Auction phase.

**Note:** Just as in the normal game, each Landscape type is a different object even though they are shown together on the Automa card. Therefore, you may choose to auction a Landscape up to 3 times, each time choosing a different type of Landscape. Make a separate die roll each time.

4. The auction ends when either
  - You have bought an object.
  - You have removed yourself from all auctions this round
  - There have been as many auctions as the number of players (4 or 5).
5. When the auction ends:
  - Wolfgang buys an object (see "Wolfgang buys an object", below).
  - If a Recruiting card was not bought by either you or Wolfgang, discard a Recruiting card from the supply.
  - If a Builder was not bought by either you or Wolfgang, discard a Builder from the supply.
  - Discard the Automa card.

Additionally, the Auction phase follows some extra rules:

- If you roll a 1 or a 2 for an object that has no die modifier on the Automa card for your player count, you **must** buy that object (for 100 Florin more than this last bid, as usual); you may **not** decline.
- You may buy the object in the final (4th / 5th) auction in an Auction phase for 200 Florin unless it is one of the 2 objects with the highest die modifier on the Automa card for your player count. In this case, you may not buy that object in the final auction and must either choose another object to auction or remove yourself from the auction.

## Wolfgang buys an object

Once the auction ends, Wolfgang buys the leftmost object depicted on the Automa card that he is able to buy. Wolfgang is not able to buy an object that:

- You bought in this Auction phase,
- There are no more of in the supply, or
- Is a Builder, if Wolfgang already has 3 Builders.

If Wolfgang buys a Landscape, determine the type of Landscape he buys by flipping his leftmost facedown Profession card faceup; the Landscape shown on the card is the Landscape he buys. Then flip the Profession card facedown again. If he is not able to buy that Landscape (either because you bought that type of Landscape, or because there are no more of that type in the supply), he buys a different object.

If you have already rolled the die for the object Wolfgang buys, the cost he pays is the **last bid** that you rolled for that object. Otherwise, roll the die now to determine the last bid, remembering to add the modifier shown on the Automa card: Wolfgang pays this cost to buy the object.

**Note:** Each time you decline an object, especially if it is an object towards the left on the Automa card, you may want to take Money from the Bank equal to the last bid that you rolled and place it next to the object on the Automa card as a reminder of the cost Wolfgang will have to pay. Return this Money to the Bank at the end of the Auction phase.

1D6 – not a modifier – use the value rolled

2+1D6 – a modifier – use the value rolled and add 2



**Example:** You auction a Jester which is shown as 6+1D6 on the Automa card. You roll a 4 on the die. You may either buy the Jester for 1100 Florin (600+400+100) or decline. You decline. As the Jester is one of the two leftmost objects on the Automa card, and is therefore an object that Wolfgang may buy, you take 1000 Florin from the Bank and place it next to the Jester as a reminder that this is the cost Wolfgang will have to pay if he buys it.

You then auction a Forest and roll a 2 on the die. As you rolled a 1 or a 2 on the die and the Forest has no modifier shown on the Automa card, you must buy the Forest. You pay 300 Florin (200+100) and take a Forest.

Wolfgang now buys the Builder as it is the leftmost object on the Automa card that he is able to buy (you didn't buy a Builder, there is at least one left in the supply, and Wolfgang doesn't have 3 Builders). As you have not yet rolled the die for this object, you roll it now and roll a 3. Wolfgang pays 500 Florin (200+300) for a Builder.

Neither you or Wolfgang bought a Recruiting card, so you discard a Recruiting card from the supply. You take the 1000 Florin that you placed as a reminder next to the Jester, return it to the Bank, and discard the Automa card.



### Recruiting cards

As in the normal game, you may use a Recruiting card immediately after acquiring it or during a future Action phase.

When you use a Recruiting card, choose a faceup Profession card in any one of your opponents' displays (Wolfgang's row or a dummy player's column) and take it into your hand.

If you took the Profession card from Wolfgang's row, add the Recruiting card facedown to the right of Wolfgang's row of Profession and Recruiting cards. If you took the Profession card from one of the dummy players' columns, discard the Recruiting card.

