

PALAZZO

by Reiner Knizia

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Florence in the fifteenth century: the city is at a cultural and economic pinnacle. A conflict ensues between the most magnificent palazzos. Who will be the most successful client? Who will earn the most victory points? Who wins the game?

GOAL OF THE GAME

The players assume the roles of builders who are trying to build the most valuable palazzos. There are three possibilities for play: earning new money; buying or adding new building sections; or rebuilding palazzos, in order to make them more valuable – since the taller a palazzo, and the more windows and doors it displays, the more victory points it brings.

The players try to build the most valuable Palazzos (with the most windows)

At the end of the game, the winner is the one whose palazzos are worth the most victory points.

The winner is the player with the most victory points at the end of the game

GAME PARTS

- 55 Money cards (3x in values 3,4,5,6, and 7 in three different currencies; and 10x “2er Certificati”.)
- 1 Architect (wooden figure)
- 8 Building Sites with
 - 4 Quarries (rectangular)
 - 1 Warehouse (square)
- 48 Building Tiles
 - (3 complete Palazzos per color = consisting of 5 stories; with 1,2, and 3 windows per story as well as 1 tile (3rd story) with 1 window)
- 5 “Knight” Tiles (indicating the end of game)
- 1 “3er Certificato” (comparable to the “2er Certificati” above.)
- 4 Overview Cards (1 for each player, providing a summary of victory points.)

If you are reading these rules for the first time, we recommend ignoring the bold-faced text in the margin columns. This text is merely a quick reference to help you quickly reference a particular point in the rules later on.

PREPARE FOR PLAY

Place the **Warehouse** in the middle of the table. The four **Quarries** should be arranged around the Warehouse. The **Architect** is placed on any one of the four Quarries.

Prepare the game materials according to the picture
[see p2 of the rules]

Sort the 48 **Building Tiles** into stacks according to the Roman numeral on their back (I, II, III) and shuffle them *thoroughly*. Place them in three *face-down* piles nearby. Mix the five **Game-End Tiles** (“Knight”) into the III stack.

Turn up the top five tiles from the I stack and place one on each Quarry and one on the Warehouse. (*In the course of play, the I-stack tiles will be used, then the II-stack, and finally the III-stack. At some point the 5 “Game-End” Tiles will be turned up to end the game.*)

The **3er-Certificato** should be placed on the table nearby. The 55 **Money** cards should be *well* shuffled and placed as a *face-down* stack on the table.

Each player receives 4 cards from the Money stack as a starting hand kept secret from the other players. Each player should also take an **Overview Card** to provide information on victory points during the course of the game.

Each player receives four Money cards and an Overview Card

Prior to explaining the sequence of play, here is some important information.

The 48 Building Tiles

Building tiles: 3 different building materials, 1-3 windows, 5 floors

consist of three different types of building materials: Bricks, Sandstone and Marble; and show one to three windows or doors. (In these rules, we will say “windows”, and the reader should take this to include “doors” as well.) There are building tiles for five different stories, indicated by the number on the right edge of each tile – from ground floor (“1”) to roof (“5”). With these tiles players can build Palazzi, which score victory points at the end of the game. The more windows a Palazzo has, the better.

These are the rules for building tiles:

- 1) Building tiles can only be built in *ascending order*: for example, 1,2,3 but not 3,1,2.
- 2) No Palazzo can have duplicate tiles (for example - 2,4,4,5 is not permitted)
- 3) Materials can be mixed – for example, Brick-2, Marble-3, Sandstone-5. But Palazzos score more if of only 1 type of material.

Rules for building tiles:

- only ascending
- no duplication
- materials can be mixed

4) The number of windows can vary from story to story.
5) A building tile is normally built *on top of* another building tile. If you wish to “slide” a tile *under* one that is already built, you must choose the “Rebuild a Tile” action (*see p7*).

For example, if the 1st and 3rd stories have been built, a player can normally only build stories 4 or 5 on this palazzo. For the 2nd story the player can find a way around this by using the “rebuild” action.

6) Each player can build or extend as many Palazzi as desired.
However, note that a 1-story Palazzo counts –5 points at game end.

7) If a player buys or auctions building tiles, they must be built immediately. However, each tile acquired can be discarded by throwing it (face-down) back into the box (*a logical action toward the end of the game to avoid negative points*).

8) Already placed tiles can only be changed by choosing the “rebuild a tile” action (*see p7*).

- window count variable
- Normally *upon* another building tile (or “rebuild”)

- Each player may build as many Palazzos as desired.

- Each building tile must be immediately built (or discarded)

Example: [see picture on p3]

Anita has Palazzos A and B and has just acquired the tiles shown at right [see picture on p3].

Tile 1 cannot be built on Palazzo A (Rule 1: 1/3/2 is not permitted). She cannot build it directly by “sliding” it between the 1st and 3rd story – she would have to place it separately as a single tile, and could then later “rebuild” it onto Palazzo A.

[See picture on p3.]

