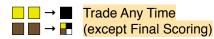
COMUNI



SETUP

For less than 5 players, remove unneeded cards from the deck Separate ABCD project cards, shuffle and place onto board at ABCD - from A deck, fill 4/5/6/7 project columns for 2/3/4/5 players

Place the invasion marker as shown in table below (deck A)

Note: invasion marker simply tracks the number of cards remaining Place the 8 Heroism (shield) counters on the board (2 As, 2 Bs, etc.) Place the 4 guild masters, resources and plunder tokens as a supply

Each player receives:

A random player screen/comune Note: this means player color is random

- based on the numbers on the screens, players change seats
 - play is clockwise and in numerical order by comune/screen
- 3 envoy pawns, city banner, scoring marker (on '0' on score track)
- 4 activation cards 1 of each type, place inactive (gray) side up

Return unused screens, envoys and scoring markers to the box Lowest screen number in play takes League Captain (start player pawn)

Starting Resources (behind screen) Gold/Armies/Pilgrims/Craftsmen

Invasion Marker (tracks card count)

Lucca #1			De
Firenze #2			
Siena #3			
Bologna #4			
Milano #5			

Deck	2P	3P	4P	5P
Α	10	13	17	18
В	11	14	16	18
С	11	14	16	19
D	12	14	16	19

Resolve Invasion (after Invasion D, proceed directly to Final Scoring)

Place each player's banner next to his VP scoring marker

Move lowest-VP banner up or down to 4/8/12/16 for Invasion A/B/C/D Move all other banners exactly the same distance

- banners now show Attack Strength that each city must defend against Players secretly and freely assign armies (then simultaneously reveal)
- in right hand, put armies for the common/co-op "defense league" - in left hand, put armies for defending the city and/or manning city walls
- rather than trading, freely use 2 gold or 2 pilgrims in hand as an army
- right hand armies go on game board cities
- left hand armies are placed in each player's play area
- assign armies to walls freely: may man only high level walls Sum <u>all</u> defense league armies - move all banners down this amount
- each player's banner now shows what his city must defend against
- an unmanned wall adds 0 to defense; a manned wall adds its level +1
- extra armies in the city add +1, start player pawn adds +1
- city defense less than attack? take plunder (attack minus defense) Award this invasion's 2 Heroism counters (took plunder? ineligible)
- VP counters go to 2 players with 1st/2nd most defense league armies
- tied? player with fewer VPs gets higher counter still tied? screen #

FINAL SCORING

(Note: no resource trading during scoring)

- score 3 VP per Guild Master
- score 2 VP for most resources of each type (tie? 1 VP each)
- score VPs for all Heroism counters claimed during game
- take -1 VP penalty per plunder
- score your single worst building type 0/1/3/6/10 VP for level 0/1/2/3/4

Symbol	Туре	Income	Use 1	Use 2	Use 3
%	Economic	(gold)	bid for projects	trade 2:1 for army	
×	Military	(armies)	co-op defense	man city walls	
*	Religious	(pilgrims)	move if outbid	trade 2:1 for any	remove plunder
	Cultural	(craftsmen)	additional construct	increase card level	

PLAYER TURNS (each player completes all 6 phases before next player begins)

Phase 1: Projects

Option 1: Place Bid

- bid by placing an envoy pawn above a project card column
- optional: also place 1 or more gold with envoy to strengthen bid
- if an envoy is already present, may outbid by placing more gold than previous bid/envoy
 - any player whose envoy is outbid may simply reclaim his envoy (and gold, if any)
 - alternatively, the outbid player may spend 1 pilgrim to move his entire, unmodified bid - this may lead to another envoy being outbid (then another, etc.)

Option 2: Claim Project(s)

- add <u>all</u> cards to your hand from <u>all</u> columns where you have an envoy
 - for columns with a "choice of resource" icon, player receives 1 cube of his choice
 - envoys return to player, gold from bids is returned to the supply

Option 3: Collect Income

- base income: receive 2 resources, as illustrated on comune/player screen
- for each guild master controlled, receive 1 resource of that type
- for each activation card which is face up, collect building income (then turn face down) - income is 1 resource per level of highest-level building of that type (1-4 resources)

Phase 2: Replace Project Cards

- from the current deck, fill any emptied columns move invasion marker down 1 per card
- if invasion marker reaches 0, reset it and continue drawing from next deck (if possible)

Phase 3: Check for Invasion

- if invasion marker reached 0 during Phase 2, an invasion is triggered
- if this is the final invasion (end of D deck) do nothing now, otherwise: Resolve Invasion
 - if the final invasion is triggered, the start player pawn will not move again
 - start player finishes this turn, then every player including him gets 1 full turn

Phase 4: Construction (optional)

Note: building does not require resources

- Note: may build any number of level 1 cards: higher levels must be built atop previous card - a construction action allows you to: build 1 building level and/or 1 wall level
- first construction action is free; additional construction actions cost 1 craftsman (no limit)
- to build, play a card from your hand into your play area Note: cannot "skip" levels
 - card color determines building type (but walls, placed face down, may be any color)
 - red cards may be used as any of the 2 (or 4) building types depicted on them
 - the level of the card must match or exceed the level being built
 - may pay craftsmen to improve card level (add 1 level per spent craftsman)
- for buildings, immediately score VP for the level of the building (walls do not score)
 - also, flip the matching income activation card face up
- when a level 4 wall is built, immediately claim and play a free level 1 "bonus" wall
- after completing all desired construction, discard down to 2 cards in hand

Phase 5: Claim Guild Masters

- take guild master for each building type where you lead in VP (level 2 building minimum)

Phase 6: Remove Plunder

- player may spend 1 (or 3) pilgrims to remove 1 (or 2) plunder
- pass start player pawn clockwise (Note: skip this step if D deck is empty

perform final Resolve Invasion if the start player's final turn was just completed