## Wolfgang and objects

### Landscape

When Wolfgang buys a Landscape, if he already has a Landscape of that type, he scores **3** as usual.



Remember that Wolfgang is not bound by any of the rules on placing a Building or Landscape (see "Wolfgang's special rules" on page 10).



### Recruiting card

When Wolfgang buys a Recruiting card, add it facedown to the right of Wolfgang's row of Profession and Recruiting cards.

Wolfgang produces Works with Recruiting cards the same way he does with Profession cards (see "Action phase" on page 12). Each of his Recruiting cards adds 1 to the value of each of his Works, as usual.



### Builder

Wolfgang uses Builders according to the standard rules, including gaining **3** for his 2nd and 3rd Builders.

### Jester

Each Jester in Wolfgang's Principality adds **2** to the value of each of his Works, as usual.



### Prestige cards

When Wolfgang buys a Prestige card, draw the top 5 Prestige cards from the Prestige deck (all cards if there are fewer than 5) and choose the card giving the highest Prestige Points () according to the current state of Wolfgang's Principality. In case of a tie for the

highest (including when all of the cards provide **0** ) , choose a card at random from the tied cards.

Place the chosen Prestige card faceup in Wolfgang's Principality and place the other 4 cards facedown in any order at the bottom of the Prestige deck.



## Action phase

Play this phase according to turn order with either you or Wolfgang as the starting player. Dummy players do not take a turn.

### Wolfgang's turn

At the start of Wolfgang's turn, reveal an Automa card and use its middle panel to determine his first action. Once he has completed that action, reveal a second Automa card and use its bottommost panel to determine his second action.

If several actions are shown in the relevant panel, choose the leftmost action that it is possible for Wolfgang to perform. The descriptions of the actions below will instruct you when it is not possible for Wolfgang to perform the action. If it is **not possible** for Wolfgang to perform any of the actions shown in the panel, he takes the earliest action in the following list that it is possible for him to perform:

1. Take a Profession card
2. Build a Building
3. Acquire a Bonus card
4. Introduce a Freedom

**Exception:** If Wolfgang has a number of facedown Profession and / or Recruiting cards equal to or greater than the number of rounds remaining (*including the current round*), instead, Wolfgang will complete a Work. You must still draw an Automa card for this action, but the contents of the card are ignored.











Wolfgang's actions as shown on the Automa cards are described below. The cost of each action is the same as in the normal game.



#### Complete a Work

It is **not possible** for Wolfgang to complete a Work if he has no more facedown Profession or Recruiting cards.

When Wolfgang completes a Work:

1. Turn over the leftmost facedown Profession or Recruiting card in Wolfgang's Principality along with any Bonus cards that are placed on top of it.
2. Calculate the Work Value () of Wolfgang's Work by adding:
  - The minimum Work Value () for the current round as shown on the round / minimum  table on the Game board.
  - The value of his Jesters (2  each).
  - The value of his Recruiting cards (1  each).
  - The value of any Bonus cards that were placed on top of the Profession or Recruiting card (X  each).
  - Do **not** count his Profession cards or other objects (*Landscape, Freedom, or Building*).
  - Place Wolfgang's Pawn on the Fame track on the space that matches the  of his Work.
3. Wolfgang always takes as much of the payment for his completed Work in Prestige Points () as possible (*at a rate of 1  for every 200 Florins, as usual*). Therefore he will always earn either 0 or 100 Florins from the Bank for his completed Work.
4. Leave Wolfgang's Pawn on the Fame track until the end of the Action phase. If Wolfgang completes a second Work in the same round, place his Pawn on the Fame track space according to the Work with the higher , as usual.


Then, if there are any facedown Profession cards in the dummy players' columns of Profession cards, flip one of those cards faceup in each column.



#### Build a Building

It is **not possible** for Wolfgang to build a Building if he has no more facedown Profession cards.

Wolfgang pays the usual cost when he builds a Building (700, 300, or 0 Florins if he has 0, 1-2, or 3 Builders).

When Wolfgang builds a Building, flip his leftmost facedown Profession card faceup and place the Building shown on it into his Principality. He scores 3 . Then flip the Profession card facedown again.

