

Patrician (original 2007) - Rules Summary (Base Game) (v1)

Setup:

- Less than 5 players? Remove the 7 **orange** building cards and 2 **orange** prestige tokens (for Pistoia). Place the non-Pistoia side of the game board on the table.
- Place the 2 matching color prestige tokens on the circles by each city number side up (match the shield on their back).
- Shuffle the 15 starting building cards (with a ★ in the top right corner) and deal 3 to each player. Then shuffle the remaining cards with the rest of the deck and place the deck face down near the game board (the draw pile).
- Place one face up card from the draw pile deck next to each city on the game board.
- Each player chooses a color and takes their tower pieces:
 - 39 pieces for 2 players (use black and white)
 - 29 pieces for 3 players (use black, white, red)
 - 21 pieces for 4-5 players (use any available colors)
- Choose a starting player.

Game Play:

Play is clockwise beginning with the starting player.

Each player takes 5 actions in this order:

1. Play a Building Card

- Play one of your 3 cards face up on top of your card stack so other players can only see the top card (but you can review all your cards at any time).
 - Your first turn you will be creating this stack.
 - At the end of the game you will have less than 3 cards.
 - The online version has all cards face up and visible, so you may wish to play that way!

2. Place Tower Pieces

- The card you just played will have 1 or 2 city crests.
- Take that number of pieces and add them to the towers in the city that match the crest symbol.
- To add your piece to a tower, place it on the top.
 - If there are no pieces in the city square you are building on, place it on the square to create the tower.
 - If this is the final piece for the city, check that there are two towers in the city. If not, the final piece must go in the empty square as the first piece in the 2nd tower.
 - The number in the city crest specifies the total number of pieces allowed in a city (9, 7 or 5).
- If you placed the final piece, see [City Scoring](#) below!

3. Take a Special Action (if allowed)

- If you play a building card with the special action icon on the bottom (top view of a game piece followed by an arrow), you have the option to move the top piece of a tower to the other building in that city IF you meet these requirements:
 - The city must not be the city where you just placed a piece on this turn
 - You must own at least 1 tower piece in the chosen city.
 - The city must still have floors available (ie, the two prestige point tokens must still be there).

4. Take a Building Card

- Take the face up card next to the city you just built in and add it to your hand.
 - If the card you just played has a question mark icon on the bottom, you may take the face up card next to any city on the board.
 - If there are no face up cards next to the city you just built in, you may take a face up card from any city (even locked cities).
 - If there are no face up cards on the board, skip this step.

5. Draw a Replacement Building Card

- Draw the top card from the draw pile deck and place it face up next to the city where you just took the face up card.
 - If the city has just been scored, still place a card there!
 - If there are no cards left in the draw deck, skip this step.

City Scoring:

Once a city has the maximum number of pieces allowed (the number above the city crest is its max) it is immediately scored.

- Determine which of its two towers is taller.
 - The player with the most floors in that tower gets the prestige token with the larger number.
 - The player with the most floors in the other tower gets the prestige token with the smaller number.
 - If there is a tie, the player with the floor closest to the top receives the prestige token.
 - Prestige tokens remain face up in front of you.
 - The towers just scored remain standing the rest of the game.

End Of Game:

Once all players have played all their cards the game ends.

- Cities that have not yet been scored are now scored (see [City Scoring](#) above).
- Players look at the portraits on their building cards.
 - Gain 6 points for each set of 3 matching portraits.
 - Cards with two portraits count as 2.
 - Must be uniquely matching. 5 matching portraits would only gain 6 points. But 6 matching portraits would gain 12 points.
- Players add all their prestige tokens.
- The highest score wins.
 - In case of a tie, the tied player with the fewest tower pieces on the board is the winner.

Cities:

1. **Purple** (Bologna) 7 cards
2. **Magenta** (Firenze) 7 cards
3. **Forest Green** (Ferrara) 4 cards
4. **Teal** (Lucca) 5 cards
5. **Navy & White** (Siena) 5 cards
6. **Brown** cross (Milano) 5 cards
7. **Olive** cross (Parma) 4 cards
8. **Orange** checkerboard (Pistoia) 7 cards
9. **Red** (Roma) 7 cards
10. **Blue** cross (Verona) 4 cards