The Castles of Tuscany

A Strategic Game of Region Building in the Italian Renaissance

Introduction

It is the fifteenth century in Tuscany, Italy. As an influential noble, your goal is to lead your estates to prosperity through strategic expansion and trade.

Build additional castles and support your cities, villages, and monasteries. Quarry marble and farm the lands.

Each turn you have the option to draw new cards, choose a hex tile, or place a hex tile to expand your region. You can gain victory points, new abilities, and additional options.

The player with the most victory points at the end of the game wins!

Game Overview

Players are nobles in 15th century Tuscany.

Over the course of three rounds, players expand and develop their regions.

Scoring occurs after each round.

The player with the most victory points at the end is the winner.

Game Components

1 Scoring Board

120 Hex Tiles

22 tiles in 4 player colors:

– 4x Villages (orange)
– 4x Agriculture (light green)
– 3x Wagons (beige)
– 3x Monasteries (yellow)
– 3x Quarries (gray)
– 2x Cities (red)
– 1x Inn (blue)
– 1x Fort (dark green)
– 1x Starting Castle
(dark green, double-sided)

– 32 Neutral Tiles (light beige; 4 of each type listed above)

25 Bonus Tiles (5 each):
+1 Region Card   +1 Storage Space   +1 Marble   +1 Worker   +1 Yield Card

150 Cards:
122 Region Cards

27 Yield Cards

1 Starting Player Card

12 Region Boards
(4 each of A, B, and C)

4 Player Boards

42 Wooden Pieces:
12 Marble
(white)

12 Workers
(orange)

10 Inn Hex Pieces
(teal)

8 Victory Point Counters
(2 of each color)

8 Double-Sided Color Bonus Tiles

4 Double-Sided Victory Point Markers (50/100)
One per player

*New to **The Castles of Tuscany**? Ignore the bold text in the margins. When you're more familiar with the game, you can use the margins as a quick reference guide.*

Game Setup

Assemble the **scoring board** and place it in the middle of the table.

Shuffle the **122 region cards** and place them in a face-down pile within easy reach of all players.

Shuffle the **27 yield cards** and place them in a face-down pile within easy reach of all players.

Sort the **25 bonus tiles** by type into five face-up piles at the edge of the play area.

Lay out the **eight color bonus tiles** (side labeled "I." facing up) near the bonus tiles.

Each player chooses a color and takes:

• **One player board.** Place it in front of you.

• All **22 hex tiles** in your color (back of tile). Set aside the double-sided starting castle for now. Shuffle the other 21 tiles face down and stack them in three face-down piles of seven tiles each. Place them on the three hexagonal spaces (labeled 1., 2., 3.) at the top of your player board

• **Two victory point counters** in your color. Place the taller counter on the 50 space on the red victory point track; place the shorter counter on the 50 space on the green track.

• The **50/100 victory point marker** in your color; place it next to your player board.

Place the **34 wooden pieces** (12 marble, 12 workers, 10 hex pieces) near the bonus tiles. If you run out of wooden pieces during the game, feel free to substitute other items.

Shuffle the **32 neutral hex tiles** (light beige backs) and stack them in face-down piles at the edge of the play area.

Continue setup in the following order:

The youngest player is the **starting player and receives the starting player card.** They place it in front of them.

Randomly select **eight neutral hex tiles** and place them faceup in two rows of four in the middle of the table.

Each player draws **five region cards**. Keep them secret from the other players.

Each player randomly selects **three region boards** (one each of A, B, and C). Assemble them in any order and orientation. They must touch along the long sides. When aligning the three parts, none of the parts may be shifted by more than one hex space (see illustration). This is your region, consisting of 30 colored spaces grouped into areas.

Place your **starting castle** on one of your dark green hex spaces. This does not trigger an effect.

Notes:
- Ideally, these actions are executed by all players simultaneously, i.e., without looking at what the other players are doing and influencing each other.
- If there are fewer than four players, put the unused game parts back into the box. They won't be needed for this game.