It is **not possible** for Wolfgang to build a Building if the Building shown on the flipped Profession card is no longer available in the supply.

**Remember:** Wolfgang is not bound by any of the rules on placing a Building or Landscape (*see "Wolfgang's special rules" on page 10*).



### Take a Profession card

It is **not possible** for Wolfgang to take a Profession card if the Profession deck is empty.

Wolfgang pays the usual cost of 300 Florins when he takes a Profession card.

Take the top card of the Profession deck and add it facedown to the right of Wolfgang's row of Profession and Recruiting cards.

Then, for each dummy player, take the top card of the Profession deck and place it facedown on that dummy player's column of Profession cards.



### Introduce a Freedom

It is **not possible** for Wolfgang to introduce a Freedom if he has no more facedown Profession cards.

Wolfgang pays the usual cost of 300 Florins when he introduces a Freedom.

Flip Wolfgang's leftmost facedown Profession card faceup and place the Freedom shown on it into his Principality. Then flip the Profession card facedown again.


It is **not possible** for Wolfgang to introduce a Freedom if the Freedom shown on the flipped Profession card is no longer available in the supply.

**Note:** Wolfgang may own the same Freedom more than once and may own more than 3 Freedoms.



### Acquire a Bonus card

It is **not possible** for Wolfgang to take a Bonus card if the Bonus deck is empty.


Draw the top 5 Bonus cards from the Bonus deck (*all cards if there are fewer than 5*) and choose the card giving the highest bonus according to the current state of Wolfgang's Principality. In case of a tie for the highest (including when all of the cards provide a bonus of 0 ) , choose a card at random from the tied cards.

Place the chosen Bonus card on the leftmost facedown Profession or Recruiting card in Wolfgang's Principality (*it will be used when that Profession or Recruiting card is scored*). Place the other 4 cards facedown in any order at the bottom of the Bonus deck.

## ROUND END

The end of the round works just like the normal game, with the scoring of the best Work (*between you and Wolfgang only*), the passing of the Starting Player marker (*between you and Wolfgang only*), and the moving of the Round marker.

## END OF THE GAME

Scoring occurs exactly as in the base game. You only need to track your and Wolfgang's scores throughout the game. At the end of the game, reveal and score any Prestige cards that you or Wolfgang acquired. Money is used to break ties for final Prestige Points () , as usual.



# THE MUSE AND THE PRINCESS EXPANSION for 2–5 players

This expansion adds 6 Character cards which players can bid on in the Character Auction phase. This new phase happens after the existing Auction phase, but before the Action phase.

## SETUP

Follow the normal setup rules with the following additions:

- Place the 6 Character cards faceup separately near the Game board. This is the Character card area.
- Place 600 Florin on the Banker Character card.



## PLAYING THE GAME

Other than the new Character Auction phase and Character cards, the rules for playing Princes of Florence with this expansion are the same with one exception:

- You may not earn Money by moving your Fame disk backward on the Fame track (see “Earning Money” on page 8). However, you may earn Money with the new Banker Character card.

### Character Auction phase

This new phase happens each round, after the existing Auction phase, but before the Action phase.

At the start of this phase, each player with a Character card in front of them (only possible from the second round onwards) returns it faceup to the Character card area. If the Banker Character card was returned (and so has no Money on it), place 600 Florin from the Bank on it.

To perform the Character card auction:

- The starting player begins by placing their Pawn on any one of the bidding spaces on the Character card they want to buy. If there is no card they want to buy, they may pass instead. Their bid (in Florins) for the card is equal to the number on the chosen space multiplied by 100. A player may not bid more Money than they currently have.

*Example: Alexandra places her Pawn on space 6 of the Merchant card. She is bidding 600 Florin to buy that card.*

- Bidding continues clockwise around the table with each player either placing their Pawn or passing.
- Whenever a player wants to place their Pawn on a card with no other player’s Pawn on it, they may place their Pawn on any of the bidding spaces on the card.
- Whenever a player wants to place their Pawn on a card that already has another player’s Pawn on it, they must place their Pawn on a higher number than the other player’s Pawn. After placing their Pawn, they return the other player’s Pawn to that player.

