

## Princes of Florence

<b>Players</b>	3 - 5	<b>Length</b>	90 min.
<b>Set-up</b>	<ul style="list-style-type: none"> <li>• Place the game board / scoring track on the table, money placed to the side.</li> <li>• Each player chooses a colour and takes the corresponding player board, marker, and figure which is placed at "0" on the scoring track.</li> <li>• Shuffle the 21 Profession cards, deal 4 face down to each player. Each player chooses 3 to keep as their starting hand, shuffle discards into the deck.</li> <li>• Each player takes 3500 Florin (2 @ 1000, 2 @ 500, 5 @ 100).</li> <li>• Sort the Landscapes, Jesters, Builders, Prestige and Recruiting cards, placing stacks on one side of the score board.</li> <li>• Sort the buildings, Freedoms (number of players minus one for each type), Profession and Bonus cards, placing stacks near the game board.</li> <li>• Place the round black marker on space "1" of the round/minimum WV table.</li> <li>• Starting player is the oldest player and takes the black starting player figure.</li> </ul>		
<b>Rules</b>	<p>Each of the 7 rounds has 2 phases:</p> <p><b>1. Auction Phase</b> – landscapes, Jesters, Builders, Prestige and Recruiting cards.</p> <ol style="list-style-type: none"> <li>1) Starting player chooses the first item for bid – bidding 200</li> <li>2) In clockwise order, each player must increase the bid by 100 Florin or pass</li> <li>3) Last bidding player pays bid, acquires item, and places marker on that stack.</li> <li>4) The starting player, or next available clockwise player, begins the next auction.</li> </ol> <ul style="list-style-type: none"> <li>• After all players have acquired objects or passed on putting an item up for auction, the Auction phase ends. All players take back their markers from the object stacks.</li> <li>• Each player may acquire, at most, 1 object each round.</li> <li>• From each stack, only 1 object may be auctioned each round.</li> </ul> <p>Prestige cards – draw top 5 cards, keep 1, return others to bottom of prestige deck.  Recruiting cards – use anytime, recruit another player's work, counts as profession.</p> <p><b>2. Action Phase</b> – Each player, in clockwise order, may execute two actions.</p> <ol style="list-style-type: none"> <li>1) Complete a Work – play one profession card and as many bonus cards, calculate Work Value, place marker on the fame track matching the WV points. <ul style="list-style-type: none"> <li>• 1 WV = 100 Florin or 2 WV = 1 PP</li> <li>• WV must meet or exceed the minimum WV shown in the round table.</li> </ul> </li> <li>2) Build a Building – immediately receive 3 PP, cannot be placed adjacent.</li> <li>3) Take a Profession card – draw top 5, keep 1, return others to bottom of the deck.</li> <li>4) Introduce a Freedom – buy and place in designated space on player board.</li> <li>5) Acquire a Bonus card – draw top 5, keep 1, return others to bottom of the deck.</li> </ol> <p><b>End of Round</b></p> <ul style="list-style-type: none"> <li>• Best work scores 3 PP - if tied, each receive full points - remove WV markers.</li> <li>• Starting player token moves clockwise, round counter advances, begin a new round.</li> </ul>		
<b>Game End</b>	<p>Game ends after the 7<sup>th</sup> rounds.  End scoring - each player scores any Prestige cards in hand</p>		
<b>Winner</b>	<p>Winner is the player which the most Prestige points.  Tie-breaker: the player with the most money.</p>		
<b>Notes</b>	<ul style="list-style-type: none"> <li>• Each player may only build 1 of each building.</li> <li>• Buildings and Landscapes placed in a Principality may not be moved or demolished.</li> <li>• may trade points for money anytime taking 100 Florin for each PP given up.</li> </ul>		