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Game:	IL PRINCIPE	v1 Nov 2007
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Page 1:	Rules summary	
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For best results, print on card, laminate and trim to size.		

IL PRINCIPLE

Setup

Shuffle the Building cards and place them next to the board as the **Building deck**. Shuffle the City cards and place them next to the board as the **City deck**. Draw the first 4 cards and lay them face up: these are the *available cities* that can be built.

Place the **Role tiles** on the board on their corresponding colors: *Major Roles* on the top row and *Minor Roles* on the bottom row.

Each player chooses a **Family** and all the corresponding **Shield counters**, places their **Family card** in front of them, and puts a Shield counter at the 0 position on the **Score Track**.

Place the **Money** chips next to the board as the **Bank**. A player's **Money chips** are kept secret.

A random starting player receives the **Il Principe marker**. The player with this marker is **Il Principe**.

2 Players Remove all the Minor Role tiles, 7 Building cards for each color, and 5 random City cards (hidden). In Phase 1 each player gets 6 Money chips, draws 5 Building cards and plays 3 cards to be auctioned.

Game Turn

On the first turn no City cards may be built.

Phase 1

Starting with **Il Principe** and going clockwise, each player:

- gets **5 Money chips** from the Bank
- draws **4 Building cards**, adding them to their hand
- chooses any **2 Building cards** from their hand and places them face down on the table

Phase 2

Turn all Building cards just played face up, group them by color and place them below their color spaces on the board with the quantity visible.

Each group of cards is auctioned beginning with the color with the fewest cards (ties broken by color order left to right).

Start with the player left of **Il Principe** with bidding proceeding clockwise, each player bidding money chips or pass. Each bid must be higher than the previous one. If everyone passes that group is removed from the game.

The winner takes the cards, pays the Bank, takes the Il Principe marker and may build 1 City (see below).

This continues until all the card groups are auctioned. Players may win as many auctions as they wish.

Phase 3

Starting with **Il Principe** and going clockwise, each player has a single chance to:

- build a **City** or
- play **Building cards** from their hand

Build a City

Only available face up City cards may be built.

The player must:

- **play from his hand**, face up and grouped by color in front of him, **1 Building card for each Building icon** on the City card

- **pay the Bank** the cost indicated on the City card

- **collect the VPs** indicated on the City card

- **place 1 (small Cities) or 2 (medium and big Cities) Shield counters** on the map on Regions adjacent to the developed City. Shields may be split between Regions. If the player has no more counters none are placed.

Role Tile VPs: Each player *other than the city builder* gains VPs for each Role tile controlled matching the colors used to develop the City:

- **2 VPs** for each matching Major Role tile

- **1 VP** for each matching Minor Role tile

VPs may only be collected once for each color. The building player does not gain VPs from Role tiles.

The built City card is placed face up beside the building player and a new City card is then drawn and placed face up with the other available City cards.

Play Cards From the Hand

The player may play as many Building cards of one color as desired from his hand to the table in front of him, face up and grouped by color.

Phase 4

All controlled Role tiles are placed ack on their corresponding color spaces. **In color order, left to right, determine the new controller of each Major and Minor Role.**

Counting only face up Building cards in front of the players, assign Role tiles:

No Ties: The player with the majority of building cards of that color gets the Major Role. The player with the second majority of that color gets the Minor Role.

Ties for Majority: Two or more players with the majority of building cards of that color must auction the Major Role between them. The Minor Role tile remains on the board uncontrolled by anyone.

Ties for Second Majority: The player with the majority of building cards of that color gets the Major Role. Two or more players with the second majority of building cards of that color must auction the Minor Role between them.

Players may own several Role tiles during a turn.

Auctions follow the same rules as those in *Phase 2* except that only tied players are involved. Bidding starts with the player to the left of **Il Principe**; players may bid or pass; each bid must be higher than the last; winner pays the Bank, takes the **Il Principe** marker and Role tile. If everyone passes the tile remains on the board.

Special actions of the Roles are played immediately as they are assigned.

When a player gets a Major Role tile, he must flip face down half (rounded up) of the face up Building cards of the corresponding color in front of him. This does not apply to Minor Roles.

Game End

The game ends when one of the following occurs:

1. Immediately, if at the beginning of *Phase 1* there are less than 4 City cards available on the board.
2. At the beginning of *Phase 1* the number of cards in the Building deck are less than:
 - 12 in a 3 player game
 - 16 in a 4 player game
 - 20 in a 5 player game

This starts the last turn of the game. In *Phase 1* players do not draw cards from the Building deck. Instead of playing cards, in *Phase 2* draw cards from the Building deck to **action** (6 cards for 3 players, 8 cards for 4 players, 10 cards for 5 players). If there are not enough cards in the deck, use all remaining cards.

In a 2 player game the last turn is triggered if the cards in the deck are less than 10. In *Phase 2* draw 6 cards from the Building deck to auction.

Victory Points

In addition to VPs on the Score Track, each player scores the following at the end of the game:

- **2 VPs** for each controlled Major Role tile
- **1 VP** for each controlled Minor Role tile
- **2 VPs** for each set of 5 Building cards (green, white, red, blue and yellow) the player has (face up or down)
- **2 VPs** for the player with the most Money (if tied, all tied players all gain 2 VPs)
- **2 VPs** for the player with the most Building cards in hand (if tied, all tied players all gain 2 VPs)
- **Score each Region on the map**
 - 2 or more players with the majority of Shield counters all gain 5 VPs.
 - 1 player with the majority of Shield counters gains 5 VPs and all other players with the second majority gain 2 VPs.

The winner is the player with the most VPs.

In case of a tie the player with the most Building cards played wins, then the player controlling the first Major Role tile in the color order, left to right.

IL PRINCIPE

Game Turn

On the first turn no City cards may be built.

Phase 1

Each player:

- gets 5 Money chips from the Bank
- draws 4 Building cards
- chooses 2 Building cards from their hand and places them face down on the table

Phase 2

Group all Building cards just played, face up by color.

Each group of cards is auctioned beginning with the color with the fewest cards.

The winning player takes the cards, pays the Bank, takes the *Il Principe* marker and may build 1 City.

Phase 3

Each player may:

- build a City or
- play Building cards from their hand

Build a City

Only available face up City cards may be built.

The player takes the City card and must:

- play from his hand, face up and grouped by color in front of him, 1 Building card for each Building icon
- pay the Bank the Building cost
- collect the City's VPs
- place Shield counters on the map on Regions adjacent to the developed City.

Role Tile VPs: Each player *other than the city builder* gains VPs for each Role tile controlled matching the colors used to develop the City:

- **Major Role:** 2 VPs; **Minor Role:** 1 VP.

VPs may only be collected once for each color.

A new City card is then drawn and made available.

Play Cards From the Hand

The player may play as many Building cards of one color as desired from his hand to the table in front of him, face up and grouped by color.

Phase 4

Return controlled Role tiles to their color spaces.

In color order determine the new controller of each Major and Minor Role by counting only *face up* Building cards in front of the players.

When a player gets a Major Role tile, he must flip face down half (rounded up) of the face up Building cards of the corresponding color in front of him.

Role Tiles



Flip face up 1 non-green Building card that is face down in front of the player.



Collect 1 VP.



Draw 1 Building card from the Building deck.



Place 1 Shield counter on any Region of the player's choice.



Collect 2 Money chips.