

Princes of Florence

A game for 3-5 players by Richard Ulrich and Wolfgang Kramer.
Condensed rules by Eric Postpischil, <https://edp.org>.

Introduction

Acquire landscapes, buildings, freedoms, and other items to improve the values of works professionals complete. Bid for landscapes (to improve works), prestige cards (for game end bonuses), recruiting cards (to recruit professionals), jesters (to improve works), and builders (to make building easier). Buy buildings (to improve works), bonus cards (to improve works), profession cards (for professionals who produce works), and freedoms (to improve works).

Setup

Put the score board in the center of the table.

Put the black marker on round 1 on the score board.

Give the black start-player figure to the oldest player.

Give each player a principality board and the marker matching the color of the palazzo text and its name.

For each player, put a matching color figure on score 0 (prestige points).

Left of the score board, stack separately things for **actions**:

- all 6 of each landscape type (3 stacks: park, lake, forest),
- all 14 prestige cards, shuffled and facedown,
- all 5 recruiting cards, face-up (identical),
- all 7 jesters, and
- all 6 builders.

Shuffle the 21 profession cards and deal each player 4. Each player keeps 3 and discards 1

Shuffle the discarded professions cards with the undealt cards and stack right of the board, per below.

Right of the scoreboard, stack separately things for **actions**:

- the profession cards remaining from above, shuffled and facedown, and
- all 3 of each building type (10 stacks),
- all 20 bonus cards, shuffled and facedown,
- for 3/4/5 players, 2/3/4 of each freedom type (3 stacks: travel, opinion, religion), face-up.

Give each player 3500*f*. Player money may be concealed. Put the remaining florins aside as a bank.

Play

Play seven rounds, each with an auction phase and an action phase.

Auction Phase

For each auction:

- The first player in clockwise order who is still playing in the auction phase may start an auction or pass.
 - To start an auction, select one of the nonempty stacks left of the score board and bid 200*f*.
 - If you pass, you are out of auction play for this round.
- In clockwise order, each player may bid exactly 100*f* higher or pass.
 - If you pass, you are out of bidding for this auction but may bid in later auctions.
- Bidding continues until 1 player remains. This winner pays the bank and gains 1 item from the auctioned stack.
 - Landscape: Put it in your principality. If it repeats a previous one, score 3 prestige points.
 - Prestige: Draw 5 (supply permitting), keep 1, and put the rest facedown in any order under the stack.
 - Recruiting card: Hold it in your hand or use it immediately, as described in Notes.
 - Jester: Put it on your palazzo.
 - Builder (limit 3): Put it in your leftmost open builder spot. For builders 2 and 3, score 3 prestige points each.
- The winner puts their marker on top of the auctioned stack.
 - This stack may not be auctioned again this round, and the winner is out of auction play for this round.

Continue holding auctions until all players are out of auction play. (The last player may win an item for 200*f*.)

Players take back their markers.

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Action Phase

Once around in clockwise order, each player may take 2 actions from those listed below

Recruiting cards may be used anytime during a player's actions, as described in Notes.

Take a Profession card (at most 1 of the 2 actions)

Pay 300*f*, draw 5 cards (supply permitting), keep 1, and put the rest facedown in any order under the stack.

Introduce a Freedom (at most 1 of the 2 actions)

Pay 300*f* and take any available freedom you do not have. Put it in its corresponding space on your board.

Acquire a Bonus Card (may repeat)

Pay 300*f*, draw 5 bonus cards (supply permitting), keep 1, and put the rest facedown in any order under the stack.

Build a Building (may repeat)

If you have 0/1/2/3 builders, pay 700/300/300/0*f*. Score 3 prestige points.

Immediately put 1 available building of a type you do not have into your principality.

- You may rotate and flip the building as desired.
- Unless you have 2 or 3 builders, it may not share an edge with another building, including your palazzo.

Complete a Work (may repeat)

Play a profession card and any number of bonus cards. This completes a work by a member of the profession.

The value of the work is the sum of:

- 4 if you have the profession's desired building (repeats are not possible),
- 3 if you have the profession's desired landscape (repeats do not add value),
- 3 if you have the profession's desired freedom (repeats are not possible),
- 2 for each jester you have,
- 1 for each profession or recruiting card you have on the table or in hand, and
- value as given by played bonus cards. (The palazzo does not count as a building for bonus cards.)

In round 1/2/3/4/5/6/7, the work value must be at least 7/10/12/14/15/16/17, or the card may not be played.

Put your marker on the score track to record the work value. (This marks only work value, not prestige points.)

- If this is your second work, use the higher value of the two works.

Take 100*f* for each value point of this work.

- You may immediately score 1 prestige point for each 200*f* forfeited from this income (not from earlier income).
 - Move your figure to mark the score. Do not move the work value marker.

Keep played profession cards displayed face-up in front of you. Remove used bonus cards from the game.

Round End

The player (or all tied players) who completed a work with the best work value this round scores 3 prestige points.

Players take back their markers.

Pass the start player marker left. Advance the round marker.

Game End

Add points from prestige cards. (The palazzo does not count as a building for prestige cards.)

- Some cards award full points for a sole majority and about half points, shown in parentheses, for a tie.
- Only the player with the card may score its points.

High score wins. Money breaks ties.

Notes

At any time, a player may move their score figure backward to gain 100*f* per prestige point forfeited.

To use a recruiting card, swap the recruiting card in your hand with any face-up card of an opponent.

- This does not consume an action.
- Each recruiting card a player has on the table or in hand counts as a profession card for all purposes.
- You may recruit a profession card that was taken from you previously and use it to complete another work.

9 professions prefer a forest, 7 a lake, and 5 a park.

3 professions prefer each large building (university, laboratory, workshop), 2 each medium building (library, opera, studio, hospital, theater), and 1 each small building (tower, chapel).

7 professions prefer each freedom.