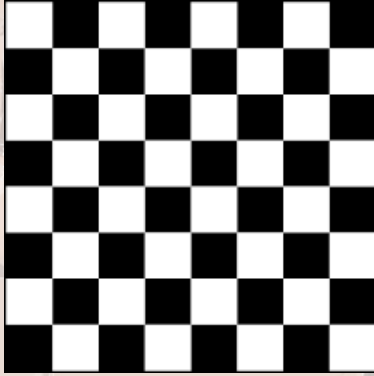


LUCCA - DO IT YOURSELF (V 1.0)

Lucca can be played with an ordinary chess board as the "city" and 4x16 poker chips (or any other stackable tokens) of different colors as the "bricks".

1 Chess Board



4x16 Poker Chips



Enjoy your game!

1. OBJECT

The object of the game is to dominate the city of Lucca. The game is played on a **board** ("city") with a number of **squares** ("lots").

Each player plays with **bricks** ("houses" or "floors") in 1 of 4 **colors** (white, black, red or blue). Dominance is achieved by controlling high **towers** or taking **prisoners** (see 5. End of Game).

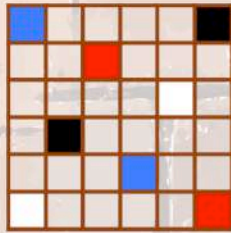
2. SETUP

The city size and setup varies with the requested game length. See rule card 2 for 6x6, 8x8, 10x10 and 12x12 square cities. The larger cities require 2 combined game sets.

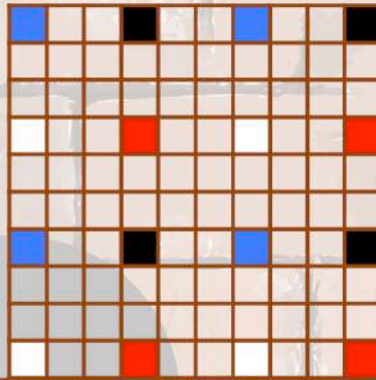
The number of bricks used equals the city height + width, i.e. in an 8x8 city, 16 bricks of each color are used. All 4 colors are used, even if less than 4 players play. All bricks are placed in a common supply at the start of the game.

Each player chooses 1 color to start with. Any remaining colors are "neutral". Neutral colors do not take turns but may take prisoners during players' turns.

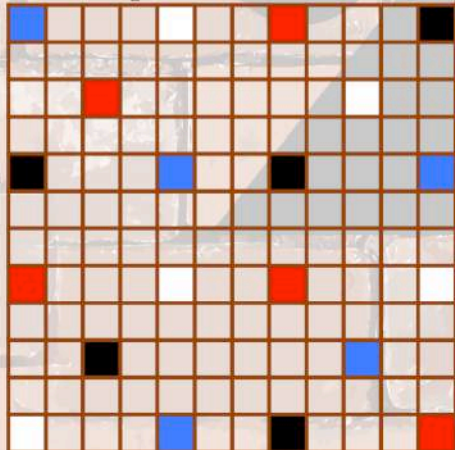
Optional rule: At the end of a turn, a player may choose to switch to a neutral color. Any prisoners taken by the old color are then replaced by the prisoners taken by the new color.



6x6 squares, 4x12 tiles

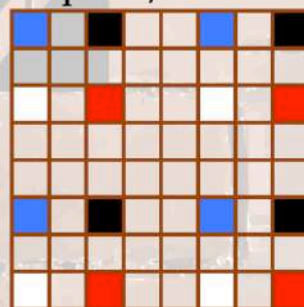


10x10 squares, 4x20 tiles



12x12 squares, 4x24 tiles each

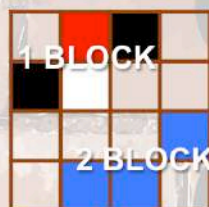
8x8 squares, 4x16 tiles



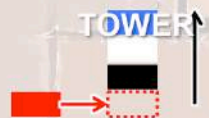
3. LOTS AND TOWERS

Take turns to place **2 bricks of different colors** from the common supply to the city.

Bricks may be placed as **houses** in empty lots or as **floors** stacked with other bricks to form **towers**. The color of the top floor is in **control** of the tower. Houses and towers orthogonally adjacent are part of the same **block**.

