

- Siena -

A game by Mario Papini, published by Zugames and Zman

A NOTE ON THESE RULES

While views on Siena differ greatly, there seems to be agreement that the rules aren't great. Both Zev from Z-Man and Boardgamegeek user Masdoro responded by posting reworked rules on BGG. This rule set borrows heavily from their work and rules discussions in the Forum, including responses from the designer. However, the rules are presented in a new structure that follows the flow of the game and with more typical English usage.

Please let me know if any mistakes have slipped in or if you have issues around copyright. I've used downloaded images in the hope that the owners won't begrudge their images being used to promote the game, with no material gain for myself. – BGG user ZirkvandenBerg (This is version 3 of these rules.)

These rules are presented in the following order:

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1 GAME OVERVIEW

Siena is a strategy game for 2-5 players. In this game each player starts as a Peasant in Siena in 1338. Then they become Merchants and finally Bankers.

A **Peasant** or **Merchant** mainly produces and sells goods to make money (florins). They can also make life difficult for any Bankers by sending Calandrino the Beggar or Courtesans their way. Apart from having a greater potential to earn money, Merchants can sacrifice income to start earning the Prestige Points ("Consents" or "Victory Points" in other rule sets) needed for victory.

A **Banker** goes around Town making deals and earning Prestige Points by donating money to the

church, hiring Artists, helping build the Torre del Mangia tower, etc. They also have to avoid paying Courtesans and Calandrino the Beggar.

In every game turn, the players purchase new Siena Cards and then play cards from their hand to increase their wealth and prestige, or to cause other players to lose theirs.

To win, a player must have progressed beyond Merchant to be a Banker. Winning is based almost exclusively on the amount of Prestige Points the player has gathered. This represents support from the citizens of Siena to join the Consiglio dei Nove, the Council of Nine that governs Siena.

2. COMPONENTS

2.1 Game board

The gameboard shows a painting by Ambrogio Lorenzetti. It has various functional parts:

- The Florin Track (money) all around the outside
- The Turn Order Track, the vertical track to the left of the painting
- The Left Painting, showing the town, with the names of its districts around it
- The Right Painting, showing the fields around Siena, with the Production Tracks for various products
- The Firenze-Arezzo Road track, the vertical track to the right of the painting



2.1.1 Florin Track

Each player uses one marker of his color to show how much money he has. For every florin earned, move the marker one space clockwise; for every florin spent, move the marker one space anti-clockwise.

Whenever a marker is moved to a square containing one or more others, it is added on top of the stack. A higher marker in a stack is considered to be richer than ones below.

The Florin Track ranges from 0 to 99. A player can never have less than 0 florins, but can have more than 99. Put another marker of the same color on top of the one already on the Florin Track to show the wealth is 100+ the amount shown in the occupied space.

The small red numbers on the Florin Track show

how many florins a Banker has to donate to the church when he is at the Duomo and chooses to make a donation. (See *Playing as the Banker*.)

The M and B symbols on the Florin Track show how many florins a player needs to improve his status to Merchant (M) and Banker (B) respectively. Once his marker reaches or goes beyond the relevant symbol, the player has the option to improve his status.

2.1.2 Turn Order Track

This is the vertical track to the left of the painting. The poorer the player, the lower his marker is placed in these spaces – the poorest in the +0 slot, then in ascending order of wealth from +1 to +3. The player in the +0 slot goes first or can nominate another starting player.

2.1.3 District Names

These line up with the corresponding district in the Town. They are used to help players regulate the movement of Bankers and Calandrino.

2.1.4 Production Tracks

The Production Tracks are the five colored tracks around the Right Painting. Their color identifies the product they relate to.

Yellow = Corn

Red = Wine

Green = Oil

Blue = Spices

White = Cloth

The number on the right of each Production Track shows the selling price of one unit of that product.

2.1.5 Firenze-Arezzo Road Track

This is the vertical track to the right of the painting. The three white spaces on this track represent the road to Firenze (Florence). The two red spaces represent the road to Arezzo.



2.2 Playing pieces

The white cubes represent different things, depending on where they are on the gameboard:

- On the Florin Track – the current game turn.
- On the Production Tracks – the progress of production for that product.
- On the Right Painting – goods ready for sale.
- At the Inn – Courtesans.
- In front of a player – Stinginess Penalty to be deducted from their Prestige Point total.

The colored disks are markers to show each player's progress on various tracks and the Torre del Mangia, as well as indicating the position of a Banker in town. Aligned in front of a player, the colored disks show their social status:

- 3 markers = Peasant
- 2 markers = Merchant
- 1 marker = Banker

The black pawn shows the position of Calandrino the Beggar.

2.3 Game Cards

There are four card decks in the game.

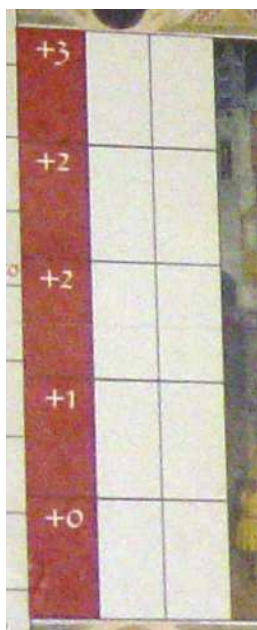
- **Siena Cards**, representing the actions players can take.
 - The upper part (white background) has either a red asterisk to show the card must be auctioned or a red number indicating the base cost to buy the card. It also has a gray number that can be used to move a Banker or Calandrino the Beggar around the districts of Siena.
 - The lower part has one or more illustrations, indicating actions that may be taken with the card.
- **Fato Cards** (Fate), used to check the effects of some player actions. The deck has six colored cards and one Devil.
- **Senesi Cards** (Citizens of Siena), acquired to gain Prestige Points.
- **Artista Cards** (Artists), acquired to gain Prestige Points.

3. SET UP

Place one wooden cube on the 0 space of the Florin Track to show the turn. (Only needed if playing a limited-turn game.)