- If a player’s Pawn is already on a card and it is their turn to bid again, they have won the auction for that card. They pay the cost of their bid to the bank (Florins equal to the number on the chosen space multiplied by 100), take back their Pawn, and take the Character card, placing it faceup in front of them. They may not bid again in this Character Auction phase.
- If a player passes, they may not bid again in this Character Auction phase.
- As a reminder, lay down the Pawn of any player who may not bid again in this Character Auction phase.
- The Character Auction phase ends when all players have either passed or bought a Character card (all players’ Pawns are laid down). Place all Pawns upright again.
- If no player bought the Banker Character card, place 100 Florins from the Bank onto the card.

### Using a Character card

Character cards may be used at different times:

- The Banker is used immediately, and also at the end of the game if you buy it in the final round.
- The Cardinal, Muse, and Princess may be used on your turn in the Action phase this round.
- The Merchant and Professor may be used on your turn in the Action phase this round, or at certain times during the Auction phase next round.

Some Character cards are flipped facedown when they are used. You may not use a facedown Character card.

**Note:** You must return your Character card faceup to the Character card area at the start of the next Character Auction phase. Therefore, if you do not use it before then, you may not use it.

## Banker

When you use the Banker Character card (*which must be done immediately*), take all the Money on it. Leave the card faceup in front of you.

If you have the Banker Character card at the end of the game (as you bought it in the Character Auction phase in the 7th round), you may exchange Money for Prestige Points (♔). For each 200 Florin that you pay, score 1 ♔.

**Reminder:** When the Banker Character card is returned at the start of the next Character Auction phase, place 600 Florin from the Bank on it.

*Example:* In the first round, no player bought the Banker, so the card now has 700 Florin on it. In the second round, Chris wins the auction for the card. His Pawn is on the 2 space on the card, so he pays 200 Florin to the bank, and takes the card and the 700 Florin on it. At the start of the next Character Auction phase, Chris returns the card to the Character card area and places 600 Florin from the Bank on it.

## Cardinal

On your turn during the Action phase, you may flip the Cardinal Character card facedown to gain one extra action (so you may perform up to 3 actions instead of 2). You may still only perform the “Take a Profession card” and “Introduce a Freedom” actions once each.

## Merchant

You may use the Merchant Character card for one of two effects:

- When you win a bid on an object in the Auction phase, you may flip the Merchant Character card facedown instead of paying the cost of your bid.
- Either immediately, at any time on your turn during the Action phase, when you win a bid on an object in the Auction phase, or at the end of the Auction phase, you may flip the Merchant Character card facedown to score 1 ♔ plus 1 ♔ for each opponent with more Prestige Points (♔) than you.

*Example:* Leon wins a bid on a Lake for 400 Florins. He has the Merchant Character card in front of him that he bought last round and that he has not yet used (it is still faceup). There are currently 3 opponents with more Prestige Points (♔) than him. He may either flip the card instead of paying the 400 Florin cost of the Lake, or flip the card to score 4 ♔. He decides he has enough Money to pay for the Lake, so he flips the card to gain 4 ♔.

## Muse

If you have the Muse Character card, increase the Work Value (🏠) of each Work you complete this round by an amount equal to the round number (as shown on the space the Round marker is on).

*Example:* Chris has the Muse Character card in round 6 and completes 2 Works. The Work Value (🏠) of each of these Works is increased by 6.

## Princess

On your turn during the Action phase, as a Complete a Work action, you may flip the Princess Character card facedown to complete a Work without playing a Profession card.

To calculate the Work Value (🏠) of this Work:

- Add 3 to the 🏠 for each Landscape (including duplicates).
- Add 2 to the 🏠 for each Building.
- Add 2 to the 🏠 for each Builder.
- Add 1 to the 🏠 for each Profession card or Recruiting card.
- The Princess Character card does not count as a Profession card.
- Freedoms, Jesters, and Bonus cards may not be used to increase this Work Value (🏠).

All other rules for completing a Work apply as usual, such as satisfying the minimum value shown on the round / minimum 🏠 table, earning Money from the Bank for the Work, taking some of the payment as Prestige Points (♔), etc.

