



# THE PALACES OF CARRARA

## - retro pack -

### *Component Changes*

*In the rules for the 1st edition, you will see some differences in components and terminology.*

- » There are only 7 scoring markers in the 1st edition.
- » The decorations are called art objects.
- » A scoring marker is used for the VP track.
- » Player boards are less complex, so you'll want to use side A of the 2nd edition player board.
- » There is a start player marker, you can use a statue from 2nd edition as a substitute if you aren't playing with statues, otherwise you'll need to find a suitable substitute.
- » Urban and Rural buildings are called City and Land Buildings. And collectively they are called Building Categories rather than landscapes.
- » Monuments are just called buildings with a cost of 8.
- » The wheel is a basic wheel with 6 segments. Use Wheel A for this. You will not need the smaller wheel, unless you are choosing to combine the versions.
- » Cards are used.

- » **Improvement tiles are called upgrades. The improvement tiles in the 2nd edition have the biggest differences from the 1st edition upgrade tiles.**

**1st edition values:**

- » Livorno: x1 coin and x4 VP
- » Pisa: x4 coin and x1 VP
- » Lucca: x1 coin and x3VP
- » Viareggio: x2 coin and x1VP
- » Massa: x2 VP
- » Lerici: x1 coin and x1VP

**Please note that because we added the money scoring strategy to these base games, the values of the improvement tiles are not identical to the 1st edition.**

### *Rule Changes*

The original version of The Palaces of Carrara (with the expansion) can be played with the following adaptations to this 2nd edition.

#### **Set up & Game Play**

Determine the start player and use a statue (unused in this version) to indicate the start player.

Use the (side A icon) **of the wheel**. When you choose to buy blocks you may first rotate the wheel and add blocks as normal, **or** you may choose to **not** rotate the wheel and not add blocks.

Use the (side A icon) **of your player board**.

You each only start with 1 block instead of 2: 1st player takes purple, 2nd blue, 3rd green, & 4th red.

You only have **6 scoring markers**, and there is no Royal Court board. When you score, use one of your scoring markers from your supply; you do not take the royal visit marker, and no other

players need follow this lead as there are no bonuses.

**1 of each decoration** is placed on the main game board, and only these are available to purchase for 10 coins on your turn as a bonus action. Once gone, you may no longer buy a decoration.

The **remaining 5 decorations** of each type are added to the supply. You earn decorations, not on the wheel, but when you score not when you take blocks. **For each building involved in a scoring, you gain 1 of the type of decoration shown on that building.** It is added to your supply and is not placed on a building. At the end of the game, you will score based on your sets of decoration. Score value is variable based on the cards in play (See Card Appendix). Landscape scoring does not yield decorations.

**1 of each type of building values 1-5 is shuffled and in play.** The extra value 3 buildings are not in play. No change is required for various player counts.

**The cards** marked (A1,B1,C1) are in play for the most basic version\*, but can be randomized along with D cards, always with 1 of



each type (ABCD) in play for the “expansion”.

You cannot substitute 2 blocks for 1 of the next highest color in the retro version.

You can upgrade any building by paying the difference in blocks. They do not need to be monuments; they do not need to be the same type. The covered building is not scored at the end of the game.

All buildings will score some value as VP at the end of the game as shown on the C cards.

All statues (except the one being used for the start player marker), 2 scoring markers per player, the second set of value 3 buildings, the Royal Court board, Royal Visit marker, the money scoring tiles, the statue wheel, and the decoration & statue scoring boards are not in play.

## Game End

The conditions for ending the game are now variable. The game ends when either:

**1 player has completed all 3 objectives** on the cards (ABC) in play and **chooses to announce the end of the game**. That player gets 5 VP. The round is finished so that each player has the same number of turns.

Or

The **last building is built**. No one gets 5 VP. The round is finished so that each player has the same number of turns.

## Final Scoring

**All players may score from the scoring section of each card (ABCD) in play**, even if they did not complete that objective.

**Players score 1VP for each object collected not otherwise scored by the B card in play.**

## Card Appendix



**A1:** Score 4 times. No final scoring.



**A2:** Build 4/3/2 buildings with values 5 or 8 with 2/3/4 players. No final scoring.



**A3:** Score 3/2/1 cities with 2/3/4 players. No final scoring.



**A4:** Build 8/7/6 buildings with 2/3/4 players. No final scoring.



**A5:** Collect 30/25/20 coins with 2/3/4 players. Final Scoring: Gain 1VP for every 2 coins. Instead of the usual 5 coins.



**A6:** Reach 30/25/20 VP with 2/3/4 players. No final scoring.



**B1:** Collect 8/7/6 decorations with 2/3/4 players. Final Scoring: gain 3VP per decoration.



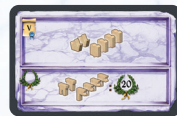
**B2:** Collect 3 pairs of identical decorations. 4 identical counts as 2 pair, etc. Final Scoring: Gain 5VP for every pair.



**B3:** Collect 2 sets of triplets (3 identical decorations) 6 identical counts as 2 sets. Final Scoring: Gain 7VP for each set of triplets.



**B4:** Collect 1 quadruplet (4 identical decorations). Final Scoring: 3VP/pair, 6VP/triplet, 10VP/quadruplet, 15VP/quintuplet, 21VP/sextuplet.



**B5:** Collect 1 pair and 1 quadruplet. 6 identical counts as 1 quadruplet and 1 pair. Final Scoring: 20VP/1 pair & 1 quadruplet.



