

LUNGARNO

A GAME OF MERCHANTS AND BUILDERS IN OLD PISA

DESIGNED BY MICHELE MURA
FOR 2-5 PLAYERS, AGES 8 AND UP

EXPANSION - LA LUMINARA

It's party time! To celebrate the Patron of the city of Pisa, San Ranieri, the citizens place candles all around the buildings which stands along the Arno River. The Lungarno becomes more beautiful than ever with all that light candles, especially at night with the warm water reflecting all that lights... But pay attention, the darker side is considered less important than the lighter one and all merchants inside House Towers and Plazas in the darker side will earn less money!

OVERVIEW

Players get from the general reserve the candles to decorate the city. They can place the candles together with the merchants they place inside buildings. At the end of the game, merchants on the darker side of the city will earn less money.

COMPONENTS

- 25 tokens (candles)
- 1 bag
- rulebook

BEGINNING PLAY

Pick 5 candles for each player (ex. 15 candles for a 3-player game) and place them in the middle of the table within easy reach for all players; this is the general supply of candles. Put back in the box the remaining tokens.

DURING PLAY

Players get candles in two different ways:

1) Each time a player places for the first time one of his merchant in each district, he takes from the general supply 1 candle token.

Example: *In a 2-player game, with 6 districts, each player may obtain up to 6 candles this way.*

Note: *If candles run out of stock, the player gets nothing!*

2) Each time a player places a Shop, if he wishes to do so, he may buy from the general supply 1 candle token paying 1 Florin to the Bank. It's not a different action but it happens during the same action of placing the tile.

Decorate the city with candles

Each time a player places a tile with at least one family shield (Palace, Plaza or House Tower) he may place also, together with the merchant, up to two candle tokens. He takes the candle(s) from his personal supply and place the token(s) over that tile (the tile he just placed). The player places the candle tokens before getting the candle from the general supply (if it's the first time he places inside that district).

Note: *With the Office, a player cannot take back a tile if there is one (or two) candle over it!*

THE END OF THE GAME

At the end of the game, players check the candles to discover the darker side of the city. Sum together all the candles placed in all districts found along each of the two sides of the city. The side with less candles is the darker one. All merchants inside House Towers and Plazas placed in the darker side of the city, get a final revenue reduced by 1 Florin. (Like with a Graveyard inside his district...).

Note: *The total revenue for a merchant can never drop below zero!*

An case of a tie, the darker side is the one with the less number of districts with at least 2 candles inside. If there is still a tie, nothing happens and all revenues are calculated as normal.



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