

PALAZZO

Version	1.0
Version Date	18-July-2004
Number of Players	2-4
Game Length	30-45 minutes
Author	adapted for the piecepack by Phillip Lerche
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Equipment to play	1 standard piecepack; paper and pencil for end game scoring; an opaque bag or a cup is optional
Acknowledgment	adapted from Alhambra, by Dirk Henn; the idea for the turret was inspired by Mike Schoessow's solitaire piecepack game Skyscrapers.

Introduction

Welcome to Renaissance Venice! The Duke of Venice wishes to grace his city with beautiful new palazzos dedicated to science and art. Players are artisans employed by the Duke, and the player who builds the most impressive structures will win the game and gain immense honor in the Duke's court.

Setup

The tiles represent different **structures** within the palazzo. Each structure has a base cost to build of 5 ducats plus the value on the tile (null=0, ace=1) depending on the material used to build it. Buildings therefore cost from 5 to 10 ducats to construct. The tiles are shuffled face down then 4 tiles are turned over and placed face up in the center of the play area, known as the constructor's yard. The tile suits represent different types of structure:

Moon – observatory
Sun – solarium
Arms – fountain
Crown – statue

The coins represent ducats with which buildings are purchased from the constructor's yard. Either place the coins in an opaque bag or cup, or shuffle them number side down near the constructor's yard as a central pool. The coin suits have no game relevance. Each player takes 2 coins into hand. Players should keep the value of their coins in hand secret. Now turn 4 coins number side up and place them adjacent to the yard – this is the bank.

Each player takes the die and pawn of one suit. All players roll their dice to determine the starting player. The player who rolls the highest number starts. Re-roll to break ties. All the dice are now set so that the 5 face is uppermost. The dice represent additional ducats, which may be used to purchase buildings during the game. The pawns are special turrets, which may be placed during the game to enhance the player palazzos.

Aim

The aim of the game is to construct the most beautiful palazzo of the best materials. Using ducats they obtain from the bank or their dice, players buy and place structures in their own palazzos. At the end of the game the Duke will visit the palazzos and decide which one is the grandest.

Game play

The game is played in a series of turns. Starting with the first player, each player takes an action. Then, if the player bought one or more structures, the player builds the structure(s) in his or her palazzo (or places the structure(s) in his or her reserve).

The actions are:

1. Take a coin from the bank
2. Take one of the 3 different reserve actions
3. Place or move the pawn as a special turret
4. Purchase a structure from the constructor's yard

1. Take a coin from the bank (most common action)

The player takes one of the coins from the bank into hand, and then replaces the empty space in the bank with one of the face down coins (or a coin from the bag/cup), turning the new coin number side up. If there are no face down coins left (or the bag/cup is empty), the discarded coins are all shuffled face-down (or put back in the bag/cup) and coins are chosen randomly to refill the bank. Play then passes to the left.

2. Take a reserve action (uncommon action)

There are 3 possible reserve actions. Players may place a structure from reserve into the palazzo, **or** a player may remove a structure from the palazzo to the reserve, **or** a player may exchange a reserve structure with a palazzo structure. Building rules must always be followed when taking a reserve action (see below). After taking a reserve action, play passes to the left.

3. Place a turret (least common action)

The player either places his or her pawn on one structure in his or her palazzo, **or** moves the turret to another structure within the palazzo. After placing the turret, play passes to the left.

4. Purchase a structure from the constructor's yard. (common action)

The player pays the cost of one of the structures on display with a total amount of ducats equal to or greater than the cost of the structure. Players may pay with any combination of coins and the number showing on the face of the die (null=6, ace=1), however no change is ever given in the case of an overpayment. If the player uses the value of the

die, then the die is immediately turned to the next lowest valued face. Once the ace face of the die has been used, the die is turned to the null face and has no further use. With the following exception, after purchasing a structure it is immediately placed in the palazzo or reserve, and pay passes to the left.

Exception: if the player pays the **exact** amount for the structure, then that player immediately gains an additional action, including the opportunity to purchase another building, should the player be able to and wish to do so.

Placing structures:

The Duke has decreed that palazzos must be constructed according to the following specific aesthetic rules:

The first structure placed is done so without restriction.

Subsequent structures must be placed so that at least one side is lined up exactly with another structure. No gaps (holes) are allowed to be created by placing structures. Structures may only be placed adjacent to a structure of the same type (suit) or material (value). This applies to all sides of the structure.

If a purchased structure cannot be placed legally it must be placed in the player's reserve. There is no limit to the number of structures that can be held in reserve, however these structures do not count during scoring.

Ending the game

The game ends when the last building has been purchased. Then, starting with the player to the left of the player whose action ended the game, each player is given the opportunity to take one more action (take a coin, reserve action, place turret) before scoring.

Scoring

Players score for most of a type of structure, as well as for quality of materials used in the palazzo.

Majorities:

Highest number of a type of structure scores 3 for each structure of that type in the palazzo (structures in reserve at the end of the game are not scored).

Second highest number of a type of structure: 2 x number of that structure

Third highest: 1 x number of that structure present in the palazzo.

Players that tie for majorities score for the high position. A structure with a turret counts as 2 structures.

Materials:

Players score the total value on the structures placed (this does not include the base cost to purchase of 5 ducats). A structure with a turret counts twice the value.

Example:

Dirk has built 2 Observatories, one of which has a turret. This gives him the most observatories built, with 3, so he scores $3 \times 3 = 9$.

Phillip has built 2 observatories, the 2nd most. He scores $2 \times 2 = 4$.

Brad has built one observatory. He scores $1 \times 1 = 1$

Brunhilde has also built one observatory, and she also scores 1.

Phillip and Brunhilde have built 2 solaria each. They each score $3 \times 2 = 6$.

Brad and Dirk have built 1 solarium. They each score $1 \times 1 = 1$.

Phillip's structures have values of 5,4,3,2,1 and 1. He has placed his turret on a 5-structure. He scores $16 + 5 = 21$ for materials.

The player with the highest combined score for types of structure and materials is the winner! If players are tied for first place in scoring, the player with the highest combination of ducats (coins in hand + number on the die face) wins. If there is still a tie, the player with the fewest structures built wins.

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