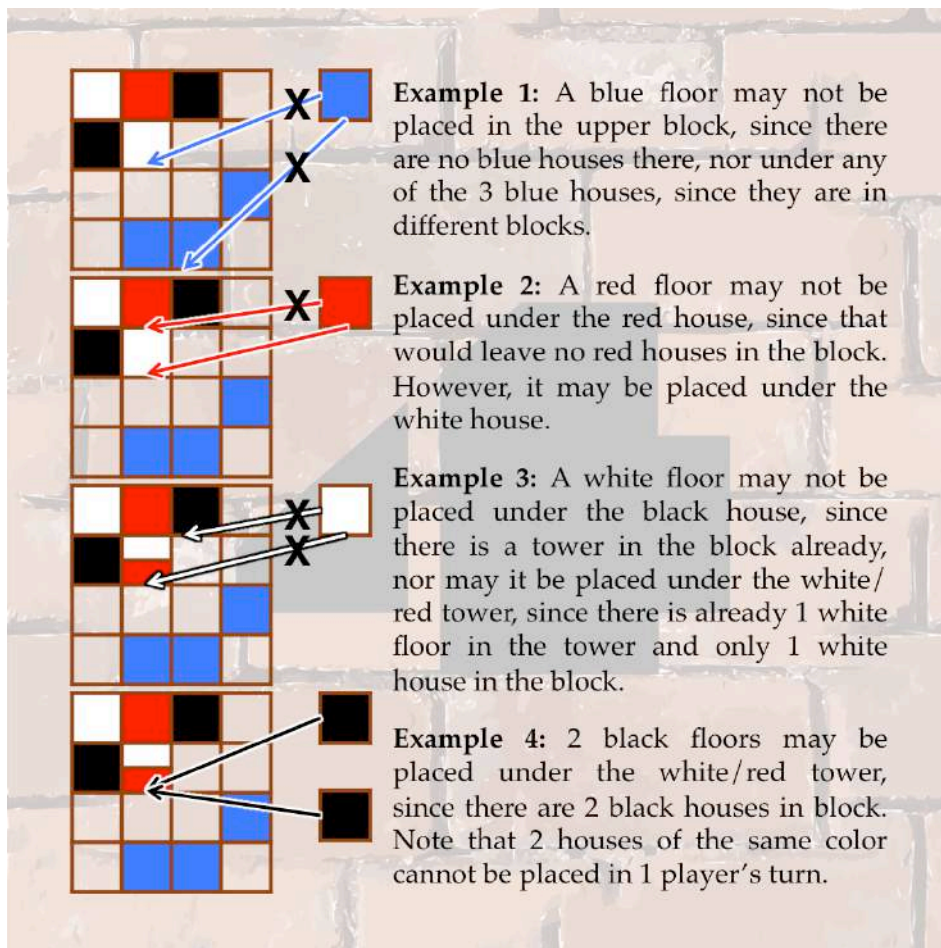


Floors placed in towers are placed at the bottom, pushing the other floors upwards, with the following restrictions:



1. **Houses in block:** A floor may not be placed if the total number of floors of that color in the **tower** would exceed the total number of houses of that color in the rest of the **block**.
2. **Towers in block:** A floor may not be placed if that would start a second tower in the block.

The restrictions only apply during placement. If houses are subsequently removed from the block, the tower is not affected.



4. TOWER STRUGGLE

If a brick is placed so that 2 towers end up in the same block, there is a **struggle**. Determine the strength of each tower, first by **tower height** and, if equal, **block size** (excluding the just placed house). The strength can never be higher than the number of houses in the rest of the block.

A brick may not be placed so that more than 2 towers end up in the same block, nor may it be placed if the towers are equally strong. Resolve the struggle immediately.

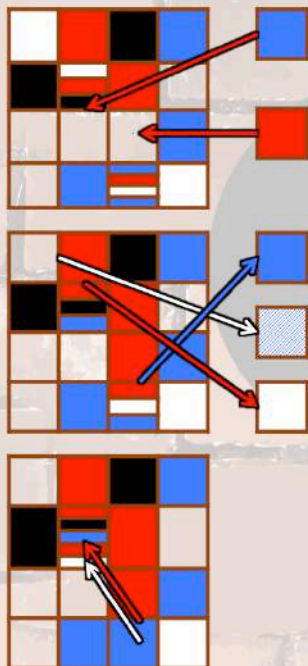
If the **same color** controls both the towers, the towers **merge**. Take all floors in the weaker tower (except the bottom one) and place them at the bottom of the stronger tower in the same order, pushing the floors of the stronger tower upwards.

If **different colors** control the towers, the towers take turns to **fight**, starting with the stronger tower.

- The color in turn moves the top **floor** from the opponent **tower** to the common supply AND
- The color not in turn takes any 1 **house** (if any) of the opponent color from the opponent **block** as a prisoner. (Neutral colors take their prisoners from the common supply.)

End the fight immediately if any of the following is true:

- There is only 1 brick left in the weaker tower. It is now a house.
- The 2 towers are in different blocks again. Both towers remain.
- The 2 towers are controlled by the same color. They merge.



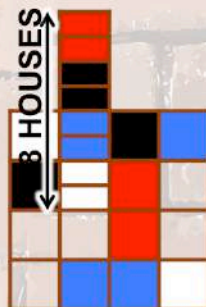
Example: Red places 1 blue floor in the white-red-black tower and 1 red house that turns the 2 blocks into 1 block with 2 towers.

The towers are equally high (4) but the left block is larger (6 vs 3). White starts and moves the top blue house to the supply. Blue takes 1 white house as a prisoner. Red now controls the opponent tower. Red moves the top 1 white house to the supply. White has no available Red house to take as a prisoner.

Both towers are now controlled by Red so the struggle ends and the towers merge. The floors in the weaker tower (except the bottom one) are placed at the bottom of the stronger tower.

Red now controls a tower of height 5.

5. END OF GAME



The game ends at the start of a player color's turn if that color controls the **highest tower** in the city OR has the **most prisoners**. The height must be at least equal to the **city size** and the number of prisoners must be at least equal to **the city size**.

Example: In an 8x8 city, the height must be at least 8 and the number of prisoners at least 8.

Thus, if several colors reach the tower or the prisoner victory condition, the game continues until one color starts a turn with a higher tower/more sets than any other color.

The game also ends immediately if a player is unable to place a brick. This may happen if colors are exhausted or if there are no legal placements. The winner is then determined in the following tie-breaking order:

1. The player color controlling the highest tower.
2. The player color having the most number of prisoners.
3. The player color having the most tiles in the city.