*Example:* Alexandra uses an action to Complete a Work using the Princess card. She has 2 Forests, 1 Lake, 1 Laboratory, 1 Library, and 3 Profession cards. The Work has a Work Value (🏠) of 16 (6 + 3 + 2 + 2 + 3).

## Professor

Either immediately, at any time on your turn during the Action phase, when you win a bid on an object in the Auction phase, or at the end of the Auction phase, you may flip the Professor Character card facedown to **Take a Prestige card** or **Acquire a Bonus card** for free; you do not pay any Florin, and in the case of acquiring a Bonus card, you do not use an action.

Otherwise follow the usual rules for taking a Prestige card or acquiring a Bonus card.

*Example:* It is the end of the Auction phase and Leon has the Professor Character card in front of him that he bought last round and that he has not yet used (it is still faceup). This is his last chance to use the card as the Character Auction phase is next. He decides to use the card to Acquire a Bonus card. He draws 5 Bonus cards from the Bonus deck, chooses 1 to keep, and places the others facedown on the bottom of the Bonus deck.

## COOPERATIVE BUILDING EXPANSION for 2–5 players

This expansion is for players who value interaction with other players and are interested in cooperating with other players for mutual benefit. In this expansion, players build Buildings which are for shared use. This expansion may be played with or without the Character cards (see “The Muse and the Princess Expansion”).

### SETUP

Follow the usual setup rules except for the Principality boards:

#### Shared Building Board

Players flip their Principality boards to their (B) sides and place them as shown in the diagram below, according to the number of players. This creates a shared Building board with bordering Principalitys.



### PLAYING THE GAME

The Auction phase is played as normal. If you are playing with the Character cards, remember to play a Character Auction phase after the Auction phase.

#### Action phase

Each time you Build a Building, you may choose, with their agreement, to build it in cooperation with one neighboring player.

##### Building a Building

You may Build a Building alone (*but see “Additional rule for building alone”, below*) or with the help of one neighboring player. Except in the 2-player game, each player has two neighbors who are potential building partners.

To negotiate the building of a cooperative Building during your turn:


- State which Building you wish to build.
- To each neighbor you wish to cooperate with, give an indication of where the Building will be built and how much they should pay you to build the Building.
- If one or both of your neighbors is interested, then the exact location of the Building and the amount that is to be paid is negotiated between you and each interested neighbor.
- If you come to an agreement with one of your neighbors, you may build the Building following the Cooperative Building Rules.
- If you do not come to an agreement, either try to negotiate the building of another cooperative Building, Build a Building alone, or choose a different action.

A cooperative Building counts as being in both players' Principalitys for all purposes. It may be used by either player just as if they had built the Building alone in their Principality.



## Cooperative Building Rules


When you Build a cooperative Building:

- The Building must be placed so that it spans the border of the two Principalities; at least one square of the Building must be in each of the cooperating players' Principalities.
- The rules for placing the Building (see "Placing a Building or Landscape" on page 7) must be followed by each Principality individually:
  - The number of Builders in each Principality determine whether the Building may be adjacent to another Building in that Principality.
  - Neither Principality may already have that Building built in it (either built alone or cooperatively).
- The cooperating player pays you the agreed amount of Florin. This may be as little as 0 Florin, but can also be more than the cost of the Building.
- You pay the cost of the Building, which is determined by your Builders alone (700, 300, or 0 Florin if you have 0, 1-2, or 3 Builders).
- Each cooperating player earns 3  for Building a Building.



**Example:** It is Alexandra's turn (playing black) and she has 3 Builders. Alexandra builds a Workshop cooperatively with Leon (playing red) who has 1 Builder. They negotiate that Leon will pay 500 Florin to Alexandra.

The Workshop may be placed next to a Building in Alexandra's Principality as she has 3 Builders, but it may not be placed next to a Building in Leon's Principality as he only has 1 Builder.

Leon pays Alexandra 500 Florin and Alexandra pays 0 Florin to the Bank to build the Workshop, making her a profit of 500 Florin. Leon is also happy as he now has a Workshop available to him and he didn't have to use an action to build it. Both players score 3  for Building a Building.