Place three markers of each player's color in a row in front of them to show their Peasant status.

In random order, each player places one of their markers in a stack on space 28 of the Florin Track. This shows they all own 28 florins to start with.



The poorest player, the one at the bottom of the Florin Track stack, places his marker on the +0 space of the Turn Order Track (shown on the left). The next poorest player places theirs on the +1 space, and so on. (Place the marker on the actual number, not on the white spaces alongside.)

Example: In a 3-player game, the richest player will end up on the first of the two +2 spaces and in a 5-player game the richest player will occupy the +3 space.

Place one wooden cube on the corn field on the Right Painting, as shown below. This represents 1 unit of Corn ready to be sold. Place the black Calandrino pawn on the Banchi di Sotto district in Town, as shown below.



Shuffle the Fato and Senesi cards into separate decks and place them face-down near the game board.

Shuffle the Ambrogio Lorenzetti card and two other face-down Artista Cards taken at random. Shuffle the remaining five Artista Cards and place them face-down on top of the first three, near the game board.

Find the seven Siena cards with red asterisks and gray numbers 1-5 and place them face-up on the table.

4. OPENING AUCTION

This stage only happens once, before the start of the game.

Following the Turn Order Track, each player gets the opportunity to start an auction for one of the face-up cards of his choice, or to pass. A player who passes their turn cannot take part in the auction for the next card.

During the auction for each card, players may bid higher or pass, in Turn Track order (i.e. poorest going first). A player who passes during an auction may not bid again in the auction for this

card, but may start or join later ones. The player who wins the auction takes the card and pays the bid price.

The bidding continues until all cards are sold or all players decide not to buy any more of the available cards and everyone passes.

Now shuffle all of the Siena Cards not owned by a player, including unsold ones from the opening auction, to form a new deck.

5. GAME TURN OUTLINE

Each game turn consists of three phases.

5.1 Housekeeping Phase

If playing a limited-turn version of the game, move the turn track cube 1 space forward on the Florin Track. After the Opening Auction, move it to the 1 space.

Rearrange the player markers on the Turn Order Track based on wealth – poorest on the +0 space, indicating he'll move first.

5.2 Card Buying Phase

In this phase, each player may buy up to two new Siena Cards. One player will be able to also buy a third card, marked with an asterisk, by auction.

Note: You can never have more than seven Siena Cards in your hand and may not do anything that would give you an 8th Siena Card.

5.2.1 Deal cards

Deal twice as many cards as there are players, placing them face-up. If the Siena deck runs out, shuffle discarded and played cards into a new deck. **Note:** Cards with asterisks can only be used once per game. Once played, they are not reshuffled into the deck.

5.2.2 Buy non-asterisk cards

In Turn Track order, each player may pass or buy any one of the face-up cards without an asterisk. (Cards with asterisks cannot be bought at this stage.) The red number on the card shows how many florins it costs, in addition to the number the player occupies on the Turn Order Track. I.e. the poorest player will just pay the card cost, the second one will pay the card cost plus 1 florin, and so on. **Exception:** 0-cost cards are free for all players, regardless of their position on the Turn Order Track.

Every time a player takes a card or passes, move his marker one space to the right of its current position on the Turn Order Track. When the marker is on the last space on the right, that player may not buy any more non-asterisk cards.

Note: As no player may hold more than seven Siena Cards, anyone with seven Siena Cards must immediately move their marker to the last white space on the right.

Example: Jon, Andrea, and Pasquale are playing. Six cards are played face up. Only one has an asterisk. Jon, on the +0 space of the Initiative Track, already has seven cards and thus his marker is moved all the way to the right and he cannot buy cards in this phase. Andrea is the next poorest player and buys a card for 3 florins (2 for the card +1 for being on the +1 space of the Turn Order Track), taking her down from 27 to 24 florins. She also moves her marker one space to the right. Pasquale buys a 0-cost card, paying nothing for it, and moves his marker one space to the right. It is now Andrea's turn and she passes. Her marker moves to right and she cannot buy another card this phase. Pasquale buys a 3-cost card paying 5 florins for it (adding +2 for his being on the +2 space of the Turn Order Track). He is now on the last white space on the right and since all players are on the last white space, this part of the card buying phase is over.

5.2.3 Auction asterisk cards

When all the players' markers are on the last white space on the right and there is a card with an asterisk face-up on the table, that card is immediately put on auction. If there is more than one asterisk card, the one with the lowest gray number is the only one up for auction.

In Turn Track order, players may choose to bid or to pass. A player holding seven cards may not bid in this auction. A player that passes may not bid again in this auction. The player who wins the auction takes the card and pays.

If no one buys the auctioned card, it is discarded – out of the game for good.

Example: Since Jon has seven cards, he has to pass. Andrea can bid, but decides to pass. She loses the right to bid again in the auction. Pasquale puts in a bid of 1 florin and buys the card.

5.2.4 Clear cards away

Move all unsold cards to the discard pile, leaving only the asterisk cards that haven't been on auction yet.

5.3 Action Phase

At the start of this phase, each Banker gets 8 florins.

Now the player whose marker is on the +0 space of the Turn Order Track chooses who should take his player turn first.

At the start of his turn, a player must move his marker back to the leftmost space on the Turn Order Track.

He may then play or discard as many Siena Cards as he wishes. Cards can be played in any order, completing the action for each as it is played. However, all cards with the same action must be played together as a group. A player

cannot play a card, take its action and then play another similar card.

Every time he plays one or more Siena Cards, the player must choose to use either the gray movement number or the action indicated by the lower part – never both.

At the end of the first player's turn, the next player on the Turn Order Track plays, and so on up to the highest player on the track. If some players have not had a turn yet, the player on the +0 position goes next, followed in Turn Track order by any others who haven't had a turn yet.

