

Principatí duello

Cities



The aim of the game:

Each player has to build a functioning, orderly, rich, medieval, Italian city to earn victory points. The centers of the cities are the Prince's Palaces, from where the players start. Cities are built of military, production and urban development buildings.

Each duchy is ruled by the princes' plenipotentiary envoys, the cardinals in white triangle hats. Cardinals are able to perform two tasks: either they participate in production as citizens or they act as princely masters.

The industry and agriculture of the duchy are run by the cardinal, the citizens of the duchy and the princely masters.

Citizens produce the product in built, functional buildings. With the help of princely masters, production can be increased. A working building produces as many products as there are princely masters on the area tile of the building.

The agricultural and industrial production of the city can be started with the buildings built. The operation of the buildings that produce the products depends on the buildings that produce the raw materials. For example, a sawmill will not produce a beam if the lumberjack's building has not yet been built. The operation of the buildings producing raw materials depends on the placement of the area tile containing the necessary raw materials. For example, a lumberjack cannot cut wood unless it is built next to a forest tile. The detailed rules of operation of the buildings can be found at the buildings.

The products produced in the city are: bread, ham, fish, beams, stone blocks, jewelry, gold pecunia, tools, carts, straw bales, boats and water.

Buildings whose production depends on the production of another building are worth more points if they are built directly next to each other. For example, the farmer, the windmill, the baker are each worth five victory points at the end of the game. If these buildings stand next to each other, they provide the city with an additional fifteen victory points.

Among the military buildings, the Prince's Palace, castles and castles are the quarters of the citizens. In the Prince's Palace there is a cardinal and five citizens, in the castles there are two citizens, and in the castles there is a citizen.

Watchtowers and fortresses can be used to influence the other player's playing field. In the immediate vicinity of a watchtower or fortress, the other player cannot place an area tile, so he cannot build there. By building a fortress, other players' buildings on the area tile right next to it are also destroyed (they can be rebuilt).

Watchtowers that are built next to each other with only one area tile between them are worth an additional five victory points.

Urban development buildings are partly a condition for the construction of other buildings, partly result in the development of citizens, and increase the value of the victory points of the buildings built.

Players can earn princely orders of merit during the game, which grant them various benefits and/or are worth victory points during the game.

(Note: The number between {} parentheses indicates a page number.)



Elements of the game:

2 X 16 military buildings, 2 X 20 production buildings, 2 X 9 urban development buildings and the 16 types of products they produce (20 fish, 20 tools, 18 hams, 18 loaves, 16 beams, 16 stone blocks, 12 straw bales, 12 jewelry, 12 buckets of water, 12 carts, 12 iron ores, 12 gold ores, 12 coal, 12 diamonds, 12 grain, 12 piglets, 12 iron bars) **are {12} the buildings**, and the description of the 2 X 66 + 19 area tiles can be found in the area tile section {18}.

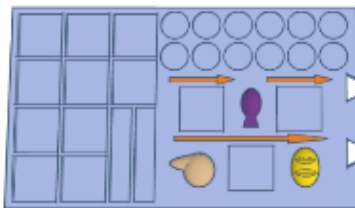
The citizens of the city: 2x1 cardinal in white hat, 2x6

horsemen in brown hats, 2x6 princely master in purple top hats, 2x11 citizens in blue hats.

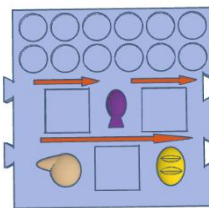


The currency of the cities is the pecunia. The pecunia set consists of 24 coins of one pecunia, 14 of five pecunias and 8 of twenty pecunia coins.

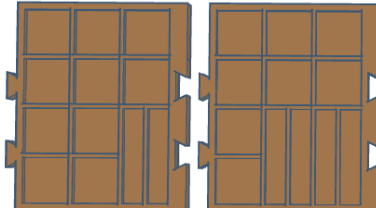
There are three types of hits from the game boards in the game.



2 x Starter game board



2 x Supplementary game board



1 pair of stock boards



Phase dial.

