

THE PALACES OF CARRARA



Setup

- **Main Boards:** Place the **game board** and **objectives board** in the middle of the table
- **Player Board / Screen:** Each player takes a **player board** and **screen** in a color
 - Basic: Tree Side, Advanced: Building Category Side
- **Scoring Markers:** Each player takes **scoring markers**
 - **1 scoring marker** is placed on the **scoring track** (0 space) and the **rest** are placed in the **player area**
- **Coins:** Each player takes **20 coins**
- **Blocks:** 42 Total (7 in each color); Each player starts with **1 block**; Player order: clockwise
 - Blocks: 1P => 1P token + black, 2P => blue, 3P => green, 4P => red
- **Wheel:** Place **1 block per color for Section I** on the wheel (6 total)
- **Building Tiles:** Shuffle **30 tiles** (20 City: Orange, 10 Land: Green); Place **9 on game board** (face up)
- **Objects:** Sort **objects** by type; Place **1 of each type in object area** (top left of board);
- **General Supplies:** Place **remaining blocks in bag**; Form **draw piles** with **remaining tiles and objects**
 - Building tiles are placed face down; objects are sorted by type
- **Point Markers:** Place **point markers** next to the main board to form a general supply
- **Objective Cards:** Place **objectives cards** on objectives board (Basic: 3 cards with #1 upper left)
 - Advanced: 4 cards with #2 upper left (first game)
 - Advanced: Shuffle cards together and fill 4 slots with a card of the matching type (after first game)
 - Go through deck and place **first card with matching color** in respective slot on objective board
 - Advanced: Use Bonus Card (green)
- Advanced: Upgrade Tiles: Place **8 upgrade tiles** next to the game board
- Advanced: Expensive Buildings (Cost 8): Place **6 buildings** (Cost: 8) next to the game board

Game End

The game ends in 1 of 2 ways

1. **Last building** (30th) from game board is **built** OR
2. **3 objectives are completed** by a player AND **player announces the end of game**
 - 3 Objective Cards: Top (brown), Object (purple), and Building (gray)
 - Objective cards are minimum requirement
 - **Player that announces end of game gains 5 VPs**
 - Finish current round until everyone has the same number of turns

Final Scoring

- **Score Points:**
 - Object card (purple)
 - Building card (gray)
 - Coins; 5 coins = 1 VP (unless objective card where 2 coins = 1 VP in play)
 - Advanced: Extra objects (not counted by purple card) = 1 VP
- **Winner: Most VPs;** Tie? Player with most blocks

Actions: Each player takes 1 of 3 actions below; play continues clockwise

1. **Buy Blocks** (Cost = Wheel section border; Example: Section I (for 1 block): White = \$6, Yellow = \$5, ...)
 - A. **Rotate wheel** clockwise one section
 - Advanced: **Optional** wheel rotation; Don't add any new blocks; Skip to step 3 (buy)
 - B. **Add New blocks:** Draw **random blocks** and place them in **Section I** until **11 total blocks on wheel**
 - C. **Buy blocks** from one section; If **color not shown, blocks of that color are free in that section**
 - You **must take / buy at least one block** (free block counts) if you can
 - **Can't take block?** Player proves no coins (moves screen); **2 coins from bank**
 - **Bag empty? No blocks added; Bag + Wheel empty? Take different action**
 - **Can't take different action?** Player proves it; **2 coins from bank**
2. **Build Buildings** (Cost = Pay with blocks)
 - 1) **Take 1 of 9 available buildings** from main board (Example: Castello)
 - 6 building types; Each type 1-5; (Example: Villa 1-5, Porta 1-5, ...)
 - City buildings (orange) = 4 types, 20 tiles; Land buildings (green) = 2 types, 10 tiles
 - **Advanced: Purchase Expensive Buildings (Cost: 8) from supply next to board**
 - When purchased, take **upgrade tile** for city or building category
 - 2) **Build the building in one of the cities on player board** (Example: Pisa)
 - Build above cities (upper part of player board)
 - **Advanced: Improve Building; Replace building** with a higher cost building and **pay difference**
 - Block requirements must still be followed; Type can be same or different
 - 3) **Pay cost** (upper right of tile) **with any combination of accepted blocks for city**
 - Each city features accepted blocks. Only those colors can be used to build in that city.
 - Return blocks to bag
 - 4) **Refill the building on the main board** with one off the draw pile
3. **Score** (Gain VPs, Coins, and / or Objects); 6 markers = Player can only score 6 times per game
 - 1) Score by **Type, City, or Advanced: Building Category**
 - A. **Type** (Example: Palazzo, Porta, ...)
 1. **Choose building type.** Player **must have built at least one of the type.**
 - Player can **only score a type once per game**
 2. **Determine VP and / or Coins (Building Cost x City Value)**
 - For **each scoring building**, take associated **object** on tile
 - **1 object per tile**; No object type? Player goes without object
 - **Mark type with scoring marker**; Each type **only once per game**
 3. **Award VPs, Coins, and / or Objects earned**
 - B. **City** (Example: Luca, Pisa, ...)
 1. **Choose city**
 - **Player must have built # of buildings under city** (2 or 3)
 - **City can't already be scored**; It can't have a player marker
 2. **Determine VP and / or Coins (Add All Buildings In City x City Value)**
 - For **each scoring building**, take associated **object** on tile
 - **1 object per tile**; No object type? Player goes without object
 - **Mark city with scoring marker**; Each city **only once per game**
 3. **Award VPs, Coins, and / or Objects earned**
 - C. **Advanced: Building Category (City or Land)**
 - **City: Add total cost of all city buildings = Coins earned**
 - **Land: Add total cost of all land buildings = VPs earned**
 - **No objects collected; Place marker after use; Once per game**

Additional Purchase (after action)

- After any action, player may **buy object on the main board for 10 coins**,
 - 1 object per type per game for this purchase