The starting player selects **one bonus tile** of their choice and places it next to their player board. Then, each other player chooses a bonus tile in turn order. There are no restrictions for choosing a tile.

Each player who chooses a "+1 additional storage space" tile immediately advances their victory point counter on the green track by two spaces.

P laying the Game

The game consists of **three rounds.** Scoring takes place after each round. After the third scoring round, there is **final end game scoring.** Then the game ends, and the player with the **most victory points** wins!

The starting player takes the first turn, followed by the other players in clockwise order. The first round ends when one player has emptied their "1" hex tile pile. (See **Ending Rounds** on page 7.)

On your turn, you can choose one of the following actions:

• **Draw 3 Region Cards**
• **Choose a Hex Tile**
• **Place a Hex Tile in Your Region**

Draw Region Cards

Draw **three region cards** and add them to your hand. There is no maximum hand size. For each "+1 region card" bonus tile attached to your player board, you may draw an additional card.

If the draw pile is empty, shuffle all cards from the discard pile into a new face-down draw pile.

Choose a Hex Tile

Choose one of the eight face-up hex tiles from the middle of the table and place it on the storage space on your player board (or the additional storage space, if you have that bonus tile attached to your board). If hex tiles already occupy all of your available storage spaces, you must put one of them back into the box (removing it from the game) before you choose a new hex tile.

Replace the hex tile you chose with the top tile from the "1" space at the top of your player board. If it's the last hex tile in your "1" pile, the round ends. Continue playing until all remaining players have finished their turn. Then the first scoring round begins (see **Ending Rounds,** page 7). If you have used up all 21 hex tiles from your player board, replace the tile you chose with one from the supply of neutral tiles instead.

Note: If none of the eight face-up hex tiles can be placed in your region following the placement rules, choose one type of tile from the eight face-up tiles. Remove those tiles and place them face up next to the pile of neutral hex tiles. Draw tiles from the neutral hex tiles to replace all of that tile type. Repeat this process until you draw a tile that you can place in your region. You must choose that tile.

Place a Hex Tile in Your Region

Take one hex tile from one of your storage spaces and place it in your region according to the following placement rules:

• To place a hex tile in your region, you must discard **two region cards in the color of that hex tile** to the discard pile. A card in the color of the hex tile may be replaced by two cards of any one other color. That means you can either discard two, three, or four cards.

• You must place the new tile **adjacent** to an existing tile. Note that this means the first tile you place must be placed adjacent to your starting castle.

• **Hex tiles must match the color of the space where they are placed on the board.** *For example, a monastery tile (yellow) can only be placed on a yellow space, a city (red tile) only on a red space, etc.*
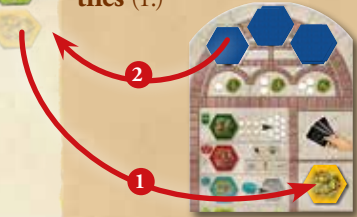
Victory Points

Whenever you place a tile in your region, if the placement completes a continuous area of spaces in a single color, you **immediately** gain victory points according to the area size (one space: 2 VP; two spaces: 3 VP; three spaces: 6 VP). Move your victory point counter that many spaces on the green victory point track.

Choose 1 tile from the 8 face-up tiles (1.)

Replace that tile with one from the supply on your player board. (2.)

Taking the last tile from a pile ends the round. Scoring begins.

To place a tile from your player board on your region:

1. Discard 2 cards of that color. (2 cards of any color can be used as 1 wild card.)

2. Place the tile on a matching color space adjacent to an existing tile.

Victory points for completing a colored area:

1 space:	1 VP
2 spaces:	3 VP
3 spaces:	6 VP

Example: Anne discards two yellow region cards and places her monastery on a yellow space. This is the second of three continuous yellow spaces, so she doesn't gain victory points. Only when she places the third monastery there will she gain 6 victory points.

