

Lucca Città™

by Alessandro Zucchini

A game for 3-5 players, age 8 and up

Italy, 1628: The wealthy families from the city of Lucca compete to build the most fabulous palaces while contributing to the reinforcement of the City Walls. But only the most successful family will be included in the "Gold Book" of the Republic, and could earn a place in the government of the City of Lucca!

CONTENTS

- Play deck:
-96 Palace cards in six colors

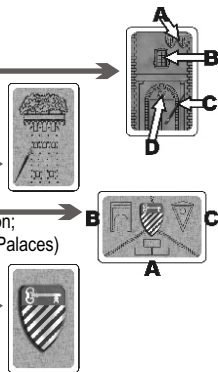
(A: Support Shields; B: Windows;
C: Color; D: Street Number)

-4 Towers

- 5 Quarters
(sides: A-Palaces Under Construction;
B - Completed Palaces; C - Opened Palaces)

- 5 Coat of Arms cards

- These rules.



OBJECT OF THE GAME

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

PREPARATION

Choose a color and take the Coat of Arms and the Quarter of your family. Put your Coat of Arms aside, and place your Quarter in front of you. Play your cards on the table around your Quarter, along the sides matching the spaces for: "Palaces Under Construction", "Completed Palaces", and "Opened Palaces". Put aside the four Towers for the moment. Shuffle the play deck and deal four cards to each player.

Place a number of random "triplets" (i.e., groups of three cards) equal to the **number of players plus 1** face up in the middle of the table. *Example: if there are 4 players, place 5 triplets on the table.*

Look at the 4 cards that were dealt to you. Choose 2 of these cards to play face down in the *Palaces Under Construction* section of your Quarter. Discard the other two cards face down. Once all players have chosen their cards, they are all turned face up.

Palace cards of the same color must always be played as a single stack! Place the newer cards on top so that the **only street number** that can be seen is on the **last card added to the stack** this is the street number for that palace (but make sure that all the shields and windows are still visible!).

Take the discarded cards and the four Towers and add them to the deck. Reshuffle these cards and place the deck face down in easy reach. You will need a pencil and paper to keep track of each player's score and the number of game turns played.

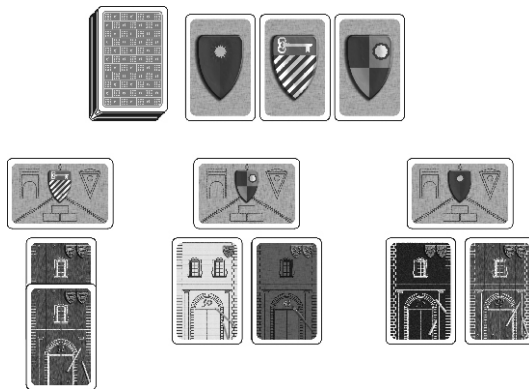
THE GAME

Determine order of play

Each player counts the total number of **support shields** on all cards in his *Palaces Under Construction* area.

The players' Coat of Arms cards are then set near the deck in a row. The

order is based on each player's total number of support shields. If there is a tie for number of shields, then the tied player with the **highest showing street number** showing on **any** palace (regardless of where it is) wins the tie.



Game Turns

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

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

Opening Palaces

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

If you have any **completed palaces**, you **may open** them by hosting a

party! You declare which palace(s) you want to open, and score Fame Points for them one at a time. You will score points for palace cards of the **same color** in the **other** players' Quarters:

- Each **palace card** in a *Palaces Under Construction* area awards you **1 point**;
- Each **completed palace** that has not yet been opened awards you **2 points** (the number of cards in the palace does not matter);
- Any **opened palaces** award you zero points.

Your opened palace is now moved to your *Opened Palaces* area and **cannot** be used for any more parties.

Example: Alex has a red palace and decides to host a party! Bruno has 2 red palace cards in his Palaces Under Construction area, and Charlie has 1. Daniel has a completed red palace that he has not opened yet. Alex scores 5 Fame Points: 2 (Bruno) + 1 (Charlie) + 2 (Daniel).

Playing a Triplet

Next you **must** choose 1 triplet from the table. Then you play these 3 cards in any order you choose. You have 5 options for each card you play:

1. Start a palace of a new **color**.

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

2. Add a card to a **palace under construction**.

You can add a palace card to a palace of the **same color**, always covering the bottom half of the card below it so only the top street number (on the card just played) is visible, as well as all Support Shields and Windows.

