

Le Torri di San Gimignano

サン・ジミニャーノの塔

Rulesheet

For 2 players | 20 min. | 8+

San Gimignano, a small city in Tuscany, north-central Italy, is well known for its medieval city walls, buildings, and many towers of varying heights above all. During the Medieval period, the family rivalries had resulted in construction of 72 towers in total, to exhibit their powers and influences.

Now you are competing in building towers as a member of the noble family. The higher and more beautiful towers you build, the more marvelously your family name will be honored for centuries.

Components

45x Tower Cards (sunny back; 5x5, 6x6, and so on to 10x10)
 1x Noble Cards (sunset back; for Advanced Game only)
 4x Summary Cards (2x English, 2x Japanese)
 1x The Highest Marker
 2x Rulesheets (1x English, 1x Japanese)

Setup

Fig. 1 shows a brief image of the game setup. The details are as follows:

- 1) An elder player becomes the dealer.
- 2) The dealer shuffles and cuts 45 Tower Cards (or just Cards) and deal 5 cards face down to each player. These are the players' initial hands. **During the game, a player can have at most 7 cards in hand.** You cannot see other players' hands.
- 3) Then the dealer places 4 cards onto the center of a table, face up. This space is called the **Market**. All cards in the market are to be placed face up. The remaining cards are placed face down as a deck next to the market.
- 4) Place the Highest Marker next to the deck. The opponent player to the dealer starts.

Actions

During the game, each player performs one of the 7 actions once on their turn, passing turns alternately. Once the deck runs out or any player "closes" the construction (see Actions section), the game proceeds to the Ending Phase. At any time if both players pass in a row, the game immediately ends and each player scores their points.

1) Purchase stones

Draw 2 cards from the top of the deck and/or the market into your hand. If there is only one card in the deck, draw that one. After the action if there is no card in the market, immediately place 4 cards (or if the deck runs out, as many as possible) from the top of the deck.

If you will have more cards than the upper limit (7 cards in a normal game), you cannot perform this action. You can check the card drawn to decide from where you will draw the next one.

2) Exchange stones

Place 2 or more cards from your hand onto the market, and draw equal number of cards from the deck and/or the market. When you draw from the market, you must place a card of the same rank as any of the cards you placed. If there are not enough cards you can exchange either in the deck or in the market, you cannot perform this action. You can check the card drawn to decide from where you will draw the next one.

3) Build a tower

Play 3 or more cards in front of you from your hand, by which a new **Tower** is built. A tower can be either the **Plain Tower** (all stories are of the same rank) or the **Colorful Tower** (stories are in a 5-6-7-8-9-10 sequence, one story for each rank). A tower built is under construction, or incomplete. During the game, you can build any number of identical towers in your construction area.

All cards in a tower is to be placed in a horizontal stack, slightly displaced so that everyone can see all cards and their ranks. The bottom of a colorful tower can be of any rank, but the step between any adjacent two stories cannot be disjoint; card order from top to bottom corresponds to low to high, one by one. When you build a plain tower, you can use **Donazione** effect only once (see **Donazione Effects** section).

4) Extend a tower

Choose an incomplete tower in your construction area, and add 1 or more cards onto the top from your hand. On a plain tower

you can add cards of the same rank. On a colorful tower you can add cards that come into the proper sequence. Then draw as many cards as you have added, from the top of the deck and/or the market into your hand.

A card to be drawn from the market can be of the same rank as used for tower extension. After the action if there is no card in the market, immediately replenish the market with 4 cards. You can check the card drawn to decide from where you will draw the next one. Note that you cannot use **Donazione** effect when extending a plain tower.

5) Complete towers

Choose one or more towers under construction and flip them backward so that they are complete. The towers completed are no longer destroyed by **Donazione** effect, cannot be extended higher, and give you bonus points at the game end.

6) Close the construction

Once you have completed at least 4 towers, you can call "Close" of the construction, and the game proceeds to the Ending Phase.

7) Pass

Your action is skipped.

Ending Phase

Once the deck of tower cards runs out or any player calls "Close", the game enters the Ending Phase. The deck and the market are closed, and you cannot purchase or exchange stones. You can still build and extend towers but **Donazione** does not take effect and you cannot draw additional cards, nor can you complete towers.

The Highest Tower

During the game, once a player has constructed the highest tower among all players by building or extending action, they immediately take the **Highest Marker**, which gives them bonus points at the game end. When another player constructs yet higher one, the Marker moves to that player.

