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Forging Florence: Rule Book

Cover page

Overview

Collect resources to make new art. Sell the art to earn money to hire better artists to gain more Prestige. The player with the most Prestige at the end of the game is the winner.

Intended Age: 12+
2-4 players
Time to play: 40-60 minutes

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Included pieces

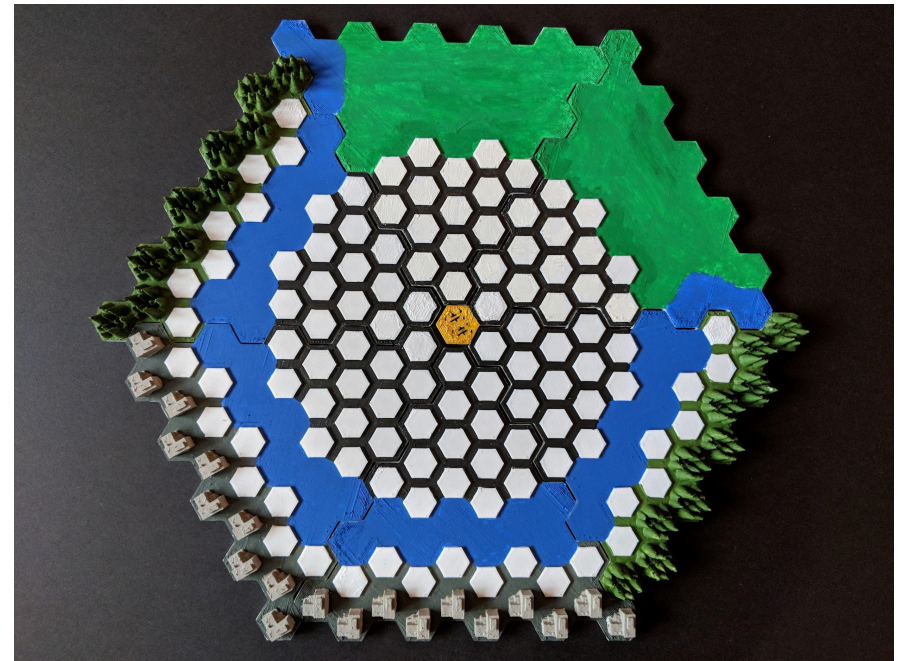
- 1 custom six-sided die
- 1 custom die holder and lid
- 6 board base pieces with raised hexagons (hexes)
- 4 Guild Houses and matching character pieces
- 2 shops of each color (Blue, Copper, and Gold)
- 3 brown paper mills
- 2 short bridges
- 2 long bridges
- Money - Approx. 20 of each paper bill (5, 10, 15, 20 lire)
- 30 resource tokens (6 of each kind)
- 10 Artist cards (Painters, Sculptors, and Authors)
- 66 Art cards (3 each of 22 different art pieces)
- 5 storage boxes for the assorted pieces