***Example:** The poorest player in a five-player game chooses the player on the second +2 space to go first. After that player is done, the one on the +3 space goes. After that, play wheels around to the poorest player (on the +0 space), then the player on the +1 space and finally the player on the first +2 space.*

PRESTIGE POINTS AVAILABLE					
Role	Artista	Senesi	Tower	Wealth	Total
<i>Game total</i>	33	48	38	2	121
Peasant	25	0	0	0	25
Merchant	25	40	0	0	69
Banker	33	8	29	2	72
<i>* Totals achievable for each role is theoretic. In real terms, the Peasant has virtually no chance of gaining his maximum, while the Banker could gain close to his.</i>					

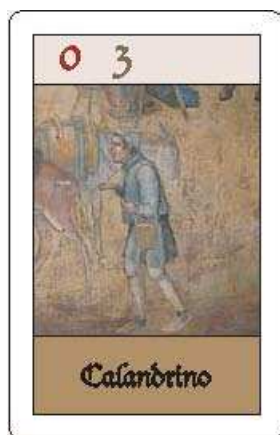
6. SIENA CARDS EVERYONE CAN USE

6.1 Any card for movement

Any player can use the movement on any Siena Card to move Calandrino if the card is played together with the Calandrino card. Bankers can use the movement on any card to move their own marker around Town.

6.2 Calandrino the Beggar

When a player plays this card, move the black pawn representing the Calandrino the Beggar three districts counter-clockwise in Town. (Each district is close to the panel with its name.) Calandrino can be moved further by playing additional cards, adding the gray numbers on the upper part to Calandrino's movement. When Calandrino encounters a stationary Banker, even in passing,



the Banker is forced to give away 10 florins in alms or take alternative action.

Exception: Bankers in the Duomo district or Inn when Calandrino arrives must give 20 florins. In addition, those in the Duomo district cannot do anything to avoid paying. (At the church, they have to make a show of being charitable.)

The player who is taking his turn is immune to Calandrino's begging.

Note: Calandrino can enter the adjoining Inn from Via delle Cerchia if the player moving him plays an Inn card together with the Calandrino card and pays one movement point. If Calandrino is in the Inn, it costs one movement point for him to exit to the Via delle Cerchia.

6.3 Courtesan

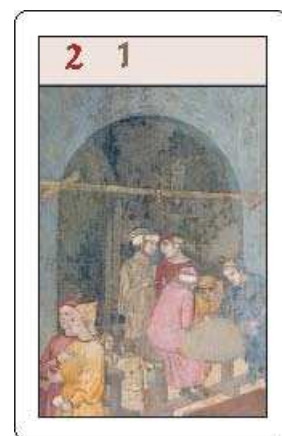
When a player plays this card, add one Courtesan (represented by a wooden cube) to the Inn adjacent to the Via delle Cerchia. There's no limit to the amount of courtesans that can be at the Inn. Each Courtesan card has a unique name for flavor only. A Courtesan at the Inn lures in any passing Banker, who is forced to pay 10 florins per Courtesan or take alternative action.



6.4 Inn

When a player plays three Inn cards together, he immediately gets 20 florins. (He has won money playing cards at the Inn.)

The Inn card can also be played together with Calandrino the Beggar to allow him to enter the Inn from Via delle Cerchia. This costs Calandrino one movement point.



The Inn card can also be played when an Artista Card is auctioned, to secretly look at the card.

7. PLAYING AS A PEASANT

A Peasant's main concern is to produce and sell goods either in the local market or on the Via Francigena, possibly using the Mule at either location to sell extra goods. There is no marker showing the Peasant's location on the board.

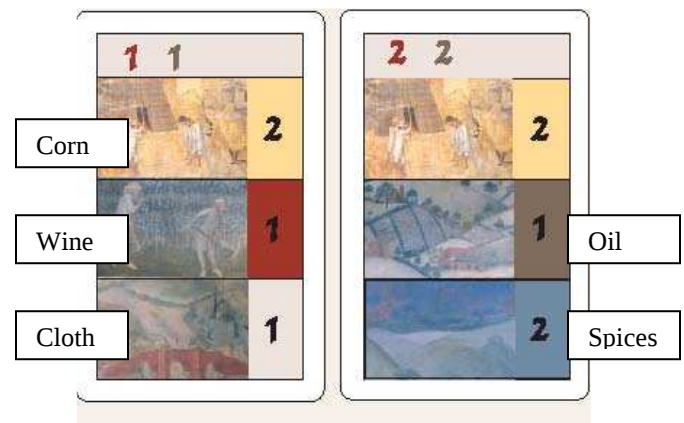
A Peasant can:

- Play any card for movement, as well as the Calandrino, Courtesan and/or Inn cards for their action.
- Play a Production card to help produce Corn, Wine, Oil, Cloth and Spices and/or sell Corn, Wine and Oil. (A Peasant cannot sell the products produced on the two rightmost Production Tracks.)
- Play the Mule card with a Production Card to sell two of each good, even on the Via Francigena.
- Play the Via Francigena card with a Production Card to sell goods along the Via Francigena.
- When an artist is auctioned, pay 8 florins to look at the Artista Card.
- Hire an artist to gain Prestige Points.
- Become a Merchant if he has 30 florins or more.