Donazione Effects

Each rank of a card represents a special effect called **Donazione** (Donation), when it is played from hand or is used to build a plain tower. Even when you build more than one tower of the same rank, **Donazione** takes its effect each time. The effect occurs immediately after the card is played or the tower is built. When a colorful tower is built, it does not trigger **Donazione**. Also, in the Ending Phase **Donazione** does not take effect.



5 Guard

When the effect of 9 [Trade] or 10 [Conspiracy] is aimed at you, you can play this card to cancel its effect. Then flip the Guard card backward and put it at the bottom of the deck.

If 9 [Trade] is canceled, the opponent does not need to pass their cards. 10 [Conspiracy] can be canceled even if you triggered its effect by yourself. The effect does not cancel the building action itself.



6 Contract

Plain towers of 6 cannot be destroyed by the effect of 10 [Conspiracy].



7 Blessing

Plain towers of 7 give you 2 points per story at the game end (in addition to the normal points for plain towers).



8 Income

When you build a plain tower of 8, draw as many cards from the top of the deck and/or the market as you used for the tower built now.

You can check the card drawn to decide from where you will draw the next one. After the effect if there is no card in the market, replenish the market with 4 cards from the top of the deck.



9 Trade

When you build a plain tower of 9, draw as many cards face down from the opponent's hand into your hand as you used for the tower built now. Then, return that **number minus one**

of cards from your hand to the opponent. You can return part or all of the cards drawn.

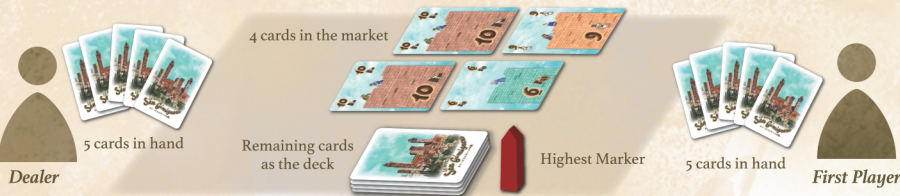
If the opponent's hand is shorter than the tower you built, draw all cards and you must still return as many cards as you built minus one.



10 Conspiracy

When you build a plain tower of 10, destroy one tower that is highest among all the towers including yours which is as high as or lower than that tower you built. If there are two or more towers that meets the condition, you can choose which one to destroy. Place cards of the tower destroyed onto the top of the deck face up and in ascending order, smaller rank comes upper and bigger comes lower.

Fig. 1 Example Setup



Game End & Scoring

When both players pass in a row, the game immediately ends and you proceed to scorings. The scores are calculated for the following 5 categories and summed up. The remaining cards in hand do not count.

1) Completion Bonus

You score 5 points per tower completed (reversed). Once calculated, flip all completed towers for subsequent scorings.

2) Blessing Bonus

You score 2 points per story in towers of 7. Cards of 7 in colorful towers do not count.

3) Plain Towers

For each rank of plain towers, who possesses the highest tower in its rank scores as many points as that rank. So for example, if you have one or more towers of 8 that is highest among all towers of 8, you score 8 points regardless of how many towers or how tall you built. In case of a tie, both players equally score that many points.

4) Colorful Towers

For colorful towers, you score (number of your colorful towers) multiplied by (total number of stories in all your colorful towers). For example, if you built three colorful towers of 3, 3 and 4 stories tall, you score $3 \times (3 + 3 + 4) = 30$ points.

5) The Highest

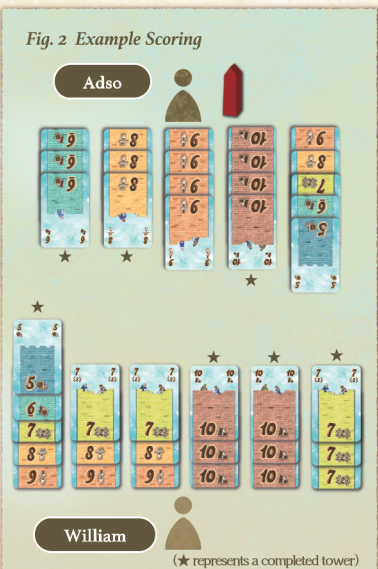
Who possesses the Highest Marker (that is, built the highest tower first) scores 10 points.

Who scores most points in total wins. In case of a tie, who has the Highest marker wins.

