FLORENZA

A GAME BY DANILO FESTA BASED ON THE WORK OF STEFANO GROPPI

dice game

IMPORTANT NOTE: In this game you will find some Italian terms. Actually, it's not modern Italian, but it's the language spoken in Florence during the Renaissance. However, all of them are just flavor text and are totally unnecessary to play.

GAME OVERVIEW

In the shoes of the greatest families in Florence during the Renaissance, you must manage the Resources, Fiorini (money), and other bonuses gained from the dice to create the most magnificent District through Buildings and Artworks. The **Florenza Dice Game** is a *roll and write* game which will allow you to experience a complex Resource Management game in about one hour!

GOAL OF THE GAME

Score the highest amount of **Prestige Points** at the end of the game.

GAME COMPONENTS

- 1 Dice board
- 1 block of player sheets with District (front) and Building tables (back)
- 6 dice in 6 colors (white, brown, grey, green, red, yellow)
- 4 pencils
- These rules

SET UP

1. Place the Dice board and the 6 dice in the center of the table.
2. Each player receives a pencil and 2 player sheets, one showing the District side and one the Building side. *It's possible to play with only one sheet and flip it when needed, but we recommend using 2 of them and then use them again on the opposite side in the following game.*
3. If you wish, you can write a name and draw an emblem for your Family in the appropriate space on your District sheet.

HOW TO USE YOUR DISTRICT SHEET

Before we can explain the game rules in detail, it's necessary to familiarize yourself with the District sheet, where you'll have to note all your achievements.
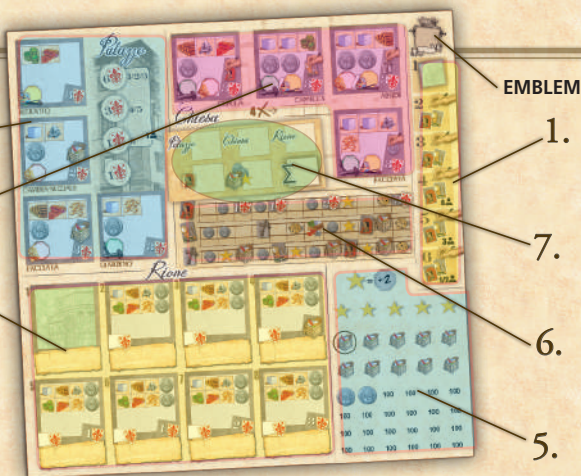
On each District sheet, you can find the following areas:

1. **Rounds:** Circle the space corresponding to the current round to keep track. With 4 players you will play 4 rounds, with 3 players you will play 5, and with 1 or 2 players you will play 6.
2. **Palazzo (Palace)**: You can complete up to 4 Artworks in this area, each of which requires a specific set of Resources, Fiorini, and 1 type of Artist. Each time you allocate a Resource or 100 Fiorini here, mark the corresponding icon with an "X." Each time you hire an Artist, write the number of Prestige Points in the corresponding space (see page 5).
3. **Chiesa (Church):** This area works like the Palace, but here you can choose between 2 types of Artist for each project (you still only need 1 of them for each project).
4. **Rione (District):** In this area you can build up to 7 Buildings after you receive the first one for free at the beginning of round 1 (see page 2). Each time you allocate a Resource or 100 Fiorini here, mark the corresponding icon with an "X."

5. **Supply:** This represents your supply of Spare Resources ("wilds"—see page 7), Fiorini, and Masterpiece stars, which you can use whenever you want. Each time you obtain one of these, circle its icon. Later on, you can spend them by cancelling the icon with an "X" and allocating it to your Palazzo, Chiesa, or Rione. At the beginning of the game, you start with 1 Spare Resource and 200 Fiorini. You can use these at any time during your turn, as **Active** or **Non-Active Player**.

6. **Captain of the People, Bishop, and Preacher (Personality) Tracks:** Each time you gain an advancement on one of these tracks, mark the next unmarked space from the left with an "X." You **immediately** gain any bonus shown on that space. If a track is already complete and you gain more advancements for it, you get 100 Fiorini in your Supply for each space beyond the last one instead (circle it in your Supply).

7. **Scoring Track:** Here you'll note your Prestige Points at the end of the game.