Setting Up the Game

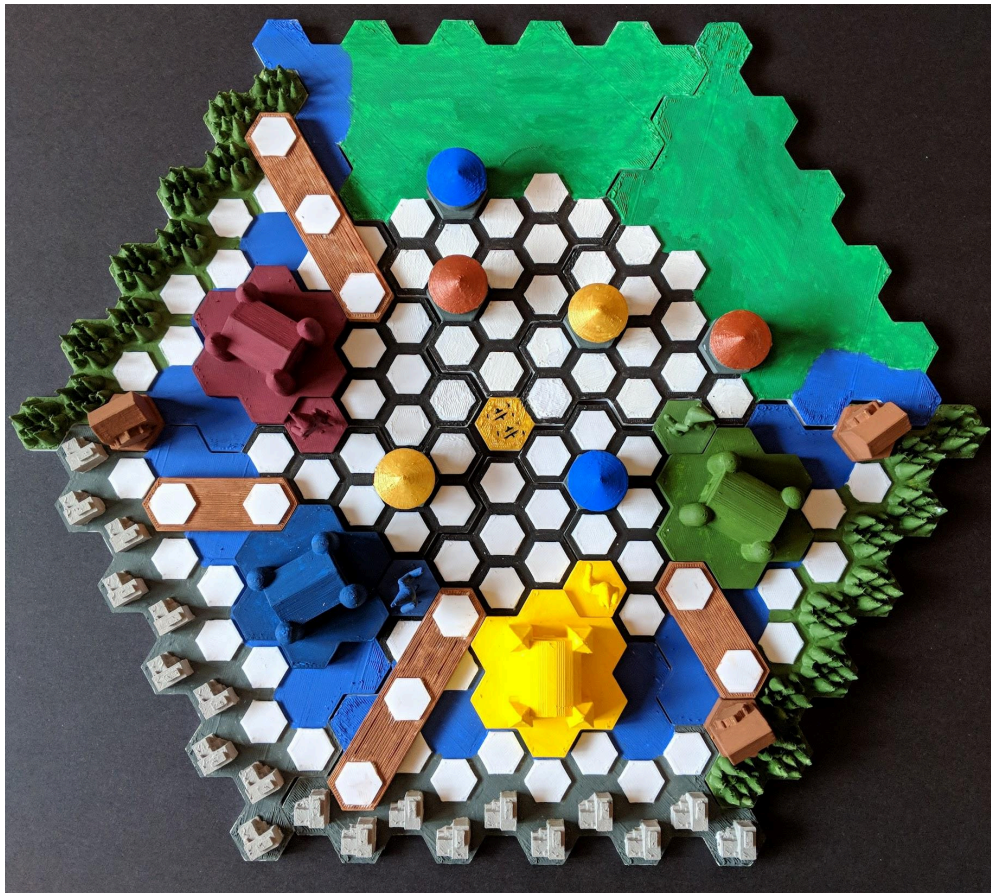
Attach together the 6 board pieces with the black sections together in the center. The golden tile should be at the very center of the board. Place each guild house on a spot at the edge of the black city section. The shops are randomly distributed on the black city section. Merchant shops have copper roofs, apothecary shops have blue roofs, and print shops have gold roofs. Each bridge needs to be snapped spanning the blue river, and the mills are randomly distributed onto the green row of hexes in front of the trees.

Pictures of the game board are shown on the following pages.

Board Pieces



Assembled board with pieces



Sample gameplay setup



Setting Up the Game cont.

Hand out 10 lire to each player. Place the remaining lira and the resource tokens off to the side. Each player places their character on a hex touching their guild house on the board. Randomly distribute one PAINTER card to each player as their starting artist. Place the other artist and art cards off to the side, organized by type of artist.

Have the players total up the number of museums they have been to. The player who has visited the most museums gets to roll first and the turns proceed in clockwise order. Alternatively, have the youngest player roll first.

Gameplay






Gameplay includes five possible actions: MOVE, COLLECT/BUY RESOURCES, CREATE ART, SELL ART, and UPGRADE. Depending on your resources, you may be able to complete multiple actions in one turn.

MOVE

To move your character, roll the die and move the designated number of spaces, with each space being a hex. You do not have to use all of your spaces, ex. if you only need one space to get to the center hex and you roll a six, you can stop after one. Each player only moves once per turn. The river can only be crossed by a bridge.

COLLECT/BUY RESOURCES

When your character is close enough to a natural resource supply (on one of the hexes immediately surrounding it), you can collect it. A key for what each token depicts, where to gather them, and prices for each resource is shown on the following page. You can only have one of each resource at a time.