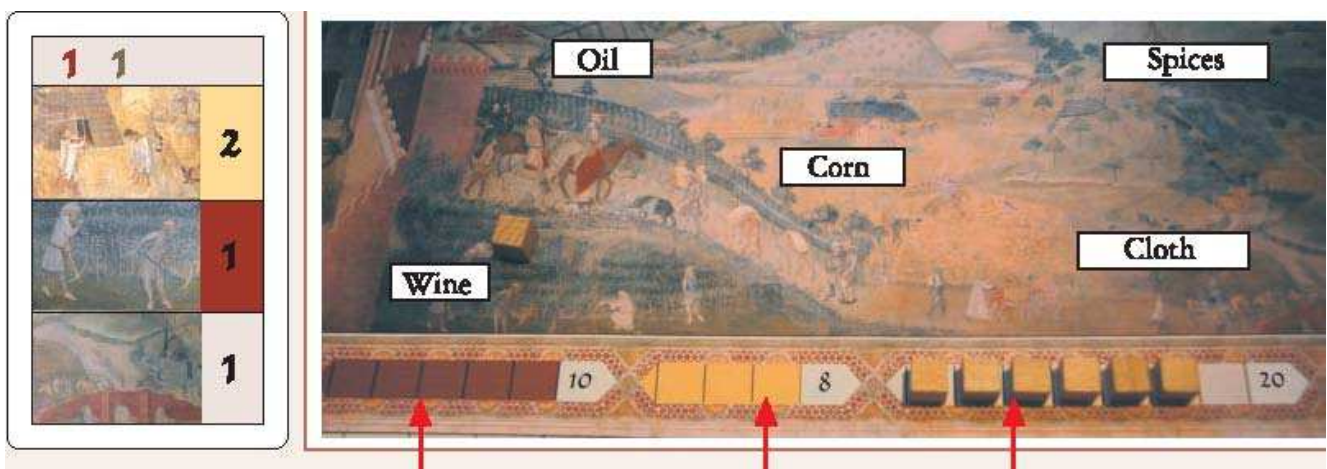
7.1 Production

When a Production Card is played for its action, it produces goods. Put cubes equalling the number shown on the card on each matching Production Track. Cubes must be placed for all the colors shown on a played card, even if it helps opponents.

As soon as a Production Track is complete, remove all cubes from the track and place 1 cube on the appropriate space on the Right Painting to show that one extra unit of that product is now available for sale. If there are any unused cubes from the Production Card(s) still to come, they are added to the empty Production Track.



Example: If the card on the left is played, 2 cubes go on the Corn, 1 on the Wine and 1 on the Cloth Production Track.



Example: The player plays two cards like the one shown above and places two cubes on the Wine Production Track (1x2), four cubes on the Corn Production Track (2x2) and two cubes on the Cloth Production Track (1x2). (Notice there is one unit of Wine on the painting, waiting to be sold from a

previous turn). The amount of cubes needed to produce one Corn is three. The three cubes placed become one unit of Corn ready to be sold (i.e. place one cube on the painting, on the corn fields) and the remaining one is placed on the Corn Production Track.

On the Cloth track, there are already six cubes. Playing two copies of the above card adds another two cubes. The amount of cubes necessary to produce one unit of Cloth is seven. So, seven cubes become one unit ready to be sold (i.e. place one cube on the painting, at the bottom right) and the remaining one goes on the Cloth Production Track.

If a Peasant plays two copies of the card shown, the player earns 8 florins immediately and the Corn unit that has just been placed on the painting is removed, having been sold.

Whenever a player plays a Production Card and at the end of the play there are goods to be sold that matches a color on that Production Card, the player can sell 1 unit of that good and collect the number of florins shown on the Production Track. **Note:** The game starts with one unit of Corn ready to be sold. So, the first player who plays a card that adds at least one Corn cube may earn 8 florins immediately.

Peasants (and Merchants) may earn florins from the sale of different goods in the same turn, but may only sell one good of each type. **Example:** A Peasant may sell one Corn, one Wine and one Oil, but not two Corns.

7.2 Mule

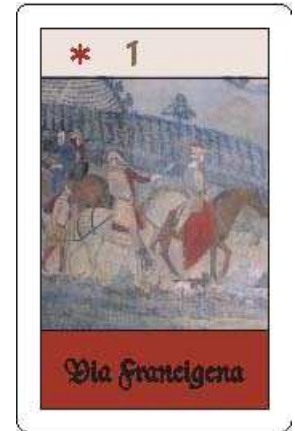
When a Peasant plays this card together with a Production Card that would allow him to sell goods, he may sell two units of those goods instead of the usual one.

Example: Following the example above, if there were two Wines ready to be sold, a Peasant who plays the Mule card in addition to the card in the previous example could sell both, earning 20 florins.



7.3 Via Francigena

When a Peasant plays this card together with a Production card that would allow him to sell goods, he may go sell the goods in the villages along the Via Francigena. Basic products fetch high prices outside town, but the road is dangerous.



The player shuffles the **Fato Cards** and decides the amount of cards he wants to draw (that is the length of the journey) before drawing the first card. If he draws colored cards only, he earns the total amount of florins shown on the cards for each product he is selling. However, if the Devil is among the cards drawn, the Peasant is robbed and earns nothing. The product is still removed from the board. **Note:** The number on the bottom panel of the Fato Card applies to Bankers only.

Example: The Peasant plays the Via Francigena card and three Production cards that result in the sale of Oil. By playing the Via Francigena card, the Peasant decided to try his luck selling that Oil outside of town. He chooses to draw four cards. If none of these are the Devil, the Peasant will receive 40 florins (4x10). If the Devil card is drawn, the Peasant gets nothing.



A Peasant cannot sell goods on both the Via Francigena and the normal market in the same turn.

7.4 *Becoming a Merchant*

Once a Peasant has at least 30 florins, he can become a Merchant. To become a Merchant, the player removes one of the three status markers in front of him.

When the last Peasant becomes a Merchant, remove all cubes on the Corn, Wine and Oil Production Tracks as well as any of these goods ready to be sold.

Note on improving status:

- There is no payment involved in gaining new status. The player just has to be rich enough.
- Players can choose to remain at the lower status.
- Once a player has attained a higher status, he can never go back to the lower status, even if he becomes poorer than the threshold.
- A player cannot become a Banker if he is a Peasant – he has to play at least one turn as Merchant first.
- The new status privileges start just after the end of the player's current turn.

8. PLAYING AS A MERCHANT

A Merchant's main concern is to produce and sell goods either in the local market or on the Firenze-Arezzo Road. He may also begin to collect Prestige Points by sacrificing some of his profits. There is no marker showing the Merchant's location on the board, except when he travels on the Firenze-Arezzo Road.

