

San Gimignano

The Town of Towers
A game for 2 to 4 players aged 8 years upwards
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The small town of San Gimignano, known as the "Manhattan of the Middle Ages", lies in the heart of Tuscany. Its famous skyline is dominated by the tall Clan Towers built by the town's aristocratic families. In its heyday San Gimignano had more than seventy such towers, of which fourteen still stand today.

The nobility of San Gimignano vied with each other to build the tallest, most lavish and most imposing Clan Tower. The sky was the limit. Originally designed as part of the town's defences, the towers later became status symbols. The building of towers was a prerogative of the aristocratic families. Only the very rich were granted permission, so that a Clan Tower was regarded as a demonstration of wealth and social status. When the guilds gained the upper hand in the running of the town, they tried to discourage the construction of new towers. But San Gimignano's most influential families still managed to secure building permission.

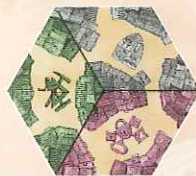
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16 six-sided segments of the board

40 towers, ten each in four colours

80 tokens, twenty each in four colours

1 rules booklet



OBJECT OF THE GAME

Each player assumes the role of the head of an aristocratic family. By strategically deploying members of the family, the players seek to gain influence in the various guilds, to prevent the other players from acquiring building permission and in this way to construct as many towers as possible.

ELEMENTS OF THE GAME

There are four guilds, three of which are depicted on each six-sided board segment.



The tokens represent the members of the four families and are used to gain influence in the guilds.

The towers are original building blocks from Anker Stone Building Sets.

PREPARATIONS

- With 2 players, two board segments are laid out on the table and both players receive four segments.
- With 3 players, three board segments are laid out on the table and each player receives three segments.
- With 4 players, four board segments are laid out on the table and each player receives three segments.

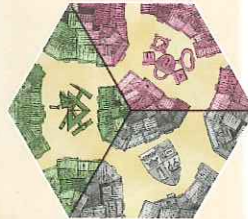
The board segments must be laid out in such a way that no identical guilds adjoin each other. (Fig. A)

Each player receives the towers and tokens in her/his colour. The first player is chosen. She/he will be followed by the player on her/his left, and so on in a clockwise direction.

PLAY

A player's turn consists of 3 stages, in the following sequence:

1. Place one token in a guild.
2. Add one board segment (as long as the player still has segments; if not, this stage is omitted).
3. Build one tower, if possible.



Putting down tokens

- A player may put down only one token per turn.
- Each guild may contain only two tokens at the most, regardless of the family to which they belong. The tokens may belong to the same family.

Putting down board segments

- A player may put down only one board segment per turn, selecting it from the segments she/he received at the beginning of the game.
- Two identical guilds may never adjoin each other. (Fig. B)
- Each new board segment must adjoin at least two segments already on the table. (Fig. C)

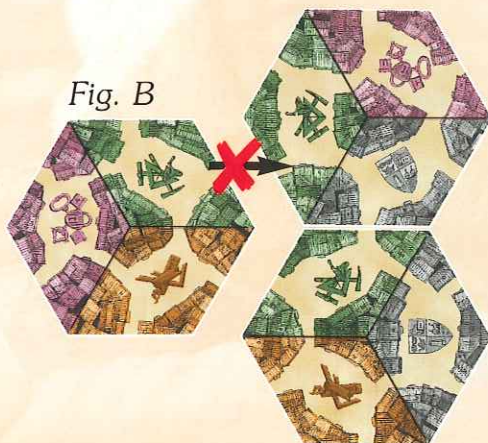


Fig. B

Fig. A

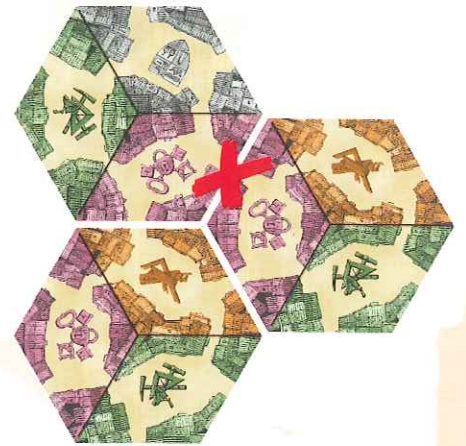
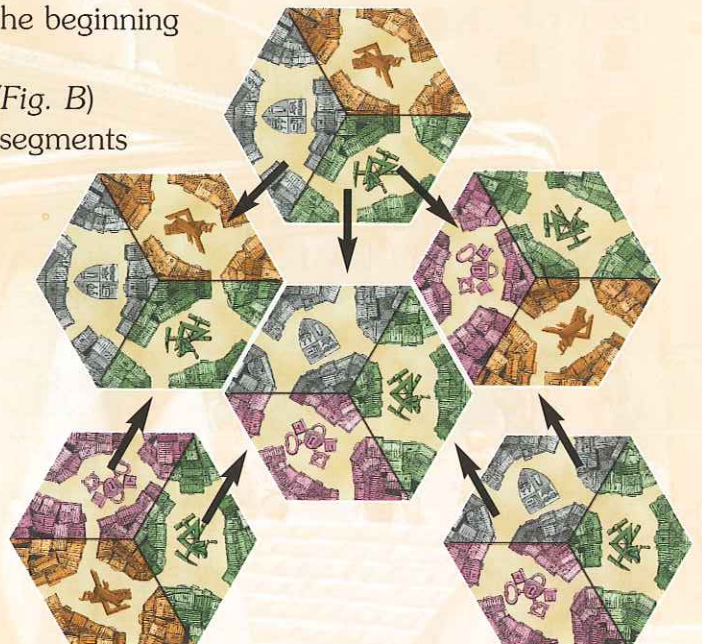