PLAYING THE GAME

The game is played in rounds, each divided into the following phases:

1. Income
2. Determine Captain of the People and Bishop (starting in the second round)
3. Player Turns

PHASE 1: INCOME

1. Your income for the first round is a free Building. Each player rolls 1 die at the same time and writes the name, number, and effect of the Building that matches their result (1-6) in the 1 space of their Rione, as shown in the picture above.

2. The player who rolled the lowest result will be the First Player and must circle the Family Emblem in the top right corner of their District sheet to help remember this. They will be the first Active Player in each round of the game.

If more than one player rolled the lowest number, randomly choose the First Player among them. In any case, they all will start with the same Building.

3. Starting in the second round, each player collects the income given by the completed Artworks in their Chiesa: Circle 100 Fiorini in your Supply for the income from your Facciata and/or mark an X on the first empty space of the matching Personality Track for the others.

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Example: John has completed the Cupola and the Facciata in his Chiesa. He gets 100 Fiorini, which he circles in his Supply, and 1 space on the Captain of the People Track, which he marks with an X.
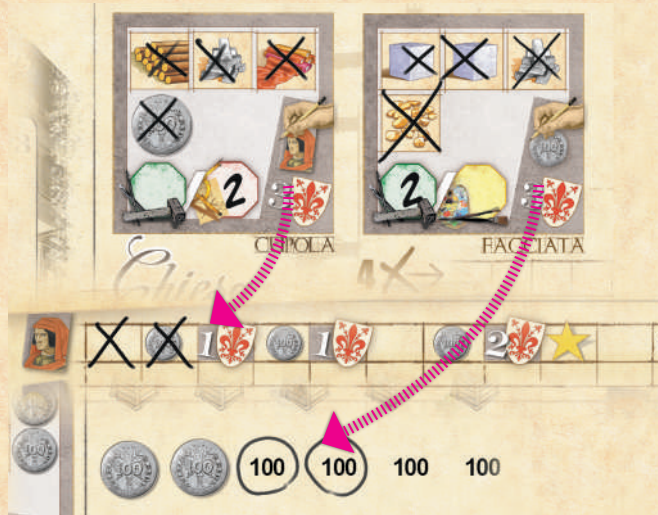
PHASE 2: DETERMINE CAPTAIN OF THE PEOPLE AND BISHOP

1. Compare the Captain of the People Tracks of all the players. The one who has marked the most spaces will be the Captain for this round. In case of tie, nobody is the Captain.

   The Captain of the People immediately receives 1 Resource of their choice, which they must use right away by marking the corresponding icon on their Artwork or Building.

   IMPORTANT: The Captain CANNOT choose to circle a Spare Resource in their Supply.

2. Compare the Bishop Tracks of all the players. The one who has marked the most spaces will be the Bishop for this Round. In case of a tie, nobody is the Bishop.
For all of the current round, the Bishop can choose **any** die as a Non-Active Player (see Phase 3.4).

PHASE 3: PLAYER TURNS

1. The First Player always starts as the Active Player in each round.

2. The Active Player rolls all 6 dice and places them on the **UNUSED** spaces of the corresponding colors on the Dice board.

3. The Active Player chooses 3 dice and immediately uses them, then moves them to the **USED** spaces of the corresponding colors (without changing their values).

4. Each of the other players (called Non-Active Players), uses 1 **UNUSED** die of their choice. In this step, dice are not moved or rolled and it's possible that multiple Non-Active Players use the same die.

IMPORTANT: In this step, the Bishop can choose any die, USED or UNUSED.

PLAYING HINT: For your first few games, we recommend that Non-Active Players take their turns going clockwise, not at the same time, so everyone can check that everything is applied without errors.

5. After all players use their die, the player to the left of the Active Player becomes the new Active Player and repeats the phase starting from Step 2. If the player to their left is the First Player, the round ends and a new one begins. If the current round was the last one, the game ends and players must add up their scores (see "The End of the Game" on page 6).

HOW TO USE THE DICE

Each die can be used in 3 ways. Each time you use a die you must choose only 1 of them:

1. **Obtain Resources:**
   You immediately gain 1 or 2 Resources, according to the value of the die, as shown on the Dice Board.
   Mark the corresponding icons with an "X." These Resources can be used in 1 or 2 Artworks or Buildings of your choice.