For Palazzo B, Tile 1 cannot be used at all, since that would duplicate an existing 2nd story.

Tile 2 can be directly built onto Palazzo A, but by Rule 2 it cannot be built onto Palazzo B (duplicate stories). It could be added to Palazzo C (particularly if Tile 1 had already been placed there).

Tile 3 can be placed on Palazzo A, B or used to start Palazzo C. It would probably make the most sense on Palazzo B . . .

The 55 Money Cards

consist of three different currencies, distinguished by different coin pictures and different-colored backgrounds. Each currency set consists of three of the 3, 4, 5, 6, and 7 denominations. In addition there are 10 “2er-Certificati” that belong to no currency, and count as value 2 for any of the three currencies (i.e., as “Jokers”). When paying currency, a player must pay *at least* one card of a particular currency along with as many “Jokers” as desired. All cards played must be of the *same* currency.

Exception: Exactly three cards of the *same* value and *different* currencies count as a Joker and count as value 15 (regardless of their actual values). This includes “2er-Certificati”. However, these three cards *must* be played simultaneously as a group to score this value. These can be played in conjunction with other groups of three, or with cards of the chosen currency.

3 Currencies with 3x of each of 3, 4, 5, 6, 7 denominations

10 2er-Certificati (= 2er-Joker)

When paying, a player must pay at least one card of a given currency and as many “Jokers” as desired. All cards must be of the same currency.

3 simultaneously played cards with the same value from the three currencies count as value 15 (including 3 “2er-Certificati”).

[pictured examples;
the last one is not permitted!]

SEQUENCE OF PLAY

The youngest player begins, with play proceeding clockwise. A player must choose one of the following actions:

- Take money
- Build or auction building tiles
- Rebuild a building tile

In a turn, a player can

- Take money
- Build or auction building tiles
- Rebuild a tile

Taking Money

A player choosing this action turns over one more card than the number of players from the Money deck and chooses *two* and places them in his hand. (*For example, in a 3-player game 4 cards are revealed.*) Then, in clockwise order, each other player takes one of the remaining ones. This completes the turn.

Money

The current player turns over one more card than the number of players; he chooses 2 of the revealed cards, and each other player chooses 1

Notes:

- *If the Money deck is exhausted, all discarded Money cards are shuffled to create a new draw deck.*

- *There is no limit to the number of cards a player can hold.*
- *If there are insufficient cards for all players to receive cards, the player must choose a different action.*

Buy or Auction Building Tiles

If the player chooses this action, he chooses the top two building tiles from the current tile stack. He places the first one *face up* on the Warehouse, the second one *face up* on one of the Quarries. This is determined by the number of windows on the tile. Begin counting with the Quarry where the Architect currently stands; for each window count clockwise one Quarry and place it on the one so indicated. After doing so, the player chooses to either a) *buy* tiles or b) *auction* tiles. *He must choose one of these actions!*

a) Buying tiles

The player can only buy tiles from the Warehouse. Tiles on Quarries can only be auctioned. If buying, he *must* buy at least 1 and no more than 2 tiles from the Warehouse. The cost for each tile is:

10 – the number of tiles in the Warehouse at the beginning of a turn

Note: When buying 2 tiles, do not calculate the price on a per-tile basis; instead, the two tiles will be paid for *together* – that is, the player must pay the *total* cost for the tiles with money cards of a single currency and/or Jokers. He may pay with more than the total cost, but note that no change is given (see example at right).

After buying, the player's turn is over.

b) Auctioning tiles

The player moves the Architect *clockwise* to the nearest Quarry that has at least one tile on it. All tiles on this Quarry are offered on auction. The current player takes the “3er-Certificato” and places it in front of him to indicate that he will begin the auction.

Buy or Auction Building Tiles

2 tiles are revealed: the first one is placed in the Warehouse, the second on the specified Quarry.

A tile with 1 window would be placed on Quarry “1”; one with 2 windows on Quarry “2”; one with 3 windows on Quarry “3”. [see picture on p5]

Buying:

1 or 2 tiles from Warehouse

10 – (number of tiles)

Example: *Each of the tiles costs $10 - 4 = 6$. The player buys 2 tiles and pays 15 instead of the required 12 (he has no better choice).*

Auction:

First place the Architect on the nearest occupied Quarry going clockwise.

This is the first bid for the tiles. The auction then proceeds clockwise in multiple rounds. Each player must offer an amount higher than the previous bidder or drop out. If bidding comes back to a player who has already bid, he can only *increase* a bid already placed on the table by adding allowable cards to those already on the table. However, he may *not* remove cards already played. He may also pass, in which case he is out of the bidding and takes all of his cards back in his hand.