Hex Tiles

When you place a hex tile, immediately apply the effect for that tile type.

Fort (2x, dark green spaces)

When you place a fort, you may immediately choose another hex tile from the eight face-up tiles and place it directly into your region following the placement rules. You do not have to discard region cards, and all effects from placing that tile (earning victory points and other effects) will immediately apply. Replace the tile you chose with the top tile from your leftmost pile.

Place 1 hex tile from the 8 face-up tiles directly into your region.

City (3x, red spaces)

When you place a city, you may immediately choose a bonus tile and place it next to your player board. *You may choose any bonus tile remaining; there is no limit to how many bonus tiles you may have.*

Each time you add a "+1 storage space" bonus tile to your player board, you immediately gain +2 victory points on the green track. If all five bonus tiles of a particular type have been taken, you must pick another type.

Choose 1 bonus tile and place it next to your player board.

Inn (2x, blue spaces)

When you place an inn, take one wooden hex piece from the supply and put it on an empty storage space on your player board.

During any subsequent turn, you may use the hex piece the same way as a tile and place it on any color space in your region. The region cards discarded must match the color of the space where the hex piece is placed. When you place the hex piece, all effects of placing a tile of that color apply.

Take 1 wooden inn hex piece and place it on an available storage space.

Note: If a hex piece is placed on a light green space, it counts as an additional agriculture type for the rest of the game.

*Example: Benny discards one light green and two red region cards and places a wooden hex piece on a light green space. Regardless of any other farm types already in that colored area, he will gain 1 victory point for a new agriculture tile type (see **Agriculture**, below).*

Agriculture (5x, light green spaces)

Agriculture tiles show one or two types of farm: vineyard, hog farm, olive grove, or wheat field. When you place a agriculture tile, you gain 1 victory point on the green track for each new agriculture type (not already represented in that colored area).

+ 1 victory point for each new farm type.

If you place an agriculture tile showing two types of farm, and neither type is already represented in the colored area, you earn 2 victory points. In addition, if you complete a colored area, you also get victory points for that.

Example: Cynthia discards two light green cards and places her hog farm/vineyard double agriculture tile on a light green space in a three-space area. She already has a vineyard there. She gains 1 victory point for the hog farm.

Quarry (4x, gray spaces)

When you place a quarry, take one wooden block of marble from the supply and put it on the marble storage space on your player board. You may use it on the same turn you collected it.

For each "+1 marble" bonus tile you own, you may take an additional block of marble. *For example, a player with two marble bonus tiles may take three blocks of marble whenever they place a quarry.*

You can store an unlimited amount of marble on your board.

Once per turn, you may pay one block of marble to take another action of your choice. This action is taken the same turn you pay the block of marble.

For example, the player can first draw three cards, then pay one marble to take another action and place a tile in their region.

Village (5x, orange spaces)

When you place a village, take one worker from the supply and put it on the worker storage space on your player board.

For each "+1 worker" bonus tile you own, you may take an additional worker. You can store an unlimited number of workers on your board.

Use workers to pay for placing hex tiles. One worker replaces one region card of any color. You may pay two workers to place any tile.

> **Example:** *Danny pays one worker and two light green region cards to place one red city tile in their region.*

Monastery (4x, yellow spaces)

When you place a monastery, draw three region cards. Note that the "+1 region card" bonus tile cannot be used for this effect.

Wagon (4x, beige spaces)

When you place a wagon tile, reveal the top card from the yield card pile to see what you have earned. Take the reward shown on the yield card.

Put the card on the yield discard pile. If the yield card pile is empty, shuffle the discard pile into a new face-down yield pile.

Note: If you reveal a wooden hex piece, place it on an available storage space on your player board. If you reveal multiple yield cards during the same turn and gain a second hex piece, if you don't have an empty storage space available, instead of taking a second hex piece you gain 2 victory points on the red track.