Fig. C



Building towers

- A player may build a tower when she/he has at least one of her/his tokens in four guilds connected in a group, provided the guilds are all different. (Fig. D, E, F)
- The tower may be built on any of the four guilds in the group.
- Tokens placed on the guild on which a tower is built are removed and returned to their owners. The tokens placed on the other three guilds stay where they are. (Fig. G)
- As soon as a tower has been built on a guild, that square is occupied and can no longer be used to make up a group of four guilds.
- A player may build only one tower per turn.
- If a player builds a tower on one guild and the group of guilds still includes four different guilds with tokens belonging to that player, then she/he must build a tower on the guild [on one of the guilds] concerned at her/his next turn. (Fig. H)

Note: think carefully before choosing on which guild to build a tower. You may be able to prevent one of the other players from forming a group of guilds and building a tower

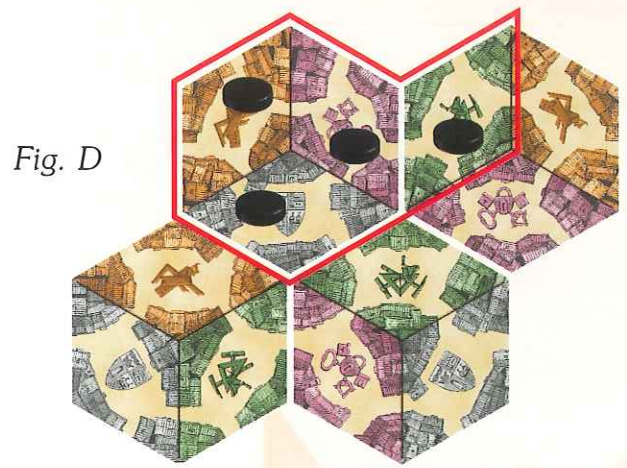


Fig. D

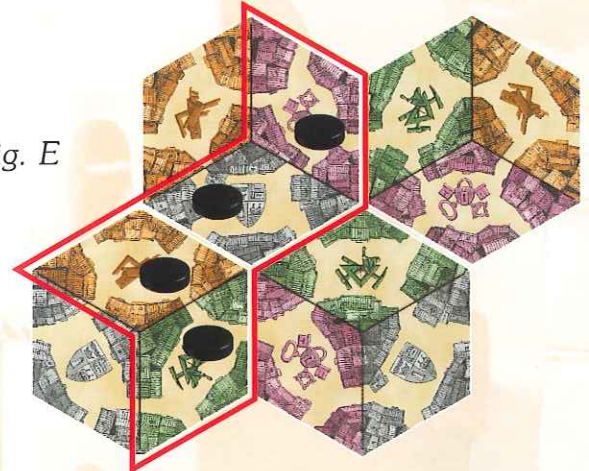


Fig. E

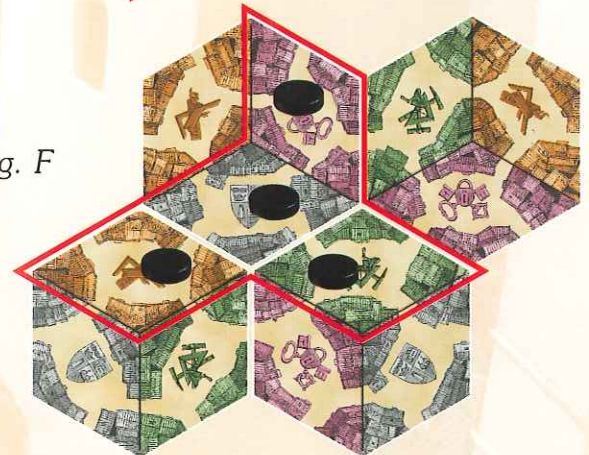
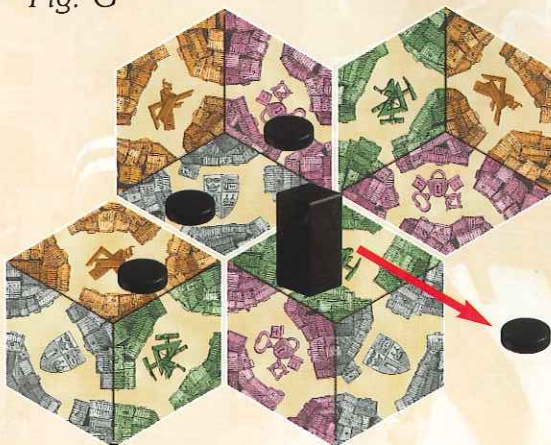