építésk. hajók keresked. csőkelet:

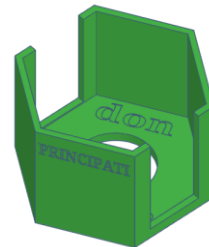
6/5	6/3	6	0	5
3/2	3/2	3	0	2
3/2	3/2	1	0	1
3/2	3/2	0	0	1
3/1	1/1	0	0	1
1/0	0	0	0	1
1/1	3/1	0	0	1
2/1	1/1	0	0	1
3/1	1/1	0	0	2

Külsőre csőkeletre építésk. hajókra
Belsőre csőkeletre csőkeletre építésk. hajókra

3 pairs of help cards



6 Start cards



5 tile holders per player

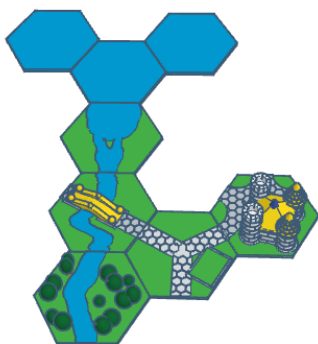


The 12 princely orders of merit {9}.

To start the game:

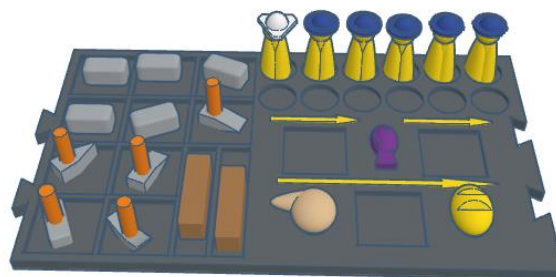
Structure of the starting world: First, place the island in the middle of the table, around which you have to place sea tiles, then as many river mouths as there are players. Then place one of the bridge area tiles, then a river or forest-river area tile, a Y-house area tile in front of the bridge, and a Corner Castle area tile next to it towards the





sea. In the case of a game of five or six people , another river tile must be placed in front of the bridge. Place the Prince's Palace and the bridge on the area tiles.

Placing game elements: Place two beams, 5 stones and 5 tools in his warehouse. Each player must take 55 gold



pecunias.

Agree on the starting player and the direction of play. The beginner player should take the starting player marker phase disc. Each player should take a set of area tiles that match their color. Take out the products, the starting player will be the resource server (of course, another player can also take it).

Starting Draft: Deal each player two starting area tile cards. Each player should take the starting base tile corresponding to the letter **of the card {21}** (pink area tile). Put the cards back in the game box. Each player should keep one of the starting area tiles, and pass one on to the player in the direction of play. Each player should keep one of the two starting area tiles that were added to them and put the other back in the box. Each player must select the buildings they want to place with the area tiles and place them on the area tile. The starting tile can be placed at the start of any round, along with the associated building, without any construction costs. Then you select an area tile and place it according to the rules.

Play game phases: The starting player then starts his turn.

Phases of the game:

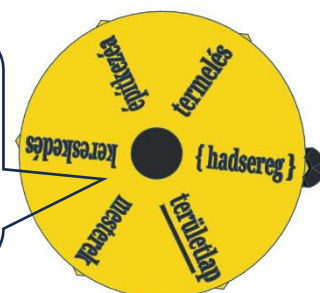
The game consists of turns, each round consists of six phases. The phases are performed by the players in turn, i.e. the first phase is performed by each player in turn, he places his area tile, then the next player, and so on. Then comes the second phase. In the next round, the starting player always shifts to the right or left of the previous one, depending on which direction was agreed at the beginning of the game. (In the case of two players, the direction is indifferent.) At the end of the round, the starting player marker, i.e. the phase disc, is placed with the player who starts the next round. The beginner player ensures that no phase is missed by turning the phase dial.



Game phases:

- Placing area tiles,
- Moving princely masters
- Shop
- Construction and demolition,
- Production
- {Army}

The phase dial with the phases marking. The {army} phase is played with the War Gate expansion.



To place area tiles:

For the player who has the opportunity to place an area tile, this move is mandatory.

Basic rules for laying area tiles:

- The new area tile must have at least one side connected to one of the area tiles that have already been placed.
- The path network of the tile to be placed must be in contact with the path network of all adjacent tiles and must be connected to the player's Prince's Palace.
- The river side of the area tiles must only be in contact with a river. The bay side of the bay tile can only come into contact with the sea, bay or mountain area tile.
- The sea consists of at least one sea plate and two bay area plates. One of the bays can also be a river mouth.
- An area tile cannot be placed next to another player's fortress and watchtower.



