C O N D O T T I E R E

Strategy & Conquest in Renaissance Italy

It is the Renaissance. Italy is divided into numerous independent city-states,

sometimes friendly, sometimes hostile. The best known of these are the Duchy

of Milan and the Republics of Venice, Genoa and Florence.

This is the era in which the Condottiere appear: leaders of mercenary armies

who offer their services to the most powerful cities. Formidable strategists

and highly, skilled soldiers, the Condottiere were not content to just hire out

their know-how and their troops. They reshaped the political map of Italy with

their intrigues, alliances, battles and sieges. The most daring amongst them

founded new dynasties: Francesco Sforza took possession of the Duchy of Milan

and Giovanni de Medici made Florence his kingdom.

In the game of CONDOTTIERE, you relive this incredible age, when anything

seemed possible for a handful of determined men. In this game, you represent

one of the Condottiere trying to conquer the most famous cities in Italy. But

be careful, you are not alone ! You must take into account the ambitions of the

other Condottiere. The strength of your army alone will not suffice: you must

use diplomacy if you want a chance of winning.

Contents:

* 1 Game Board representing a map of Renaissance Italy, showing the capital

cities of the Republics and Kingdoms which made up Italy at the time.

* 96 Playing Cards which are used to resolve battles between the Condottiere.
* 1 Wooden Piece representing the Condottiere. This piece shows the Player who

will choose the site of the next battle.

* 60 small wooden pieces in 6 different colors. These are used to mark the

cities conquered by each Player on the board

* 1 Rule Book, which you are holding.
* 2 Summary sheets explaining the effects of each Card.

Goal of the Game:

The goal of CONDOTTIERE is to conquer cities (shown by red circles on the Game

Board), unite them, and create the most powerful kingdom in Italy.

With 4, 5 or 6 Players a Player must control 3 cities in adjoining regions, to

be declared the winner. To be considered adjoining, two regions must have at

least one common border. Example: A Player controlling Genova, Lucca and

Bologna will win the Game immediately if be conquers Parma, Modena or Firenze.

With 2 & 3 Players, to be declared the winner, it is necessary to control 4

cities in adjoining regions.

If no Player reaches the goal, the Player with the most cities wins the Game.

For more details see "Winning the Game" below.

Set-Up:

The Game Board is put in the center of the table. Each Player chooses a color

and places his color pieces in front of himself (but not on the Game Board).

These pieces will mark the cities conquered by the Player during the game.

The youngest Player is made Condottiere for the first turn. The Condottiere

Piece is placed in front of him. He then shuffles the Cards and deals 10 Cards

face down to each Player (including himself).

The Condottiere then chooses a city. This is the site of the first battle.

The Game can now begin.

Course of Play:

A Game of CONDOTTIERE progresses over many Rounds. Each Round is

made up of aseries of battles for control of the great Italian cities. The battles are

resolved with the aid of Cards which the Players play, one by one, in front of

them. A Round is over when, at the end of a battle, only one Player has Cards

in his hand. He discards these Cards and they are reshuffled in with the

others. Each Player receives 10 new Cards plus 2 extra Cards for each city he

controls. A new Round begins. The Game continues in this way until there is a

victor. Note: Players are never required to show each other how many Cards

they have in their hand.

Battles:

The location of each battle is chosen by The Condottiere (i.e. The Player who

has the Condottiere Piece). He also plays first in the battle, the other

Players following in clockwise order. Important: it is not possible to attack

a city that has already been conquered by another Player.

During a battle, each Player can, on his turn, either:

Play a Card in front of himself. The value of the Card is added to the value

of those Cards already played. It is possible to start with any type of Card,

even a Winter Card, Drum or Scarecrow. Or,

Pass his turn. In this case, he announces "I pass" and it is not possible to

play new Cards until the next battle. This does not prevent him from

eventually conquering the city if, at the end of the battle, he possesses the

strongest army.

It is Important to note that a Player may continue to play one card per turn

for as long as he desires, even if he is the only one doing so, as long as he

has not said "I pass". No Player is required to participate in a battle. Even

The Condottiere can decide to pass his turn at the beginning of the battle.