**B6:** Collect 4 different decorations. Final Scoring: 3/7/12/18/24VP for 2/3/4/5/6 different decorations.






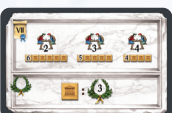
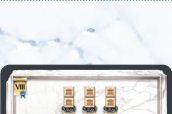
**B7:** Collect 2 groups of 3 different objects. Final Scoring: 8VP/set of 3 different objects. Each group can overlap with another, as long as each decoration is unique within each set.



**B8:** Collect 3 pairs. 4 identical counts as 2 pair etc. Final Scoring: Multiply up to 3 groups of objects. Choose your largest 3 groups and multiply them together. Example: You have 3 flags, 2 books, 2 crowns, and 1 shield, Multiply the flags, books, and crowns 3x2x2 for 12VP, and score 1VP for the extra shield for a total of 13VP.





# Card Appendix

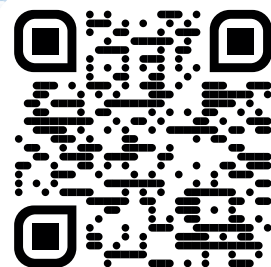
	<b>C1:</b> Build buildings with a total value of 30/25/20 with 2/3/4 players. Final Scoring: Gain VP = to the total value of your buildings.
	<b>C2:</b> Build 2 buildings in each of 3 different cities. Final Scoring: 11/9/7/5/3/1VP for 2 buildings in Livorno/Pisa/Lucca/Viareggio/Massa/Lerici.
	<b>C3:</b> Build 3 buildings in each of 2 different cities. Final Scoring: 17/14/11/8/5/2VP for 3 buildings in Livorno/Pisa/Lucca/Viareggio/Massa/Lerici.
	<b>C4:</b> Build 4 buildings in 1 city. Final Scoring: 23/19/15/11/7/3VP for 4 buildings in Livorno/Pisa/Lucca/Viareggio/Massa/Lerici.
	<b>C5:</b> Build a building with a cost of 8 (a monument). Final Scoring: 34/26/19/13/8/4VP for a monument in Livorno/Pisa/Lucca/Viareggio/Massa/Lerici.
	<b>C6:</b> Build 4/3/2 rural (green) buildings with 2/3/4 players. Final Scoring: 6VP/rural building.
	<b>C7:</b> Build 6/5/4 urban (orange) buildings with 2/3/4 players. Final Scoring: 3VP/urban building.
	<b>C8:</b> Build 2 buildings in each of 3 different cities. Final Scoring: Multiply up to 3 cities' buildings. Choose the 3 cities with the most buildings and multiply the number of buildings in each of those 3 together. Example: 1 building in Livorno, 3 in Pisa, 2 in Viareggio and 3 in Massa, multiply 3x3x2 for 18VP. Building value does not matter.
	<b>C9:</b> Build 4 & 4 / 3 & 3 / 2 & 2 urban & rural buildings for 2/3/4 players. Final Scoring: For each pair of urban & rural buildings add their cost values together for VP. Example: You built 4 urban buildings with values 5,4,2,2 and 2 rural buildings with values 4 and 1. Add 5 and 4 for 9VP and 4 and 1 for 5VP total of 14VP.

## Bonus VP cards

These cards do not have scoring conditions to trigger end game and are simply ways extra VP can be earned during the game.

	<b>D1:</b> Not available
	<b>D2:</b> Score 2 cities of your choice.
	<b>D3:</b> Score Livorno and Lerici.
	<b>D4:</b> Score Pisa and Massa.
	<b>D5:</b> Score Lucca and Viareggio.
	<b>D6:</b> Score 2 types of buildings (example: Palazzo & Castello).
	<b>D7:</b> Score the smallest value building in each type.
	<b>D8:</b> Total your building values in Livorno, Pisa, and Lucca. The player(s) with the highest total gets 9VP. Total your building values in Viareggio, Massa, and Lerici. The player(s) with the highest total gets 9VP.
	<b>D9:</b> Gain 14/12/10/8/6/4VP if you have the highest total building values in Livorno/Pisa/Lucca/Viareggio/Massa/Lerici.

\*The 1st edition of The Palaces of Carrara, with more details for playing the basic version can be found online, in full, at this QR code:





# *The Palaces of Carrara 2nd Edition*

## *with Retro Pack Cards*

The retro pack cards and the 2nd edition rules can be combined with the following adaptations:

### Top Cards (A)

A5: When this card is in play, the scoring fields for money are not in play.

### Decoration Cards (B)

When playing with the decoration scoring cards, ignore the 2nd edition rules for decoration end game scoring.

Decorations in warehouses are ignored.

### Building Cards (C)

C1: When adding up the sum of buildings, do not add the decoration values for this calculation.

C6: Remove the rural improvement tile from the game.

C7: Remove the urban improvement tile from the game.

**Please note 2nd edition playthrough may have a shorter duration or an abrupt ending when the retro cards are in play.**



## *Credits*

**GAME DESIGN:** Wolfgang Kramer, Michael Kiesling • **ARTWORK:** Franz Vohwinkel  
**PROJECT MANAGER:** Rudy Seuntjens • **GAME DEVELOPMENT:** Seb Van Deun  
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**LOGISTICS:** Wim Goossens

Wolfgang Kramer wishes to thank his wife Ursula Kramer and Seb (Game Brewer), who wrestled with him in many tests to find the best solution for the rules down to the last details. Michael Kiesling would like to extend a special thank you to his wife Ina for her endless support.

*If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at [gamebrewer.com/customer-service](http://gamebrewer.com/customer-service)*