Tiles containing placed natural resources are available to all players, regardless of which player placed them. For example, in addition to the free side of the White Mountains tile placed by the yellow player, the quarry built by the red player will also produce.

It is not forbidden to place an area tile in such a way that it hinders or hinders the other player.

When placing the area tiles, you should also try to make sure that the white, black, green and gray area tiles form a contiguous area {11} for each player.

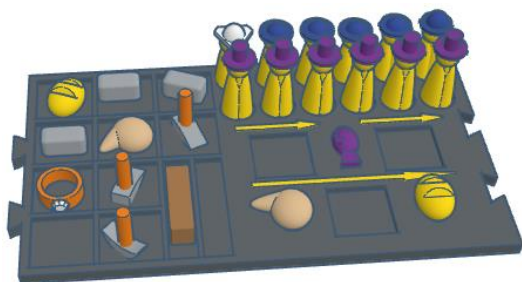
The path network of the area tiles can be used by all players.

If a player is unable to place an area tile, the round is completed and the final round follows, in which the player who causes the end of the game skips the placement of the area tile in the closing round, but completes the other phases in turn with the other players.

Placement, transfer and recall of a princely master:

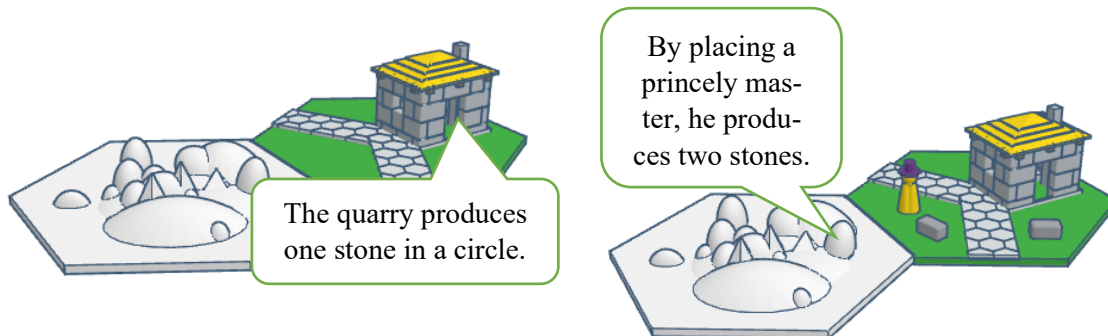
Each duchy is ruled by the princes' plenipotentiary envoys, the cardinals in white triangle hats. The cardinal also participates in production, either as a citizen produces a product, or acts as a princely master.

By building the school, the player acquires {17} six cylinder princely masters. Princely masters, upon their acquisition, must be placed in the second row of round places for placing the citizens of the game board. Masters can be placed on the area tile from here.



The princely master placed on the area tile increases the production of the building on it by one. The princely master is returned to the game board when he is recalled, and the player places him back here from the area tile. The princely master on the game board has no effect.





Moving the Prince Master means transferring to another area tile.

A princely master can be placed on the area tiles on which the buildings of the butcher, baker, quarry, blacksmith, jeweler, mint, sawmill or fisherman are built.

The cardinal, as a princely master, can be employed by the same rules.

Up to three princely masters can be placed on one area tile.

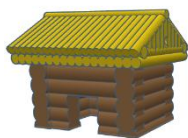
Trade:

During the trade, all produced products can be sold for a pecunia to caravans arriving from afar. The sold products must be put back into the game's inventory, and the pecunia received for selling the products must be taken from there.

The stingy caravan merchants sell the jewelry for 10 pecunias, the rest of the products for 5 pecunias. The purchased product must be taken from the common stock and placed in the player's warehouse or warehouses on the game board. In one round, you can buy as many items as fit in the player's warehouses.

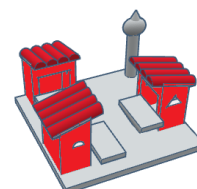
The initial warehouse can accommodate 12 products.

There are two types of storage locations in warehouses, rectangular and square. The beam can be placed in the rectangular shape, the other products can be placed in the square shape.