## Additional rule for building alone

If you build a Building alone, you may only place the Building adjacent to a neighbor's Principality if either:

- You have 1 Builder and the adjacent space(s) in your neighbor's Principality does not contain a Building or Landscape, or
- You have 2 or more Builders.



# Overview of the 20 different Bonus cards

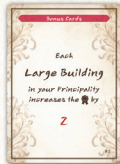
For each Bonus card, an example is given in parentheses based on you having the following objects:

- 2 Forests
- 1 Lake
- 0 Parks
- 0 Jesters
- 2 Builders
- 1 Prestige card
- 2 Freedoms
- 2 Profession cards already on the table
- 1 Profession card being played
- 1 Recruiting card in your hand
- University, Workshop, Opera, Tower, Chapel

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



Each Building in your Principality increases the score by 1  
(The score increases by 5)



Each large Building in your Principality increases the score by 2  
(The score increases by 4)



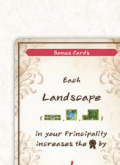
Each medium Building and each Forest in your Principality increases the score by 1  
(The score increases by 3)



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



Each Building size (large, medium, small) in your Principality increases the score by 2  
(The score increases by 6)



Each Landscape in your Principality increases the score by 1  
(The score increases by 3)



Each Forest in your Principality increases the score by 2  
(The score increases by 4)



Each Lake in your Principality increases the score by 2  
(The score increases by 2)



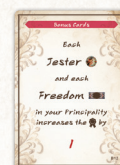
Each Park in your Principality increases the score by 2  
(The score increases by 0)



Each Freedom in your Principality increases the score by 2  
(The score increases by 4)



Each Jester in your Principality increases the score by 2  
(The score increases by 0)



Each Jester and each Freedom in your Principality increases the score by 1  
(The score increases by 2)



Each Builder in your Principality increases the score by 2  
(The score increases by 4)



Each Builder and each Lake in your Principality increases the score by 1  
(The score increases by 3)



Each Prestige card you have increases the score by 2  
(The score increases by 2)



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



Each Landscape type (Forest, Lake, Park) in your Principality increases the score by 2  
(The score increases by 4)



Each of the following Categories (Forest, Lake, Park, Jester, Builder, Prestige card, Freedom) in your Principality increases the score by 1  
(The score increases by 5)



Each Profession (and Recruiting) card in your hand (excluding any just played) increases the score by 1  
(The score increases by 1)

Note: The Profession 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 score by 1  
(The score increases by 3)

Note: The card just played is on the table.

Note: Each Category counts just once, regardless of how many objects the player has of that Category!

# Overview of the 14 different Prestige cards

For each Prestige card, an example is given in parentheses based on you having the following objects at the end of the game:

- 2 Forests
- 1 Lake
- 0 Parks
- 0 Jesters
- 2 Builders
- 1 Prestige card
- 2 Freedoms
- 4 Profession and 1 Recruiting card on the table
- 1 Profession card in your hand
- University, Workshop, Opera, Tower, Chapel

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



For the most Buildings you earn **6 crowns (3)**

(Note: An opponent also has 5 Buildings and so you are tied for the most: you earn **3 crowns**.)



For at least two large Buildings you earn **5 crowns**.

This does not change if another player also has at least two large Buildings.

(You earn **5 crowns**.)



For the fewest empty spaces you earn **8 crowns (4)**

(Note: An opponent has fewer empty spaces: you earn **0 crowns**.)



For all three Landscape types (Forest, Lake, Park) you earn **8 crowns**  
(You earn **0 crowns**, as you have no Park.)



For the most Landscapes you earn **7 crowns (4)**

(Note: An opponent also has 3 Landscapes and so you are tied for the most: you earn **4 crowns**.)



For the most Forests you earn **7 crowns (4)**

(Note: You are the only player with the most: you earn **7 crowns**.)



For the most Lakes you earn **6 crowns (3)**

(Note: Two opponents also have 1 Lake and so you are tied for the most: you earn **3 crowns**.)



For all three Freedoms you earn **8 crowns**

(You earn **0 crowns**, as you only have 2 Freedoms.)