A Merchant can:

- Play any card for movement, as well as the Calandrino, Courtesan and/or Inn cards for their action.
- Play a Production card to help produce Corn, Wine, Oil, Cloth and Spices and/or sell Cloth and Spices. (A Merchant can only sell products produced on the two rightmost Production Tracks.)
- Play a Firenze-Arezzo Road card to journey to either city.
- When an artist is auctioned, pay 8 florins to look at the Artista Card.
- Hire an artist to gain Prestige Points.
- Gain Prestige Points by giving up earned florins to draw Senesi Cards.
- Become a Banker.

8.1 *Production*

The rules for this are exactly the same as for Peasants (*see rule 7.1*), except that the Merchant can only sell Cloth and Spices. Stocking the other Production Tracks are unnecessary when there are no more Peasants in the game.

For every good sold by a Merchant, every Banker immediately earns a commission of 3 florins.

8.2 *Firenze-Arezzo Road*

Firenze-Arezzo Road cards are a special kind of Production Card, showing a picture of travelers across the bottom of the card. A Peasant ignores this part of the card. However, a Merchant may choose to use this card to travel on the Firenze-Arezzo Road in addition to producing goods.

Since Siena lies between Arezzo and Firenze (Florence), the Merchant has to decide which city to go to when he places his marker – he cannot

change direction later. If he is going to Arezzo, he places his marker on the red square marked 3. If he is going to Firenze, he places it on the blank white square.

If the marker ends on a numbered square, the Merchant immediately receives the number of florins shown. If he plays more than one of these cards together, he does not earn florins for each step, but only for the last one. Once a marker reaches Firenze or Arezzo, it is removed from the board and the Merchant collects the amount of florins shown. Each Merchant can have only one marker on the Firenze-Arezzo Road.

If a Merchant who is on the way to Firenze or Arezzo plays a card which adds to the production of Cloth or Spices, he must remove his marker off the Firenze-Arezzo Track, as he has gone back to sell his goods in Siena.

If a Merchant who is on a journey to Firenze or Arezzo plays a card which adds to the

production of Wine, Corn, or Oil, the Merchant remains on the road, though his action has helped the Peasants.

8.3 Earning Prestige Points as Merchant

Once per turn, a Merchant who earns florins from the sale of goods may decide to sell his goods for less to win the favor of Siena's townspeople (the Senesi). The Merchant can:

- Give up 10 of the newly earned florins and draw one card from the Senesi Card deck; OR
- Give up 15 of the newly earned florins to draw two Senesi Cards and choose one of them to keep. The discarded card is placed at the bottom of the deck.

Example: If a Merchant earns 23 florins from the sale of goods, he may give up 10 of those florins (receiving only 13 florins) to draw one Senesi Card or give up 15

florins (receiving 8 florins only) to draw two Senesi card, of which he can select one to keep.

Every Senesi Card shows a number of Prestige Points it awards its owner. Senesi Cards are held secret and do not count towards the seven-card hand limit.

8.4 Becoming a Banker

Once a Merchant has at least 80 florins, he can become a Banker. To become a Banker, the player removes one of the two remaining status markers in front of him.

When the last Merchant becomes a Banker and there are no more Peasants either, remove all markers on the Cloth and Spices production tracks as well as any of these goods ready to be sold.

9. PLAYING AS A BANKER

A Banker's main concern is to make money, avoid paying the Courtesans and Beggar, and to collect Prestige Points. A Banker, represented by a marker, moves directly on the painting, from district to district. He can only take voluntary actions in the district where he stops his movement, not in passing.

A Banker must:

- Collect 8 florins at the beginning of the Action Phase of every game turn.
- Collect 3 florins commission whenever a Merchant sells Cloth or Spices.
- In every Action Phase, move clockwise to the next district in Town.
- Give alms whenever Calandrino the Beggar moves into or through his space, or take alternative action.
- Pay all Courtesans when at the Inn or passing by, or take alternative action.

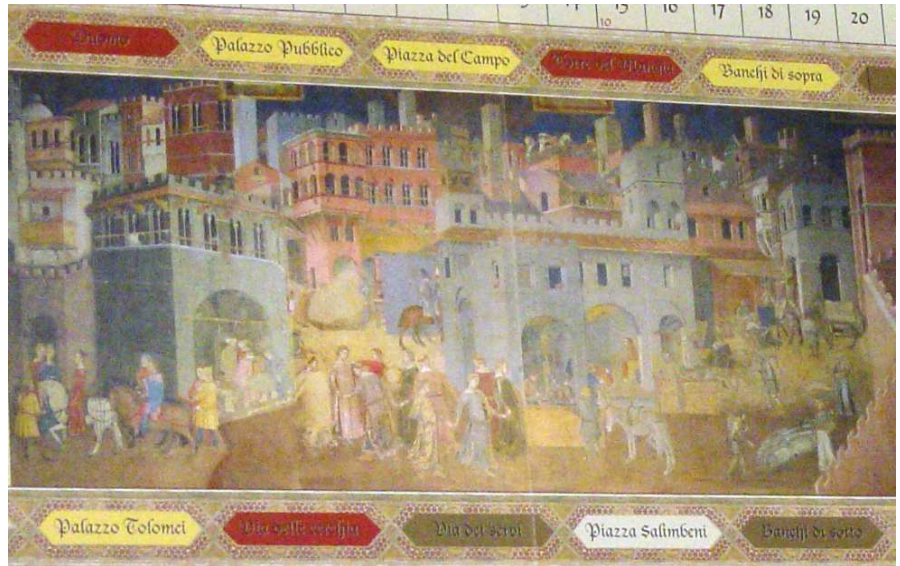
A Banker can:

- Play any card for movement, as well as the Calandrino, Courtesan and/or Inn cards for their action.
- Play Banchi di Sotto and Via dei Servi cards in the relevant district to gain florins.
- Play a Piazza Salimbeni card in the relevant district to draw Fato Cards to gain florins.
- Avoid paying Courtesans by playing a Girlfriends card.
- Avoid paying Calandrino the Beggar by playing a Guards card or taking a Stinginess Penalty.
- Start an auction at the Inn to hire an Artist to gain Prestige Points.
- Pay 8 florins to look at an Artista Card being auctioned. (A Banker at the Inn does not need to pay.)
- Hire an artist to gain Prestige Points.
- Build a floor of the Torre del Mangia to gain Prestige Points.
- Play a Bricklayer card to reduce the cost of building a floor of the Torre del Mangia.
- Once per game, gain Prestige Points by making a donation to the church while in the Duomo district.