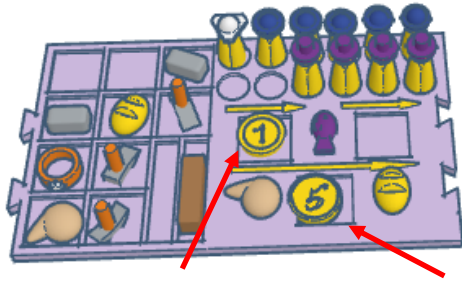


By building **the warehouse {17}** building, the player acquires the additional inventory board. This increases the number of products that can be stored by a further 12 products, i.e. a total of 24 products can be stored. There are two types of additional storage tables. When building the warehouse, the player can choose between two types of additional warehouses, if there are any of both types left. Since there is only room for two beams on the initial storage board, buildings that require more than two beams to build require the construction of a warehouse.

By building the market **{17}**, the player increases the sales value of the products. Once the market is built, the caravan traders give two pecunias for each product sold.



During the trading phase, the player can increase the value of victory points for fish, loaves and hams in his inventory. On the game board and the additional game board, there are a fish, a loaf of bread, and a ham under the citizens and princely masters and horsemen. One pecunia can be placed on each of the fields in the row of fish, and five pecunias can be placed between the bread and the ham in the trading phase, except for the last round. In the last



(final) round, no points-increasing golden pecunia can be placed. The fish, bread, and hams in the warehouse are worth as many victory points as there are pecunias placed in their row. Fish, ham and bread can be worth a maximum of 4 GYU Elmi points.

At the end of the game, the pecunias placed on the game board in the picture increase the value of the ham and bread in the warehouse to two, and the value of the fish to one.

Construction and demolition:

Construction: Players can only build on territory tiles that have a road network connected to the Prince's Palace. Players can connect their own road networks to any other player's road network. The road network thus connected can be used by all players involved in the connection. This means that the other player involved in the connection can also place their own area tile next to their own area tile and build on it. This can be useful mainly for the use of natural resources, and on the other hand for the construction of fortresses and watchtowers, but at the same time the player will reduce the value of his own city.

Buildings can be built on an area tile that contains the floor plan of the building.

The player can build as many buildings in a round as he has the necessary resources (stone blocks, beams, tools, jewelry). It is not mandatory to build anything on the area tiles with the floor plan placed, it is only an option. Area tiles with a floor plan can be used as road area tiles only.

The description of the area tiles with the floor plan required for the construction of each building and the amount of resources required for the construction **can be found in the {12}** in the buildings section.

Any other building with the same floor plan may be built on an area tile with a floor plan in a special area (e.g. grain field, riverbank) instead of the indicated building (e.g. farm, sawmill). For example, not only a lumberjack can be built next to the forest, not only a sawmill or a fisherman's house can be built on the construction site on the riverbank, any other building with the same floor area can also be built there.














Urban development: After the construction of the school, the Fürkész Tower, the Harbour and the Riding Hall can be built. After the construction of the port, the lighthouse can be built.













Building buildings in a production line next to each other in a trio or pair will bring victory points to the player. Building trios: baker-windmill-agriculturist, butcher-pig breeder-agriculturist, jeweller-minter-diamond mine, blacksmith-iron foundry-iron ore mine, port-sawmill-lumber, hunter*-sawmill-lumber. Building pairs: Mint-Gold Mine, War Gate*-Ruby Mine*, Mage*-Fisherman or the first two or last two pairs of the building trios. (* Buildings in various additions to the Principati.)

A marina can be built on Victoria Island. After the construction of the port, the players play one more round (closing round) and the game ends. The condition for building on Victoria Island is the existence of a transport ship built in a seaside port. The transport ship can be built by its owner on the island in the circle following its construction. If several players have built their ships in a



round, then in the following rounds the players are entitled to build the port of the island in the order of the right to build. The construction of the port is not mandatory, it is only an option.