A palace is **completed** when it has:

- **3 cards**, in a 5-player game;
- **4 cards**, in a 4-player game;
- **5 cards**, in a 3-player game.

When you complete a palace, you score **Fame Points** equal to the total number of **windows** on its palace cards. Your completed palace is immediately moved to the *Completed Palaces* area of your Quarter. You may open your completed palace on a future turn.

3. Convert a card into a **City Wall**.

You can use these cards to build City Walls by placing any of them **face down** in your *Completed Palaces* area. The color of the card doesn't matter. You can even use a card that matches the color of a palace you already have in play.

Your city wall cards may earn you Fame Points at the end of the game.

4. Build a **Tower** (only if you have a Tower card)

To build one of the four Towers, play the Tower card face up in your *Completed Palaces* area.

Your towers may earn you Fame Points at the end of the game.

5. Discard the card.

After each player has completed a turn, the unused triplet is discarded. Place a new set of triplets in the middle of the table. Determine the new order of play, and begin the next turn.

END OF THE GAME AND VICTORY

The number of players determines the length of the game:

- **5 turns**, with 5 players;

- **6 turns**, with 4 players;

- **7 turns**, with 3 players.

After the last turn is complete, determine the order of play one last time. In order, each player has one last chance to score points:

- **Points for Unopened Palaces:** You must now open **any palaces** still in your *Completed Palaces* area.

- **Points for the City Walls:** Each City Wall and Tower card in your *Completed Palaces* area awards you **1 Fame Point for each opened palace you own**. But you may only take these points if you have enough **Support Shields** in your *Palaces Under Construction* area! Support Shields in your completed or opened palaces **do not count!** You must have **2 Support Shields** for **each** City Wall card. If you do not have enough Support Shields to support **all of your City Wall cards**, you receive no points for your City Wall and Tower cards!

Tower cards do not require any Support Shields, but you only earn points for Towers if all of your City Wall cards are supported.

Example: Ross has 4 City Walls with 1 Tower and 3 completed palaces. He needs 8 Support Shields in his Palaces Under Construction area. If he can muster enough shields, he will earn 15 Fame Points: [4 (walls) + 1 (tower)] x 3 points each.

- **Points for Street Number:** Lastly each player looks at all of his palaces still in the *Palaces Under Construction* area of his Quarter. If you are the player who has the **lowest visible street number**, you must give 3 of your Fame Points to the player who has the **highest visible street number** on any opened palace! If you also have the highest visible street number, you keep the 3 Fame Points.

The player with the highest total score is the winner! In case of a tie, the player with the highest visible street number (anywhere) is the winner.

Lucca Città

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I-06131 - Perugia - Italy

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Thanks to Carlo A. Rossi, Claudio Testi, 'Benni', Roberto Zanaso, Stefano Torri; to the Jury of the "Gioco Inedito" contest by Lucca Comics and Games, Luigi Ferrini, chairman, Daniele Boschi, coordinator, to the playing groups and to all other players for their precious suggestions.

"**Lucca Città**" is the winner of the "**Gioco Inedito**" award 2004, organized by **Lucca Comics & Games** - international exhibition of comic books, animation movies, illustrations and games - and **daVinci Games**. "**Gioco Inedito**" is a competition for non-professional games designers; besides the award, it offers the publication of the game, edited by **Lucca Comics & Games** and **daVinci Games**. The 2004 edition theme was "**City and Walls**", and "**Lucca Città**" emerged as the winner. "**Lucca Città**" has been realised with the contribution of the Lucca municipality.

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Talking about Lucca



Lucca, with the magnificent city walls which surround it and protect it all at the same time, is an evocative place to walk between trees and grassy bulwarks. Lucca and the peaceful river that flows nearby offers an unforgettable journey. Lucca's great artists and immortal composers, its noble families and merchant tradition, flourished in a distant time that will never be forgotten. Its monuments and squares, fountains and museums, its traditions, from the procession of "Santa Croce" to the Santa Zita flower market, makes it a center for cultural events from comics to games, from music to theatre. This widely attractive and interesting city offers a quiet historical center where you can rest to restore your mind, body, and spirit, surrounded by unmatched history and culture.