9.1 Moving around Town

The Town is divided into 10 districts and the Banker must move through them. Each district is near the panel bearing its name. At the beginning of every Action Phase, the Banker must move clockwise to the next adjacent district in Town. **Note:** In his first round as a Banker, the Banker moves from off-board to the Banchi di Sotto district.

To move more than one district per turn, the Banker may play Siena Cards, using the gray numbers at the top as added movement points. He may move any distance up to the total movement points.



Example: If the Banker is in the Duomo district and plays a Siena Card with a gray 4, together with his normal move of 1, he can move all the way to Banchi di Sotto or stop anywhere before that district.

Town areas and actions:

<u>Duomo</u> ⇨ * Once per game: pay lower red no. from current wealth to look at 4 Senesi Cards & keep 2 * Give Calandrino 20 florins – no excuse	<u>Palazzo Pubblico</u> ⇨ Get 5 florins <u>Inn</u> ↓ * Pay 10 florins per courtesan * Hire Artist * Give Calandrino 20 florins	<u>Piazza del Campo</u> ⇨ Get 5 florins	<u>Torre del Mangia</u> ⇨ Build the tower <table><tr><th>Level</th><th>Cost</th><th>Points</th></tr><tr><td>1</td><td>15</td><td>2</td></tr><tr><td>2</td><td>20</td><td>3</td></tr><tr><td>3</td><td>25</td><td>4</td></tr><tr><td>4</td><td>30</td><td>5</td></tr><tr><td>5</td><td>35</td><td>6</td></tr><tr><td>6</td><td>40</td><td>7</td></tr><tr><td>7</td><td>60</td><td>9</td></tr></table>	Level	Cost	Points	1	15	2	2	20	3	3	25	4	4	30	5	5	35	6	6	40	7	7	60	9	<u>Banchi di Sopra</u> ↓ Get 5 florins
Level	Cost	Points																										
1	15	2																										
2	20	3																										
3	25	4																										
4	30	5																										
5	35	6																										
6	40	7																										
7	60	9																										
↑ <u>Piazza Tolomei</u> Stop or pay 10 florins	⇨ <u>Via delle Cerchia</u> ↑ Banker can get lured into Inn by courtesan Banker can enter Inn voluntarily Calandrino can enter Inn with card	⇨ <u>Via dei Servi</u> Play card to get 20 florins	⇨ <u>Piazza Salimbeni</u> Play card to draw Fato Cards for florins	⇨ <u>Banchi di Sotto</u> Play card to get 20 florins																								

9.2 Meeting Calandrino the Beggar

Every time Calandrino the Beggar stops in or moves through a district with a stationary Banker, the Banker has to choose one of the following actions:

- Give Calandrino 10 florins.
- Refuse to give alms (florins) to Calandrino and place one wooden cube in front of him to represent his stinginess. At the end of the game, every Stinginess Penalty scores as negative Prestige Points. (The first subtracts 1 Prestige Point, the second an additional 2 for a total of 3, etc. *See scoring rules.*)
- Play the **Guards** card. (Shown on the right). The Beggar walks away empty-handed and the Banker doesn't get a Stinginess Penalty.

Exception – Inn: A Banker giving Calandrino alms in the Inn must give him 20 florins instead of 10, so he can buy food.

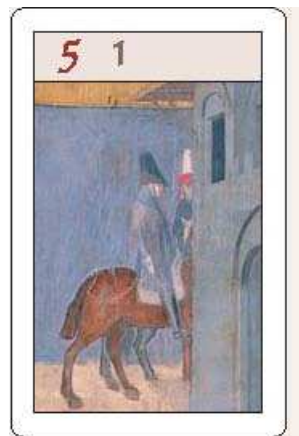
Exception - Duomo: A Banker in the Duomo district cannot opt out of giving Calandrino 20 florins.

If a Banker does not have enough money to give to Calandrino, he must give all he has and does not have to take a Stinginess Penalty.

Calandrino never begs from a player whose turn it is.

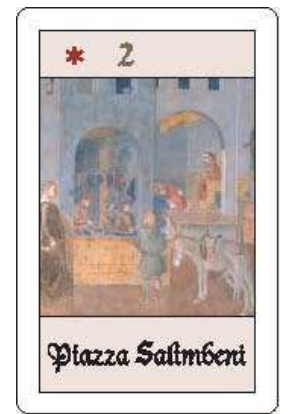
9.3 Banchi di Sotto

Every time the Banker stops his movement in the Banchi di Sotto district, he may play one or two Banchi di Sotto cards. Each card played earns him 20 florins to reflect especially profitable deals.



9.4 Piazza Salimbeni

Every time a Banker stops his movement in the Piazza Salimbeni district, the Banker may play a Piazza Salimbeni card. Much like the Peasants traveling along the Via Francigena, the Banker shuffles the Fato Cards and decides the amount of cards he wants to draw. If a player draws colored cards only, he earns the total amount of florins indicated on the bottom panel of the card (i.e. 7 florins per card). However, if the Devil card is among those drawn, the Banker is robbed and gets no money.



9.5 Via dei Servi

Just like the Banchi di Sotto, every time the Banker stops his movement in the Via dei Servi district, he may play one or two Via dei Servi cards. Each card played earns him 20 florins to reflect especially profitable deals.