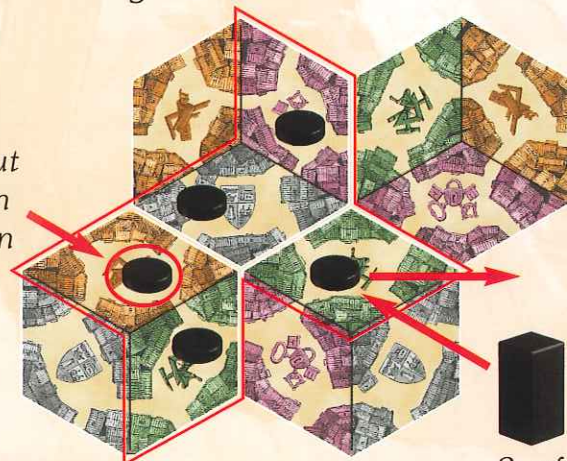
Fig. F

Fig. G



1. put down token

Fig. H



2. afterwards build tower

END OF THE GAME

The game is over when one player has built ten towers or when no player can build any more towers, in which case the player with the largest number of towers wins.

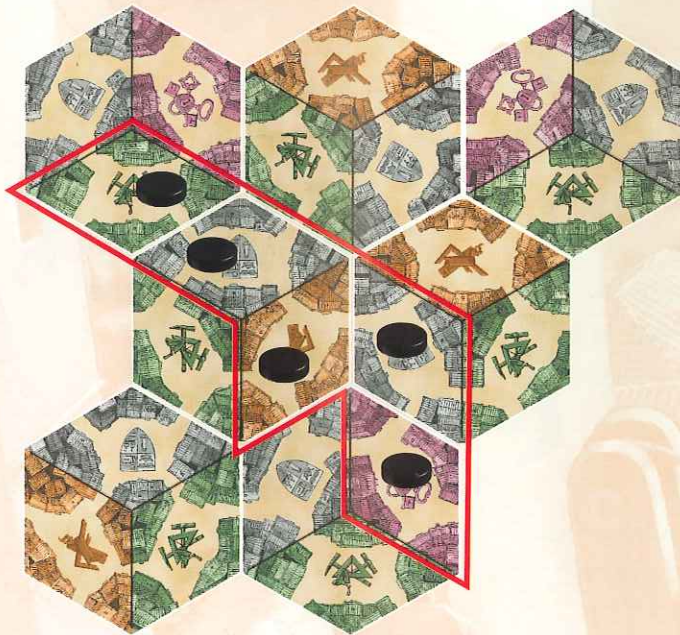
If two or more players have the same number of towers, the player with most tokens in the guilds wins.

VARIANT OF RULES

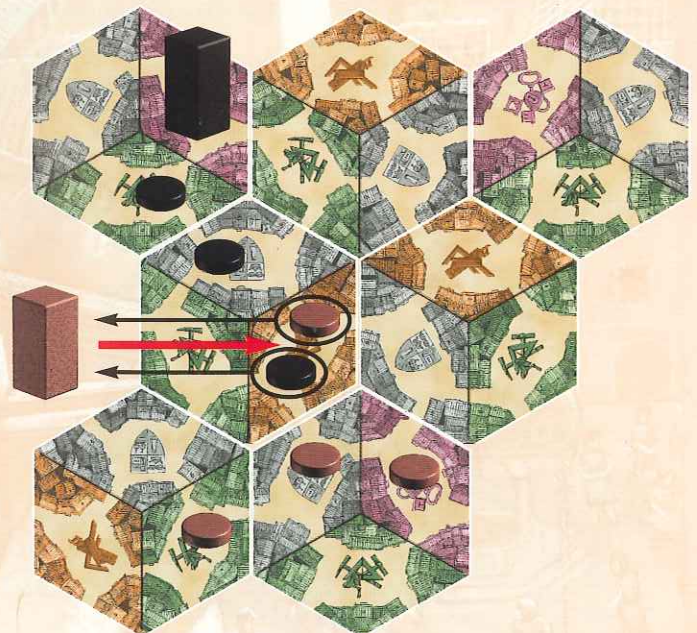
Game is played in the same way as in basic rules – only the building of towers is different.

- A player may build a tower when she/he has placed at least one of each of her/his tokens in four ore more guilds connected in a continuous string, provided four guilds in this group are different (these four guilds do not have to be adjacent directly). (Fig.1)
- The tower may be built on any of the guilds in the group.
- The game continues as in basic rules.

Fig. 1



Example for a possible turn:



If you have any questions or suggestions, please contact:
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