2. **Recruit a Personality:**
   a. If the die is white, brown, or grey, immediately mark 1 or 2 spaces on the corresponding Personality Track, according to the value of the die.
   b. If the die is red, green, or yellow, immediately hire 1 Artist of the corresponding type and pay them 100 or 200 Fiorini according to the value of the die (see "Completing an Artwork," step 2, page 5).

3. **Obtain 200 Fiorini:**
   Any die can be used to obtain 200 Fiorini. Circle them in your Supply.

BUILDING A DISTRICT BUILDING

Any of the Buildings on the table can be built by using the Resources and Fiorini shown in your Rione spaces, following these rules:

1. Each Building requires a specific combination of Resources and Fiorini to be built, as shown on the Building table. You are allowed to take notes and mark Resources on your Building table, if you like, but to build a Building you must mark them **on your District sheet.** Everything you write or mark on the Building table is only considered to be notes, and is not valid in any way in the game.

2. Once you have marked all of the required Resources and Fiorini for your Building, write the number and name of the Building below it. Write in its effect and the Prestige Points as shown in the example.

Example: John obtained 2 Spice Resources from the green die. He places one of them in his Rione space n. 3, where there is a Wood already, and one in his Ritratto, then he marks off 100 Fiorini from his Supply and also places them in his Rione space 3. Now, he has everything he needs to build a Carpentiere. He writes in the number, name, effect, and Prestige Points.

3. The effect of your new Building is usable immediately.
4. You may not build more than 1 Building of each type (but every player may build one of each type).
5. You must build your Buildings in order, from space 2 to 8. You may allocate Resources to later spaces but you cannot complete them if you have incomplete spaces with a lower number, even if those with a higher number already have all the required Resources and Fiorini.

Example: Ringo obtained 2 Wood Resources and places one of them in his space n. 2 and the other in his space n. 3. He would already have everything he needs to build a Taverna (Building n. 16), but he can't build it yet because he hasn't completed the Cambiavalute (Building n. 17) he wanted to build in space 2 and and he doesn't have the 200 Fiorini required to complete it in his supply.

6. It's possible to complete a Building using more Resources or Fiorini than those required on the Building table. Leftover Resources are lost.

Example: Ringo decides to cross off the Spare Resource he has in his Supply to allocate a Metal to his space 2 to complete a Taverna there. But, he loses the Textile Resource.

7. The Spare Resource obtained by completing a Building in your Rione space n. 4 is available immediately. Circle it in your supply.

IMPORTANT: The construction of a Building is not tied to the use of the dice. You can build at any time, as long as you have the required Resources and/or Fiorini. For example, you can decide to use Spare Resources and Fiorini from your supply to construct a Building and immediately apply its effects to the first die you choose to use.

COMPLETING AN ARTWORK

There are 8 Artworks on your District sheet: 4 in the Palazzo and 4 in the Chiesa. To complete them, follow these steps:

1. Each Artwork requires specific Resources and 100 or 200 Fiorini. You can allocate them in any order, marking the corresponding icons.
2. **After** all the requirements have been satisfied, you can hire an Artist to complete the Artwork. To do so, use an appropriate die and pay 100 or 200 Fiorini, according to the value on the die (see "How to Use the Dice," part 2, page 3). If you hire an Anonymous Artist by using a Casa (Building n. 13), you don't have to pay anything. Artworks in the Chiesa allow you to choose between 2 Artist types, but only 1 Artist is required.
3. Calculate the Prestige Points given by the Artist, as follows:
   a. Paid Artists add 2 Prestige Points to the Artwork. Anonymous Artists add 1.
   b. If you have a Masterpiece star in your Supply, you can spend it by marking it with an "X:" the Artist realized his Masterpiece! Add 2 Prestige Points to his score.
   c. If you have a Zecca (Building n. 20), each Masterpiece star adds 3 points instead of 2.

Write the total number of Prestige Points in the Artist's space.

Example: George is the Active Player. He rolls the dice and takes the white, green, and yellow ones. With the white die, he obtains 2 Marble Resources that he places in the Facciata of his Chiesa. With the yellow die, he obtains 2 Gold Resources. He places 1 of them in the Facciata also, and the other one in the Giardino of his Palazzo. Now, he only needs 1 Metal Resource for the Facciata of his Chiesa. He spends 1 Spare Resource from his Supply for it. Finally, with the green die, he hires a Sculptor by spending 100 Fiorini from his Supply, and he writes 2 Prestige Points in the Artist's space.