9.6 Via delle Cerchia (& the Inn)

If a Banker reaches the Via delle Cerchia district, he may choose to continue to the Palazzo Tolomei or to move to the adjoining Inn to hire an Artist. Move the Banker's marker from the Via delle Cerchia district directly onto the Inn. (As shown below.) This costs one movement point.



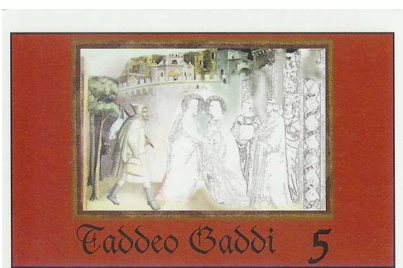
If a Banker meets Calandrino in the Inn, he must pay 20 florins in alms, take a Stinginess Penalty or play a Guards card.

To leave the Inn, a Banker and Calandrino must pay 1 movement point and go to Via delle Cerchia. Calandrino or a Banker who has just left the Inn may not return there, even if lured by Courtesans, but must first complete an entire circuit of the Town.

9.6.1 Hiring Artists

A Banker in the Inn – even if he's there because of Courtesans – may try to hire an Artist to gain Prestige Points.

The player draws the first card off the Artista deck, looks at it secretly and starts an auction, **offering 15 florins** as the opening bid.



If there are other Bankers at the Inn, they can all look secretly at the Artista card on auction. All the other players may take a look at the auctioned Artista card before the beginning of the auction by paying 8 florins or by playing an Inn card.

Each player, regardless of their social status, may join the auction to hire an artist. In their turn, each player may raise the bid or pass, in Turn Track order. A player who passes may not bid again in the current auction. **Note:** When Peasants bid, they must raise the previous bid by at least 5 florins. Merchants have to raise the previous bid by at least 3 florins to take part. Bankers only have to raise the previous bid by 1 florin.

The player who wins the auction pays and takes the card, keeping it secret. This card does not count towards his hand limit of seven.

Note: When the artist Ambrogio Lorenzetti is hired, the game ends immediately.

9.6.2 Encountering Courtesans

If there are any Courtesans (cubes) at the Inn when a Banker arrives at the Via delle Cerchia, he has no choice but must enter the Inn, lured by a Courtesan. This forced move costs no movement

points. A Banker is not affected by a Courtesan if they are added when he is already in Via delle Cerchia.

A Banker who comes in contact with one or more Courtesans at the Inn must pay 10 florins for each Courtesan there. The Courtesan's cube (or cubes) is removed from the board after payment.

If a Banker does not have enough money to pay the Courtesan(s), he must pay all the money he has. Regardless of what he pays, all the Courtesans are removed from the Inn.

A Banker can avoid paying Courtesans altogether by playing the Courtesan's **Girlfriends** card (shown on the right) to distract the Courtesans. In this case, the Courtesans are not removed. A Banker does not need to pay any florins and, if he wishes, may decide to travel on along the street instead of entering the Inn.



If one or more Courtesans are placed in the Inn while Bankers are present, each Banker must immediately pay 10 florins for every Courtesan added or play the Girlfriends card.

Example 1: The Banker has three movement points and reaches the Via della Cerchia on the second move. There are two Courtesans at the Inn, meaning the Banker would have to stop moving, place his marker at the Inn and pay 20 florins. However, the Banker plays the Courtesan's Girlfriends card, avoiding the need to enter the Inn, and may now continue to Palazzo Tolomei if he wishes.

Example 2: A Banker enters in the Inn with a Courtesan inside. He plays a Girlfriends card. Then another player adds one or more Courtesans to the Inn. The Banker must immediately pay (or play a Girlfriends Card) only for the added Courtesans.

Example 3: One or more Courtesans are added at the Inn and some Bankers are already inside. Immediately, each Banker must either pay or play the Girlfriends card. If each Banker plays a Girlfriends card, the Courtesans remain inside. If even one Banker pays, the Courtesans are removed, but not before each other

Banker at the Inn either pays or plays the Girlfriends card. The Courtesans are only removed after each Banker either pays or plays a Girlfriends card.

9.7 Palazzo Tolomei

When a Banker reaches the Palazzo Tolomei district, he must stop and join a wedding procession, even if he still has movement points left. If a Banker doesn't want to stop and join the procession, he must pay 10 florins as wedding present for the bride and then go on. If the Banker starts movement in the Palazzo Tolomei district, he can leave without paying.

9.8 Duomo (& donating to church)

Once per game only, a Banker in the Duomo district may make a donation to the church to get Senesi Cards that give him Prestige Points. The size of the donation depends on the Banker's position on the Florin Track in relation to the red numbers on the track. A Banker with less than 15 florins may not make a donation.

Example: If the player's marker is anywhere between the red number 30 space on the Florin Track (#55) and the red number 40 space (#75) he must make a donation of 30 florins. If he is between the red 40 and the red 50 spaces, he must make a donation of 40 florins.

After the donation, the Banker takes a look at the top four Senesi Cards, chooses two of them and places the discarded cards on the bottom of the deck, without revealing them.

The Banker must place the two cards he took in a cross-shape as a reminder that he may not make another Church donation during this game.

Note: If Calandrino stops in or passes through the Duomo district, Bankers there may neither play the Guards card nor refuse to give him alms. In fact, they must give Calandrino 20 florins instead of 10 to prove their good nature.

9.9 Palazzo Pubblico

Every time the Banker stops his movement in the Palazzo Pubblico, he earns 5 florins immediately

from some side deals. (The same goes for all three top-row districts with yellow name panels.)

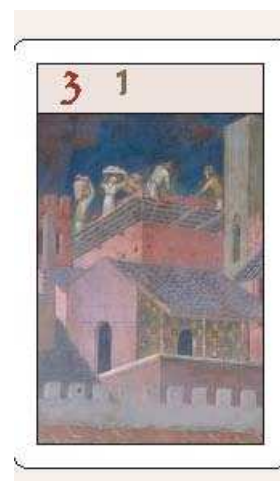
9.10 Piazza del Campo

Every time the Banker stops his movement in the Piazza del Campo, he earns 5 florins immediately from some side deals. (The same goes for all three top-row districts with yellow name panels.)