For at least 4 Buildings + 2 Freedoms + 4 Works (= Profession and Recruiting cards on the table) you earn **6 crowns**

(You earn **6 crowns**.)



For the most Jesters you earn **6 crowns (3)**  
(You earn **0 crowns**, as you have no Jesters. This is true even if no player has Jesters ... see Prestige card "Most Parks").



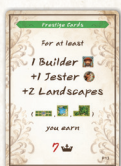
For the most Builders you earn **6 crowns (3)**

(Note: You are the only player with the most: you earn **6 crowns**.)



For the most Parks you earn **5 crowns (3)**

You cannot score the most for having nothing. Therefore, you do not tie for the most with none and do not earn **3 crowns**.



For at least 1 Builder + 1 Jester + 2 Landscapes you earn **7 crowns**  
(You earn **0 crowns**, as you have no Jesters.)



For the most Works (= Profession and Recruiting cards on the table) you earn **7 crowns (4)**

(Note: An opponent also has 5 Works and so you are tied for the most: you earn **4 crowns**.)

(Note: All other players have no Parks: you earn **0 crowns**.)

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# RULES OVERVIEW for 2–5 players

## Setup

**Game board:** Place the Round marker on round 1. Place objects on Game board. 1 fewer of each Freedom than players (2 Players: 1 of each, plus 2 different ones).

Each player gets a **Player board**, **Principality board**, **Pawn**, **Fame disk**, **Player screen**, and **3500 Florin** (2 Players: 2500). Place Fame disk on space 0 on Fame track.




**Profession cards:** Each player is dealt 4, keeps 3, and discards 1. Reshuffle the deck.

Choose a starting player. Give them the **Starting Player marker**.

## Auction Phase



- Starting Bidder bids 200 for any 1 Auction object (2 Players: Starting Bid is 300).
- Each player clockwise may bid exactly 100 higher or pass.
- Last remaining Bidder who did not pass wins.
- Last player chooses 1 remaining object and pays 200 to the bank.

### Auction objects

Prestige card	Draw 5, put 1 in your hand, put the other 4 under the deck. Score the card at game end.
Recruit card	Put in hand, exchange any time as a free action for anyone else's faceup Profession card.
Landscape	Can be adjacent to anything. Earn 3  for each same Landscape after your 1st (2 Players: All 3 types are a single auction object).
Builder	Put in topmost open Builder space on Player board. Each Builder after your 1st earns 3  .
Jester	Put on Theater stage. Each Jester increases the  of your completed Works by +2.

- **THE MUSE AND THE PRINCESS EXPANSION:** Character Auction phase (see page 14).

## End of Round

**Best Work:** Player(s) who earned the highest Work Value () get(s) 3 . Remove all Pawns from Fame track.

**Next Round:** Move the Round marker to next round. Pass the Starting Player marker to the left.


## End of the Game (The game ends after round 7)






**Score Prestige cards:** Only card holder scores. Most Prestige points wins! Tie: Most Money wins.

## Action Phase

Clockwise from the starting player once a round, each player may perform up to 2 actions in any combination.

### Complete Work 2\*

Play Profession card from hand.  must at least equal this round's minimum.

- May be played with a Bonus card(s). Discard the played Bonus card from game.
- Mark  on track with your Pawn. Mark higher  if completed 2 Works.
- Earn 100 Florin per . Convert any of these now to Prestige Points () for 200 per .


### Build Building 2\*

**Cost:** 700, 300, or 0, depending on Builders. Place on your Player board. Earn 3 .

- May build each Building once in each Principality.
- May not move or demolish a Building.
- Edge can't be adjacent to Palazzo or other Building until have 2nd Builder.

### Bonus card 2\*

**Cost:** 300; Draw 5, put 1 in your hand, put the other 4 under the deck.

Play later from your hand when Completing a Work to increase its .

### Profession card 1\*

**Cost:** 300; Draw 5, put 1 in your hand, put the other 4 under the deck.

### Freedom 1\*

**Cost:** 300; Choose any 1 available and put it on your Player board.

\* Is the number of times the action may be performed.