End of the Battle:

The battle continues until all Players have said "I pass", or a Surrender Card

has been played. The battle is over and the forces present are counted. To do

this, each Player adds the points on Mercenary Cards, taking into account any

modifications caused by Special Cards (see 'Card Explanations' below).

The Player who has amassed the strongest army conquers the city. He then

places a piece of his color on the red circle corresponding to the conquered

city. The victor receives the Condottiere Piece and the Cards used for that

battle are discarded.

When a Bishop Card is played the battle ends, but the forces present are not

counted.

If no Players participate in a battle, or if, at the end of the battle, 2 or

more armies tie in size, or a Bishop Card is played, the conquest of the city

is unsuccessful. The Condottiere Piece is then passed to the Player to the

left of the person who last controlled it.

At the end of each battle, all the Cards played by the Players, whether or not

they won the battle, are discarded. They cannot be used until a new Round

begins. The Player who has the Condottiere Piece chooses the city where the

next battle will be fought. He can choose any city on the board as long as it

is not already conquered. He can even choose a city where an unsuccessful

battle was just fought. The Player that controls the Condottiere Piece can

decide that they do not want to pick a battle. In this case he passes the

Condottiere Piece to the Player on the left and that Player chooses the battle

(unless they want to pass it as well).

Who Controls the Condottiere?

At the start of the Game the youngest Player receives the Condottiere Piece.

After this it is the victor of each battle who receives it. If there was no

victor the Condottiere Piece is then passed to the Player to the left of the

person who last controlled it. Note: the Player controlling the Condottiere

Piece always chooses the city in which the next will battle be fought.

A Player Has No More Cards:

When a Player has no more Cards in his hand, he cannot participate in any

battles until the end of the Round in progress. The other Players continue

fighting battles without him. If he wins the battle during which he played his

last Card, he still receives the Condottiere Piece. He chooses the site of the

next battle but cannot take part in it.

Card Explanations:

Mercenary Cards: These are distinguished from the other Cards by the shape of

their shield (shown in the top left hand corner). Their values are between 1

and 10. During a battle, the strength of an army is equal to the sum of the

Mercenary Cards which a Player has played in front of himself. There are 15 of

the 1 point cards and 8 each of 2, 3, 4, 5, 6 and 10 point cards in the deck.

These values can be altered by the Special Cards:

Winter Cards The harshness of the cold, the famine and the poor visibility

reduce the operational effectiveness of soldiers. All Mercenary Cards are

reduced to a value of 1 point. This applies to all Mercenary Cards which were,

or will be, played by all Players during the course of the battle - including

the Cards of the Player who plays the Winter Card. There are 3 Winter Cards in

the deck. Example: A Player has a total of 36 points with 8 Mercenary Cards (2

Cards of 10, 1 of 5, 2 of 4 and 3 of 1). His army is reduced to 8 points if a

Winter Card is played during the battle.

Drum Cards: Drummers add to the morale of the troops. The value of the

Mercenary Cards which the Player has played, or will play, in the course of the

battle is multiplied by 2. Playing several Drum Cards is allowed, but has no

further effect: the value of the army stays at twice the starting value. This

bonus only applies to the Player who played it. If a Winter Card is played

during the same battle, each Mercenary Card of the Player with a Drum Card will

be worth 2 points. These are 6 Drum Cards in the deck. Example: A Player has

a total of 21 points with 3 Mercenary Cards. His army is worth 42 points if he

plays a Drum Card. If a Winter Card is played during the same battle, his army

will be worth 6 points (3 x 2).

Scarecrow Cards: These are intended to trick the enemy. Playing a Scarecrow

Card allows a Player to return one of his own Mercenary Cards back into his

hand. A Scarecrow Card can never be exchanged for a Heroine Card or a Drum

Card or another Player's Card. A Scarecrow Card can be played alone, even

without picking up a Mercenary Card. A Scarecrow Card can only be used on

Cards played during the course of that battle. There are 15 Scarecrow Cards in

the Deck.