9.11 Torre del Mangia (& building the tower)

A Banker in the Torre del Mangia district can contribute to building the tower at the end of his Action Phase. The building cost depends on the height of the tower and on the supply of labor. The first floor costs 5 florins to build. Any higher floor costs 5 florins more than the one below, apart from the 7th floor, which costs 20 florins more than the 6th one. In addition to the materials costs, every floor costs 10 florins for labor.

See chart below for costs.



Floor	Material	Labor		
Total	Points			
1 st	5	10	15	2
2 nd	10	10	20	3
3 rd	15	10	25	4
4 th	20	10	30	5
5 th	25	10	35	6
6 th	30	10	40	7
7 th	50	10	60	9

Unlike the material costs, which have to be paid, the labor costs can be avoided if the Banker has some workers at his disposal, represented by the **Bricklayer** card. (Shown on the right.) Playing this card reduces the cost of building a floor by 10 florins.

After having paid the required amount of florins for the building, the Banker stacks one of his markers on the Torre del Mangia panel to remind all the players which Banker built which floor.



No single Banker may build more than four floors in total and every player may build just one floor per turn. (*Unofficial variant: Waive the four-floor limit in a two-player game.*)

Note: When the 7th floor is built, the game ends immediately.

9.12 *Banchi di Sopra*

Every time the Banker stops his movement in the Banchi di Sopra, he earns 5 florins immediately from some side deals. (The same goes for all three top-row districts with yellow name panels.)

10. GAME END AND WINNING

The game ends if any of these events occur:

- Immediately if someone builds the 7th floor of the Torre del Mangia. The turn is not completed.
- Immediately if the Artist Ambrogio Lorenzetti is hired. The turn is not completed.
- After the 20th game turn was played. (Short version only. The designer's recommended version has no turn limit.)

Only a Banker can win the game. Remove all other players' markers from the Florin Track.

Place the remaining players' markers on the Turn Order Track the normal way, from poor to rich. Leave the markers there, as they may be used in case of a tie.

Place the richest player's marker on to 30 space on the Florin Track and the poorest player's on the 26 space. All other Bankers' markers are placed on the 28 space. **Exception:** In a two-player game, the poorest Banker's pawn is placed on the 28 space.

Each player reduces his score for every Stinginess Penalty he has. The first stinginess cube scores -1; the second -2; the third -3, and so on.

Example: Four Stinginess Penalties add up to a total of 10, i.e. 1+2+3+4.

Now the remaining Prestige Points are scored as

follows, moving the markers up the Florin Track:

2 Prestige Points to the player who has built the first floor of the Torre del Mangia
 3 to the one who has built the second floor,
 4 to the one who has built the third floor,
 5 to the one who has built the fourth floor,
 6 to the one who has built the fifth floor,
 7 to the one who has built the sixth floor and
 9 to the one who has built the seventh floor.

2 Prestige Points to the player who has built the most floors of the Torre del Mangia. (In case of a tie, the 2 Prestige Points go to the one who has built the lowest floor.)

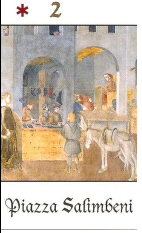
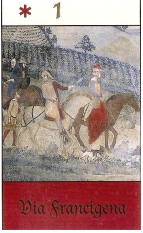
Add the Prestige Points on each player's Senesi Cards together with those on their Artista Cards.

At this point, the player whose marker is highest on the Florin Track is nominated Member of the Consiglio dei Nove of Siena (Council of Nine) and wins the game.

In case of a tie, the player who has built the highest floor of the Torre del Mangia is the winner. If there is a tie and no player has built any tower floors, the winner is the player who was the richest player at the end of the game before Prestige Points were counted. (As recorded on the Turn Order Track.)

11. CARD ACTION REFERENCE SHEET

	0 1  0 1  0 4  * 8  0 1  * 3  2 1 	Production , some of which are also Firenze-Arezzo Rd	Mule	Guards	Courtesan (can show other name)	Girlfriends (can show other name)	Inn
No. in deck	25 (of which 10 are FAR)	1	2 (incl.1*)	4	2 (incl.1*)	4 (incl.1*)	
Playable by	Peasant & Merchant	Merchant	Peasant	Banker	All	Banker	All
Special condition	Peasants activate only panels with numbers alongside	Merchants can also activate travelers in unnumbered panel	Play with Production Card	On meeting Calandrino	-	On meeting Courtesan	-
Main effect	Produces goods. May sell ready goods of types on card.	Can earn florins on Firenze-Arezzo Road track	Can sell two of each good if available & matched by Production Card	Can ignore Calandrino	Places Courtesan at Inn	Can ignore Courtesan	*Play three to win 20 florins. *Move Calandrino to Inn. *Can look at Artista Card
See Rule #	7.1	8.2	7.2	9.2	6.3	9.6	6.4

	 Bricklayer	 Banchi di Sotto	 Calandrino	 Piazza Salimbeni	 Via dei Servi	 Via Francigena	
No. in deck	2 (incl.1*)	2 (incl.2*)	4	2 (incl.2*)	2 (incl.2*)	2 (incl.2*)	No. in deck
Playable by	Banker	Banker	All	Banker	Banker	Peasant	Playable by
When	Building Torre del Mangia	In the district named	(Only useful if there is a Banker)	In the district named	In the district named	With Production Card	When
Main effect	Cancels labor cost, saving 10 florins	Earns 20 florins per card	Moves the Beggar. Can boost move with gray numbers on extra card(s)	Can play Fato Cards for chance of more florins	Earns 20 florins per card	Can play Fato Cards for chance of more florins	Main effect
See Rule #	9.11	9.3	6.2	9.4	9.5	7.3	See Rule #