<p>Tools From the merchant shop (copper roof) Cost: 5 lira</p>	
<p>Stone From the quarries (gray spaces on the edge of the board) Cost: Free</p>	
<p>Printing Press From the print shop (gold roof) Cost: 10 lira</p>	
<p>Paint From the apothecary shop (blue roof) Cost: 5 lira</p>	
<p>Paper/Sandpaper/Canvas From the paper mill (brown building) Cost: Free</p>	

CREATE ART

To create art, you must have all of the resources needed to produce it and an artist of the correct type (sculptors make sculptures, etc.). The requirements are listed below:

Paintings

- Canvas
- Tools
- Paint
- PAINTER card

Books

- Paper
- Tools
- Printing press
- AUTHOR card

Sculptures

- Stone
- Tools
- Sandpaper
- SCULPTOR card

Once all the resources have been collected, the character must return to a hex immediately surrounding their Guild House to make the art. The required resources are exchanged for an art card that matches the artist and type of art. Place the art card to your left.

SELL ART

Once you have made your art, the art piece must be in the player's possession for one turn before selling. Once that turn has passed, the character must proceed to the golden center hex to sell. For pricing information, see the ART TABLE below. Selling increases a player's Prestige at the end of the game and provides you with funds to purchase more resources and hire new artists.

Only one player can be on the center hex at a time. You can only stay on the center hex for one turn before you are going to sell art: if you end your turn on the center hex, you must have an art piece to sell on your next turn. You cannot remain on the center hex after you have sold your art. If that was the final action of your turn, you must move off of it on the following turn.

To show that you have sold the art piece, move it to your right side.

ART TABLE

	Sell Price	Prestige (Unsold)	Prestige (Sold)
Paintings	10 lire	15 P	20 P
Books	20 lire	25 P	30 P
Sculptures	30 lire	35 P	40 P

UPGRADES

Guild Houses have three levels attainable through gameplay.

Level	Artist Capacity	Prestige Value	Requirements
1	1 - Painters only	None	Starting Level- none
2	2 - Authors available	20 P	Create two paintings
2	3 - Sculptors available	30 P	Create two books

Artist and Art Cards

To get new artist cards, you must hire them using lire you have earned from selling art.

PAINTERS cost 15 lire to hire, AUTHORS 25 lire, and SCULPTORS 35 lire.

Some artists also have special abilities seen below:

Artist	Bonus	Conditions for Bonus
Giotto	+50 Prestige	Make 6 paintings with him before getting a second artist
Machiavelli	+20 Prestige	Make the most art in the game OR Be the first to Guild House Lvl 3
Michelangelo	+10 Prestige	For every statue made
da Vinci	+10 Prestige	Costs 2x lire to hire Bonus for every piece sold (paintings, sculpture, and writing)
Brunelleschi	2x Prestige per sculpture	Costs 2x resources to build Limit of one of each resource rule is lifted- player receives the gold marble logo token to signify this exception

Ending the Game

The player who has the BRUNELLESCHI card has the ability to end the game. Once they have made *The Sacrifice of Isaac*, the option to build the Dome of Florence opens. Once this player makes the Dome, each player has one more turn before the game is over.

Once the game is over, tally up the amount of Prestige earned from art, Guild Houses, and from any bonus abilities. The player with the most Prestige has won the game!

Putting the Game Away

Carefully remove the pieces from the board and place them in their designated boxes. Separate the board pieces and place them in the large game box. When putting the resource boxes in the larger game box, just make sure to not interfere with the delicate trees or quarry features.

Guild houses are placed on top of the board pieces in the large game box.

Detailed instructions for where each piece goes can be found in the table below.

Box Label	Pieces
Building Pieces	<ul style="list-style-type: none">- Short and long bridges- 3 Paper Mills- Apothecary (blue roof) shops- Merchant (copper roof) shops- Print (gold roof) shops- Marbled double-resource token (hexagon with FF logo on it)
Art & Artist Cards	All of the standard size cards with a patterned back with maroon diamonds on a black background. Please try to keep the artists separated from and on top of the art.
Currency (Lira)	5, 10, 20, and 50 value lire A cardboard divider is included in the box to keep 5 and 10 separate from the 20 and 50 value slips.
Player Pieces	The four colored player pieces
Resource Tokens	The six kinds of plastic resource tokens with a blue background.
Large Game Box	Board Pieces and Guild Houses