Heroine Cards: These Cards are always worth 10 points and are added to the

value of the Mercenary Cards when calculating the strength of an army. These

Cards are not affected by the Winter or the Drum Cards. They cannot be

replaced by a Scarecrow Card. A Player can have multiple Heroine Cards in his

army. There are 3 Heroine Cards in the deck.

Surrender Cards: When a Player plays this Card he immediately brings the battle

to an end as the city surrenders. The city is captured by the Player who has

the strongest army at the moment the Card is played. All Cards played during

the course of the battle are discarded and play progresses to the next battle.

There are 3 Surrender cards in theDeck.

Bishop Cards: When a Player plays this Card, the city is spared thanks to

Church intervention. The battle ends Immediately without having a victor. All

Cards played during the course of the battle are discarded and play progresses

to the next battle. There are 3 Bishop Cards in the deck.

Discarding Cards:

At the end of a battle, a Player can discard all his remaining Cards so long

as he has no Mercenary Cards in his hand. If a Player has a mercenary Card he

is not allowed to discard. Discarding is not required. A Player can choose

not to discard, but instead play Special Cards he might have.

End of a Round:

A Round ends when, after a battle, there is only one Player with Cards

remaining in his hand. This Player gives all of his Cards to the Player

controlling the Condottiere, who shuffles all 96 Cards. He then gives 10 Cards

to each Player, plus 2 extra for each city a Player controls. Example: A

Player controlling Parma, Venezia, and Siena receives 16 Cards.

The Condottiere chooses the site of the next battle and a new Round begins.

Deals Between Players:

At any time during the Game, Players can make deals and discuss strategies with

each other. They are allowed to show each other their Cards, make deals etc.

They cannot, however, ever exchange Cards. Note: Players are not required to

abide by any agreements that they make.

End of the Game:

In a Game of 4, 5 or 6 Players the Game ends as soon as, at the end of a

battle, a Player controls 3 cities situated in adjoining regions. For 2 or 3

Players it is 4 cities.

If Players manage to conquer every city on the board without the conditions

above being met, the Player with the most cities in their possession wins.

If two or more Players tie in the number of cities they control, a final battle

is fought. Each of these Players is dealt 10 Cards plus 2 for each city they

control, and a single battle is fought. The winner of this battle wins the

Game.

If no-one wins this final battle, the Players shake hands and agree to play

another Game of Condottiere at a later date.

Optional Rules:

If Players wish to have a longer or more complicated Game of CONDOTTIERE, they

can incorporate the following rules:

Playing for Points: The Players can decide to assign a score (20 or 30 points

for example) that must be attained over a series of Games of CONDOTTIERE. The

Player who reaches or exceeds this score at the end of a Game is the winner.

Points are assigned in the following manner:

\* One Point for each city a Player controls.

\* If a Player wins a Game by controlling 3 adjoining cities (4 cities with 2 or

3 Players), you are awarded a bonus of 5 points in addition to the points

scored for each city.

Note: When playing with this Option, we suggest that you do not play using the

Capturing Cities Option as well.

Bigger Kingdoms: Increase the number of adjoining cities required to win by

one. So, for Games with 4, 5 or 6 Players they need to conquer 4 cities. 2 or

3 Players need 5 cities.

Capturing Cities: Capturing another Player's city. If the Condottiere chooses a

battle at a city already belonging to another Player, that Player will benefit

from an important advantage in the Course of the Battle. He can pass his turn

as many times as desired without losing the right to intervene later in the

battle. However, as soon as he has played his first Card he must respect the

normal rules: if he subsequently passes he will no longer be able to play Cards

before the following battle. This particular ability of a city's defender

allows him to play Cards even after all the other Players have passed their

turn.

If the owner of the city manages to win the battle, not only does he keep

control of the city, but he also receives the Condottiere Piece, and chooses

the next battle.

If there was no victor in the battle, then the owner of the city that was under

attack receives the Condottiere Piece, and chooses the next battle.

If a Surrender Card is played and the owner of the city has not yet played any

Cards, he cannot play any, and the city has fallen.

If a Bishop Card is played, the city stays in his possession, even if he had

not played any Cards.

Credits:

CONDOTTIERE is a game designed by: Doninique Ehrhard

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