

# toscana

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Venice  
Connection



Ein taktisches Legespiel für Zwei  
Tattiche di posizionamento per due  
A tactical two-player tile game



**PIATNIK**

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## ENGLISH

The beauty of the colors of Tuscany inspired this game.

The board has the color of the Tuscan landscape, one player places the color of the roofs, his opponent the color of the squares.

### Contents

a board, 17x17, 32 tiles, 16 grey and 16 red, 30 counters

2 veto coins (one of each colour)

### Purpose of the game

To place your own tiles on the board in such a way to obtain, at the end of the game, a larger zone of **connected tiles of your own color** than your opponent.

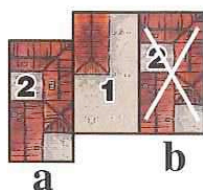
### The tiles

The importance of the tiles in this game is the fact that every tile consists of  $2 \times 4 = 8$  squares, of which only 6 are in your own color, and 2 are of the color of your opponent! So every Grey move changes also the Red configuration and vice versa. There are 16 different tiles for each player.

### The game

- The players mix the tiles of their own color, and pile them, **face up**.
- On his turn, each player places the top tile of his pile on the board.
- The first tile must cover the central square of the board; each following tile must touch - with a zone of its own color - a zone of the same color of at least one tile already on the board.
- To touch means touching not just an angle, but at least over a line along one square of the board.

Grey had placed his first tile (1). It's Red's turn: he can place his tile (2) for example in position "a": it is connected with the red of tile 1. Red cannot place this same tile in position "b" because it doesn't touch any red part.



### Veto right

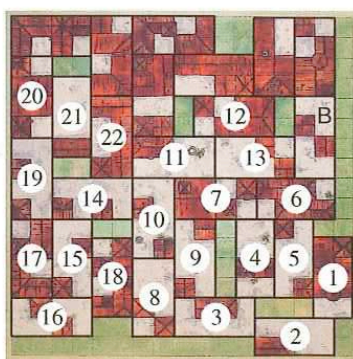
For **one time** during the game, each player has the right of veto:

if you don't want your opponent to place the tile on top of his stack (maybe because you consider it too strong in the given situation), you may forbid it; playing your veto coin before the opponent places the tile. The vetoed player must move it to the bottom of the pile and use the next tile instead.

### End of the game

If one player has no legal position for his tile, he loses the move and his opponent takes his turn. The game ends when there are no legal positions for both players.

Now each player (one at a time) counts the **number of connected tiles** of the largest connected zone of his own color.



The game is finished and Grey is counting his connected tiles (in his largest connected zone): gets 22 points. Note that each tile is counted once even if it is connected in 2 different ways (for example the tile 4 and the tile 7). Note as well that the tiles 13 and 6, both valid, don't allow to connect the tile B.

**Attention:** a player will always have more than one zone: he only counts **the largest** one. For easier counting, put a counter on each tile of the connected zone. The player with the higher number of connected tiles is the winner.

### The match

A match of Toscana consists of two games; the first player in the first game is second player in the other. If both players win one game, the winner of the match will be the one with the higher total score.