Example: *Monika is the auctioneer. First she bids with the 3er-Certificato. She presently has the 8 cards depicted at right. When it is next her turn to bid, the current high bid is 15. Monika plays the three '4's to accompany her 3er-Certificato, for a total of 18. One round later, the high bid is at 24. She has two choices: play her three 2er-Certificati for 15 more ($18+15=33$); or the gray-green 6 and one Certificato ($18+6+2=26$), holding back the other two Certificati for the next auction. She decides on the second course. The high bid reaches 31. Monika cannot reach this total, because she cannot play the brown 5, and her two remaining Certificati are only worth 4 point total (they don't count as a group of 3, as they were not played all at the same time!) Monika passes, taking all of her cards back into her hand and placing the 3er-Certificato aside.*

The auction ends when all but one player passes. The winner of the auction pays the cards he played out, placing them in the discard pile. He then takes all of the auctioned tiles from the Quarry and builds them according to the building rules above.

The "3er-Certificato" is placed aside again.

Exception: When 4 or more tiles are on a given Quarry, they are *not* auctioned. In this case the following procedure applies: the current player takes a tile of his choice and builds it, then each player clockwise in turn takes a tile and builds it. If tiles remain, these are turned face-down and returned to the box (*where they are out of the game; they cannot be subsequently examined.*)

The "3er-Certificato" works just like a "2er-Certificato"; that is, it does not belong to any of the currencies. The current player may add cards of any currency (according to the rules!) when it is next his turn to bid.

The auctioneer bids the 3er-Certificato first, and the bidding moves clockwise from there with each player bidding higher or passing.

The winner pays the offered amount, takes all building tiles and builds them.

Exception:

If there are 4 or more tiles on a Quarry, there is no auction – the players each build one tile, with the rest being discarded.

Rebuild a Tile

If the player chooses this action, he may rebuild *one* of his currently built tiles. This costs *one* Money card of his choice, placed in the discard pile. If he has no money, he may not choose this action.

There are three possible choices for rebuilding:

- A *single* tile from one of his Palazzos (from *any* story) can be removed and placed in front of him;
- A *single* tile in front of him can be built onto an existing Palazzo (even *between* two existing stories);
- A *single* tile in front of him can be discarded from the game.

(To clarify: No tile can be removed from a Palazzo and directly added to another Palazzo or removed from the game; this requires another Rebuild action!)

END OF THE GAME

The III building tile stack includes five tiles that indicate the end of the game. If a player chooses the second action (Buy or Auction Building Tiles), he turns over two tiles and places the first one in the Warehouse and the second one of a particular Quarry; if the end of game tiles are drawn, they are *instead* placed beside the display. No replacement tiles are drawn for any such tiles drawn.

As soon as the fifth end of game tile is drawn, the game ends *immediately*; no further purchase or auction takes place.

Advice: Even if there are no building tiles available on any of the Quarries – a rare occurrence – he may still choose to execute the “auction tiles” action – in which case nothing further happens.

The players then calculate victory points for their Palazzi. The following scores apply: for a Palazzo . . .

- of one story: -5 VP
- of two stories: 0 VP
- of three stories: the total number of windows
- of four stories: the total number of windows + 3
- of five stories: the total number of windows + 6
-

(See examples on the next page)

Rebuild a Tile

A *single* tile can be built or removed (or discarded)

(These 5 tiles show the arrival of the army of the Emperor, which ends the contest for valuable Palazzi.)

The game ends when the fifth end of game tile is drawn.

Players calculate their victory points:

- **1 story: -5 VP**
- **2 stories: 0 VP**
- **3 stories: window count**
- **4 stories: window count + 3**
- **5 stories: window count +6**

In addition, players add points for “building material uniformity”. If a Palazzo is built completely from *one* building material, the following bonus points are added:

- 1 or 2 stories: +0 VP
- 3 or 4 stories: +3 VP
- 5 stories: +6 VP

A Palazzo built from a single material adds the following bonus:

- 1 or 2 stories: +0
- 3 or 4 stories: +3
- 5 stories: +6

The winner is the player with the most victory points. In case of a tie, the player with the highest value in hand of a single currency plus Jokers is the winner.

The player with the most victory points wins.

Example for certain Palazzi:

[from left to right]

-5 VP; 0 VP; 6 VP (3 windows); 13 VP (7 windows, +3 for 4 stories, +3 for single material); 17 VP (11 windows +6 for 5 stories); 20 VP (8 windows +6 for 5 stories +6 for single material); 8 VP (5 windows +3 for single material).

Tip: Rebuilding the single tile into the second Palazzo would bring a difference of 13 VP: +8 instead of -5 VP.

The author would like to thank all of the testers for their great interest in and their valuable recommendations for this game, in particular Dagmar & Ferdinand De Cassan, Martin Higham, Ross Inglis, Kevin Jacklin, Ralph Knoll, Belma Kusturica-Zrno, Martina & Peter Novak, Alexandra Siegel, Christoph Vavru and Valentin Zrno.

The publisher also thanks all of its own testers, including Christine & Peter Dürdöth, Karin & Wolfgang Geistanger, Dieter Habelitz, Markus Huber, Sybille & Michael Jüthner, Miriam & Peter Linner, Dominik Wagner and the game groups in Grassau and Rosenheim.

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