Castles of Tuscany

Setup:

1. **Place on the table:**
   a. the round scoring board with green and red tracks
   b. the shuffled Region Cards as a draw pile
   c. the shuffled Yield Cards as a draw pile
   d. the square bonus tiles in 5 stacks sorted by type
   e. the 8 colors bonus tiles with the "1" side up
   f. the white marble, orange worker, blue hex tokens
   g. the 32 beige backed hex tiles face down in 2 stacks
      - 8 of them are set face up in two rows of four
2. **Each player gets:**
   a. a player board
   b. two cylinder markers of their player color placed on the zero spot in each track of the central scoring board
   c. three random region boards (A, B, C) - place them in any order side by side with all three hexes on a side next to the three hexes on any region board next to it
   d. a castle hex tile with their color back placed on any dark green hex on their region board
   e. all hex tiles with their color backs placed face down in 3 stacks of 7 at the top of their player board
   f. five region cards (kept secret from other players)
   g. one square bonus tile of their choice placed next to the matching icon on the right side of their player board [if it is the +1 storage space tile move your green track scoring marker 2 spaces]

Gameplay - Turn Overview:

Youngest player gets the 1st player card
For 3 rounds, each player does one of these actions until the end of a round (all players get the same number of turns):

1. **Draw Region Cards**
   ○ default is 2 cards, bonus tiles add 1 more for each tile
   ○ there is no maximum - players may have as many cards as they wish
   ○ if the draw pile is empty, shuffle the discard pile to a new draw pile
2. **Take a Hex Tile**
   ○ if you have no open storage space you must first remove from the game a hex tile in a storage space
   ○ take one of the 8 revealed hex tiles and place it in one of your open storage spaces
   ○ take the top hex tile from the leftmost face down stack at the top of your player board and place it in the group of face up hex tiles.
   ○ If 5 are the same type, replace them from the face down stack.
   ○ if this was the last hex tile in your stack (and it matches the current round) it marks the end of this round
3. **Place a Hex Tile (check Scoring and Effects)**

○ must be placed next to another currently on the board
○ must be placed on a hex space of the same color
○ you must first discard two Region cards of the same color as the hex tile you are placing.
   - a worker can be used in place of one of these cards
   - two cards of the same color can be used in place of one of these cards
○ the tile placed may SCORE you green track points:
   - points for completing a zone (1, 3, or 6)
   - points for covering all hex spaces of a color based on the points noted on the matching color bonus tile. If it was on side 1, flip it over to side 2 (which has fewer points for the next player)
○ you are awarded a game effect based on the tile color:
   - **Dark Green** (castle) - take any one of the 8 face up hex tiles and immediately place it on your region board following placement rules. Gain any effects for that tile placement as well.
   - Red (city) - take one square bonus tile and place on the right side of your player board next to the matching icon
   - **Light Green** (agriculture) - gain 1 green victory point for each new agriculture type on the tile.
   - Blue (inn) - place a blue wooden hex token in an open storage space (if no space is open, receive 2 points on the red track instead). On a future turn this token can be considered as any color hex tile ("wild") but you still must first discard two region cards of the color that matches the hex space you will place it on (a worker or two cards of the same color can replace one of the required cards). Gain the points and effects of the color it is representing. For light green it is considered a new agriculture type.
   - **Gray** (quarry) - take one white marble token which grants you a free action (may be used before, during or after a turn including right now)
   - **Orange** (village) - take one orange worker token for each worker icon (1 on the player board plus any bonus squares on it's right)
   - **Yellow** (monastery) - take three Region cards from the draw pile
   - Beige (wagon) - draw a Yield card for each draw Yield icon (1 on the player board plus any bonus squares on its right). If no cards are available, shuffle the discard pile into a new draw pile.

End of each Round:

Each player adds the number of points on their green track to the points on their red track. Do not reset the green track. Use your 50 or 100 token to mark cycling around the track. End round 3 gain 1 red point for each unplaced hex tile, worker and white marble tokens. Gain 1 red point for every 3 cards left in your hand. Highest red points wins.