Example: Paul is one of the Non-Active Players, and he also would like to complete his Chiesa's Facciata, but both the green die, corresponding to the Sculptor, and the yellow one, corresponding to the Painter, have been used by George. However, he has a Casa, so he uses the brown die to hire an Anonymous Artist for free. He would normally gain 1 Prestige Point, but he has a Masterpiece star available, so he marks it off and writes 3. If he had a Zecca also, he would have written 4.

EFFECTS OF COMPLETING AN ARTWORK

To indicate that you have completed an Artwork, circle the Prestige Points and its effects (if any), written in the bottom right corner.

1. The Camera Nuziale and Facciata in your Palazzo each give you a Spare Resource. Circle it in your Supply when you complete one.
2. Artworks in your Chiesa grant you an Income which you obtain **immediately when you complete it, and then also during the Income phase of the following Rounds.**
3. The first player who completes all 4 Artworks in their Palazzo gets 6 Bonus Points. The second one gets 3 Points, and the third and fourth each get 1. Mark the space corresponding to your Bonus Points with an "X."

DESIGNER NOTE: THIS RULE MAY SEEM TO ADVANTAGE THE FIRST PLAYER, BUT OUR TESTS SHOWED US THAT THE OTHER PLAYERS HAVE ADVANTAGES IN OTHER ASPECTS OF THE GAME, THAT, IN THE END, ARE WELL BALANCED.

IMPORTANT: If more than one player completes their Palazzo during the same Turn (i.e., before the Active Player changes), they are considered to complete them at the same time. All the tied players gain the full number of Bonus Points. If they tied for first, they both mark 6 and the next player will mark 1. If they tied for second, they both mark 3.

4. If you complete all 4 Artworks in your Chiesa, you immediately advance 4 spaces on **any one** Personality Track of your choice.

THE END OF THE GAME

The game ends at the end of the last round, according to the number of players.

Add up your score on your District Sheet as follows:

1. All the Prestige Points for the Artworks in your Palazzo and the Artists who realized them, including any Bonus Points if you completed it.
2. All the Prestige Points for the Artworks in your Chiesa and the Artists who realized them.
3. All the Prestige Points given by your Buildings, including the bonuses if you built in spaces 5 to 8.
4. The total of all the Prestige Points marked on your Captain of the People Track (if complete, the total is 7).
5. 1 Point for each unused Masterpiece star in your Supply.
6. 1 Point for each unused Spare Resource in your Supply.
7. 1 Point for every 200 unused Fiorini in your Supply.

The player with the highest score is the winner! In case of a tie, the tied player who completed the most projects, counting Artworks and Buildings, is the winner. In case of a further tie, the players share the victory.

DISTRICT BUILDING EFFECTS

NOTE: All of the effects that show (1X) can be used once per turn, i.e., every time the Active Player changes.

- **1-6:** You can use the corresponding die as if it had another value of your choice (the actual value doesn't change for the other players).
- **7-12:** When you use the corresponding die to obtain Resources, you can trade one of them for another Resource of your choice.
- **13: (1X)** You can use any die to hire an Anonymous Artist for free. He adds 1 Prestige Point to the Artwork.
- **14: (1X)** You can use any die to obtain 2 identical Resources of your choice.
- **15: (1X)** You can use any die to advance 2 spaces on the Personality Track of your choice.
- **16: (1X)** You can use any die to obtain 300 Fiorini (instead of 200).
- **17: (1X)** When you obtain a Resource, you may instead choose to obtain 200 Fiorini. Circle them in your Supply.
- **18: (1X)** You can hire an Artist for 100 less Fiorini.
- **19:** You immediately gain 2 Spare Resources. Circle them in your Supply. Usable only once.
- **20:** Each time you realize a Masterpiece, add 3 Prestige Points instead of 2.
- **21:** You can hire an Artist of a different type than the one given by the die you chose.
- **22-25:** No effect.

EFFECTS ON THE TRACKS

FIORINI: Gain 100 Fiorini. Circle them in your Supply.