For each "+1 yield card" bonus tile you own, you may reveal an additional card. *For example, a player with three "+1 yield card" bonus tiles will reveal four yield cards whenever they place a wagon.*

Take 1 block of marble from the supply.

(+1 additional for each +1 marble bonus tile)

Pay 1 marble to take an additional action.

Take 1 worker from the supply.

(+1 additional for each +1 worker bonus tile)

Workers can replace region cards.

Draw 3 region cards.

Reveal 1 yield card.

(+1 additional for each +1 produce yield bonus tile)

Color Bonus Tiles

The first player to fill all spaces of a single color in their region (for example, they fill the remaining two dark green castle spaces or the four yellow monastery spaces) advances their victory point counter on the green track by the number of points on the corresponding color bonus tile.

Flip the color bonus tile to the "II" side. The second player who fills all spaces of that color advances their victory point counter on the green track by the number of points on the colorbonus tile. Then the color bonus tile is removed from the game and placed back in the box.

⚠️ Hex Tile Color Limits

Don't Forget!

Important: If a player placing a hex tile into the eight face-up hex tiles results in five face-up hex tiles of the same color, pause the game. (All agriculture tiles count as the same color.).

Remove the five matching hex tiles and place them face up next to the pile of neutral hex tiles. Draw five neutral hex tiles and place them face up in the supply in the middle of the table. Confirm that there are no more than four hex tiles of the same color. If there are five or more, replace them in the same way, until there are no more than four tiles of any one color in the middle of the table.

If the piles of face-down neutral hex tiles are depleted, shuffle all neutral hex tiles that have been removed and put them in face-down piles.
Note: Do not reuse the player hex tiles (colored backs).

Note: The wooden pieces (marble blocks, workers, hex pieces) are not intentionally limited. If you run out of these, please use substitutes.

Ending Rounds

The **first round** ends when at least one player has emptied their "1" pile of hex tiles and all other players have taken a turn. Now all players score the completed round (see **Scoring**, page 8). After scoring, the next round begins.

Important: Do not remove any hex tiles from your player board at the end of a round. You will continue playing with all your remaining tiles.

The **second round** ends when at least one player has emptied their "2" pile of hex tiles and all other players have taken a turn. (Note that the second round does not end when a second player empties their "1" pile of hex tiles.) After scoring, the third round begins.

The **third round** ends when at least one player has emptied their "3" pile of hex tiles and all other players have taken a turn.

Important: After the third round ends, every player takes one extra turn. After scoring the third round, go to end game scoring.

Scoring

Whenever a round ends, all player score that round. Add the victory points of the green track to the red track. **IMPORTANT:** Do not reset the green track; you continue to add victory points to this total throughout the game.

> *Example: At the end of round one, Anne's green track counter is on 9. She adds 9 victory points to the red track. Her red track counter is currently on 4 (during the first round she revealed some yield cards) and she moves it by 9 spaces to 13. Anne leaves the green track counter on 9 and continues to add victory points to it during round two.*
> *When scoring the second round, Anne's green track counter is now on 22, and the red track counter has also advanced by two spaces to 15. Anne moves the red track counter by 22 spaces to 37.*

When you pass 50 on the red track, put your "50" counter on the center of the scoring board. When you pass 100, flip the counter to "100."

E nd of the Game

The game ends after **end game scoring**, which occurs after the third round.

In end game scoring, any remaining materials are converted into victory points. For each hex tile, wooden inn hex piece, block of marble, and worker in your possession, and for every five region cards, you gain 1 victory point on the red track.

The player who has the most victory points on the red track after the final scoring round is the winner. If there is a tie, the player with the most unused hex spaces in their region wins the game. If there is still a tie, the player with more victory points on their green track wins the game.

Scoring:

Add green track victory points to the red track.

END OF THE GAME

Convert remaining materials into victory points.

The player with the most victory points is the winner.

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