Multiple Deals

You can choose to play several deals, accumulating the scores. If you do so, we recommend that if a player calls "Close" and fails to win the first place in that deal, subtract 10 points from that player.

Various types of rules such as to complete total scores for two deals, play some deals until anyone reaches 120 points, and so on. Try everything you would like and have fun!



When the game finishes as shown in Fig. 2, the scores of Adso and William will be as follows:

Adso (upper side)

- 1) He has 3 completed towers; scoring $3 \times 5 = 15$ points.
 - 2) He has no tower of 7.
 - 3) His towers of 10, 9, 8, and 6 are taller than William's; scoring $10 + 9 + 8 + 6 = 33$ points.
 - 4) He has 1 colorful tower, 5 stories in total; scoring $1 \times 5 = 5$ points.
 - 5) He has the Highest Marker; scoring 10 points.
- Adso finally scores $15 + 33 + 5 + 10 = 63$ points.

William (lower side)

- 1) He has 4 completed towers; scoring $4 \times 5 = 20$ points.
 - 2) He has a tower of 7, 3 stories in total; scoring $3 \times 2 = 6$ points.
 - 3) His tower of 7 is taller than Adso's; scoring 7 points.
 - 4) He has 3 colorful towers, $5 + 3 + 3 = 11$ stories in total; scoring $3 \times 11 = 33$ points.
 - 5) He doesn't have the Highest Marker; his highest tower of 5 stories is equal to Adso's one but Adso built his first.
- William finally scores $20 + 6 + 7 + 33 = 66$ points.

Adso 63 - 66 William. William wins the game!

Advanced Game with Noble Cards

If you are well familiar with the normal game, you can introduce 10 Noble Cards into the game to make it more dynamic and diverse.

In the setup, shuffle and cut all 10 Noble Cards and put them face down as a new deck next to the tower deck. They are not included in the initial hands.

In "Purchase" and "Exchange" action, you can add Noble Cards into your hand or place them onto the market. You can have any number of Noble Cards as far as your hand does not exceed the limit. Any two Noble Cards which are different in names are different cards. Even when only the Noble Card deck runs out and the Tower Card deck does not, it does not trigger the Ending Phase.

Cards "Buona Pietra" can be used for building or extending towers. Card "Giostra" can be used when the opponent plays another Noble Card. All other cards can be played once per turn, instead of normal 7 actions.

After you played the card, place it in front of you to show how many Noble Cards you have used throughout the game. During the game, you can use as many Noble Cards as the opponent used plus one. You cannot move any card you have already used back into your hand or to the market.



Buona Pietra (Fine Stone, x3)

This card can be a tower story of any color. All Donazione effects from 5 to 10 will be valid. In a colorful tower, you can play this card below 10 or above 5. In a colorful tower, you can play this card below 10 or above 5. When canceled by Giostra, choose to build or extend a tower by the remaining cards you have played (if possible), or to simply move these cards into your hand. Even if you moved your cards back, you cannot perform another action on this turn.



Via Francigena (Road from France, x2)

Draw cards from the top of either deck or both, until your hand reaches the limit. You may choose from which deck and how many cards to draw as you like. You can check the card drawn to decide from where you will draw the next one.



Monumento (Monument, x1)

At the game end, you score 7 points.



Giostra (Tourney, x1)

When the opponent plays a Noble Card, you can play this card immediately to cancel its effect. The opponent's card is removed from the game. The removed card is not counted in the Noble Cards that the opponent played.

Use of this card is not counted as your turn action.

In a case that you have used one more Noble Cards than the opponent has, when they play a Noble Card, you and the opponent have used the same number of Noble Cards and you can play Giostra. Then the opponent's card is removed and you have used two more Noble Cards than they have.



Cappella di Santa Fina (Santa Fina Chapel, x1)

At the game end, you score 5 points per your tower which is at least 5 stories tall, regardless of whether it is completed or not.



Palazzo Comunale (Municipal Palace, x1)

You can put any 2 cards from your hand into the bottom of the corresponding deck(s) to play this card. Opponents cannot build higher than you. Even when the opponent has built higher than you have, you can play this card. In this case, you may choose to return 2 cards or not (putting 1 card back is not allowed), and this card is removed from the game.



Mura (City Wall, x1)

Your hand limit extends to 9 cards. If you play Via Francigena after Mura is played, you can replenish your hand until you have 9 cards.