POINTS: You gain the indicated Prestige Points at the end of the game (all the values are added together—if you complete the Track, you'll score 7 points in total).

STAR: You gain 1 Masterpiece star. Circle it in your Supply. You can use it to realize a Masterpiece.

BOX: You gain 1 Spare Resource. Circle it in your Supply. Once you have it, you can cross it off to allocate 1 Resource of your choice in any Artwork or Building.

DIE: You immediately use one of the 6 dice currently on the Dice board, of your choice (even one you already used this turn).

CROSS: You advance 1 space on the Preacher Track.

CAPTAIN: You advance 1 space on the Captain of the People Track.

BISHOP: You advance 1 space on the Bishop Track.

RESOURCES: You immediately gain 1 Resource of your choice. Place it where you want on an Artwork or a Building. You cannot circle a Spare Resource instead.

RULES FOR SOLITAIRE PLAY

A solitaire game lasts 6 rounds. In each round, you must play once as Active Player and then as Non-Active Player, as in a normal 2-player game. The goal of the game is to obtain the highest possible score.

To determine which dice are available when you are the Non-Active Player and to determine if you are Captain of the People or the Bishop, you must use a "Ghost" player, Pope Sisto IV, as explained below:

GHOST DICE SELECTION

At the end of your turn as the Active Player, roll the dice again and place them on the Dice board as usual, then select the dice taken by the Ghost player using the values rolled, always starting from the white die:

1. The first die the Ghost chooses is the one indicated by the value on the white die, starting with the next die (i.e., the brown one).

Example: The white die shows the 1 face, so the Ghost chooses the first die after white—the brown one.

2. The second die is selected by repeating the same procedure, counting from the first chosen die.

Example: The brown die shows the 2 face, so the Ghost chooses the second die after brown, the green one.
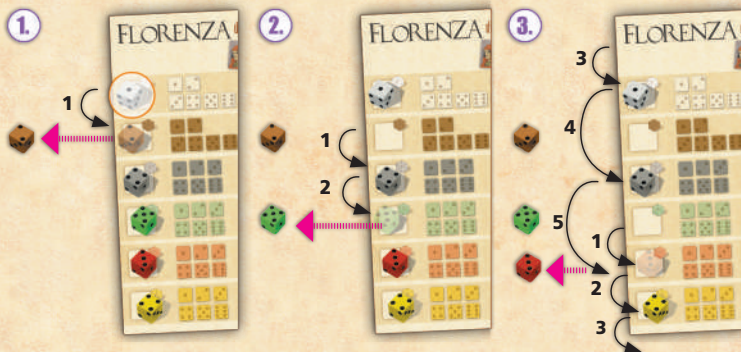
3. Repeat again to obtain the third die.

Example: The green die shows 5, so the Ghost chooses the fifth remaining die after green, which is the red one.

DETERMINE CAPTAIN OF THE PEOPLE AND BISHOP

Determine the roles following the normal rules. The Ghost player advances on the Personality Tracks in two ways:

1. When it is the Active Player, each time it selects the corresponding dice (white and brown), it advances 1 or 2 steps according to the value of the die.
2. When it is the Non-Active Player, if you did not choose the corresponding dice (white and brown), it advances 1 or 2 steps according to the value of the die.

IMPORTANT: Unlike the multiplayer game, the Ghost is not limited to choosing only one die as the Non-Active Player. If you don't choose either of the two dice, it will advance on both Tracks. You can mark the Ghost's advancement on the designated spaces under the tracks.

EXTRA POINTS FOR COMPLETING THE PALAZZO

You get 6 Bonus Points if you complete your Palazzo within the first 3 rounds. You get 3 Points if you complete it in the 4th or 5th round, and 1 Point if you complete it in the 6th.

THE SCORE OF POPE SISTO IV

The goal of the Solitaire game is to obtain the best score possible, but you can also compete with the Ghost opponent, Pope Sisto IV, as follows:

1. Easy Game: Pope Sisto IV scores 40 Prestige Points
2. Normal Game: Pope Sisto IV scores 50 Prestige Points
3. Hard Game: Pope Sisto IV scores 60 Prestige Points
4. Extreme Game: Pope Sisto IV scores 70 Prestige Points

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