Épületek, hajók nyersanyag szükséglete:					
					
	6	6	6	0	5
	4	3	2	0	3
	3	3	1	0	2
	3	3	0	0	2
	3	1	0	0	2
	1	0	0	0	1
	2	2	0	0	2
	2	2	0	0	1

Épületek, hajók nyersanyag szükséglete:					
					
	3	2	0	0	1
	4	0	0	2	3
	4	1	0	0	3
	3	1	0	0	3
	1	3	0	0	1
	0	3	0	0	2
	0	2	0	0	2
Egyéb épület	1	1	0	0	1

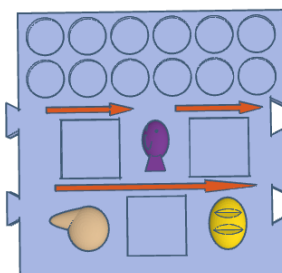
Demolition of buildings: The player can demolish his own buildings during the construction and demolition phase. The demolition of a building costs five gold pecunias. The demolished buildings can be rebuilt elsewhere.

The Prince's Palace {12} and the bridges **cannot be demolished** {18}.

Production:

In cities, built and functioning buildings can produce products.

The sawmill makes beams, quarry blocks, bakery bread, butcher's ham, jeweller's jewelry, mint pecunia, blacksmith's tool, riding hall cart, farmer's straw bale, well bucket water, fisherman and fishing boat, and port boats.



Each player can produce as many products as the number of citizens in blue hard hats, and the cardinal can also produce products if he does not work as a prince master in the given turn.

The cardinal on the game board works as a citizen, and the cardinal placed on the territory tile helps the city as a princely master.



The citizens and the cardinal can produce products in any building that has already been built and is functional.

At the beginning of the game, five citizens and the cardinal are at the disposal of the players, who live in the Prince's Palace. They must be placed in the top row of the Game Board.

During the game, the number of citizens can be increased by building castles and castles, with a total of six additional citizens. When building the first castle or castle, the player gets an additional game board. This is where the additional citizens can be placed.

The product of the production buildings regulated by the prince master can be re-selected as many times as there are prince masters on the area tile of the building, but in total the player cannot produce more products than the number of his citizens.

For example, the player has a fisherman, then in that turn he can choose one fish. In the next round, he places a princely master on the area tile of the fisherman's house and then he can choose two fish. If he had placed two princely masters here, he could have caught three fish.

Princely Orders of Merit:

A player can earn six different orders of merit.

Military Order of Merit: Can be obtained by building **two fortresses {3}**.

Order of Towers: Awarded for the construction of **at least four towers ({3} of the spotter's tower, lighthouse {11}, watchtower {3})**.

Order of Merit : can be purchased for money. There are two types. Of the 30 gold pecunia (two-colored), the number of players out of the 20 gold pecunia (single-colored) is -1.

Miner's Order of Merit: At least three of the mines and **quarry must be built {13}** to earn the Order of Merit. By obtaining the Order of Merit, a mine can be placed on a mine area tile at any time during the game without any construction costs, during the construction phase. In this case, the order of merit must be returned, but the start-up of the new mine is accompanied by 15 gold pecunia.

Order of Architect: It is awarded after the {11} **construction of the riding hall, bridge, school and the market {10}**. By obtaining the Order of Merit, a building can be moved to another area tile with the same and empty floor plan at any time during the game during the construction phase. In this case, the Order of Merit must be returned, but 15 gold pecunias are awarded as a transfer cost.

Order of Farmer: **At least three of the {14}** buildings of the **fisherman, agriculturist, pig farm, pig breeder and mill** must be built. After obtaining the Order of Merit, at any time during the game, in one case, instead of placing an area tile in the area tile placement phase, the player can freely move any area tile (any player's, not just his own), taking into account the rules of area tile placement. Everything remains on the tile to be moved. In this case, the Order of Merit must be returned, but the player receives 15 gold pecunias as a transfer cost.



The two-color commercial order is worth 30 victory points, while the other decorations are worth 20 victory points.

The player who earns the Order of Merit of War, Towers, and Commerce can choose one of the area tiles of the Order of Merit (colored yellow). The Order of Merit area tile can be placed in any turn, with a watchtower or a fortress (if the player still has a watchtower or fortress that can be built) without any construction cost, it does not have to be placed immediately upon acquisition. After that, the player chooses an area tile and places it.

Game End: The game reaches the closing circle when the following events occur:

- One player built 15 military buildings;
- One player earned five orders of merit;
- A player occupied Victoria Island, i.e. built a port on the island;
- A player cannot place an additional area tile;
- Other events predetermined by the players;

After the occurrence of the event that marks the end of the game, the round is completed by the players, and then the final round follows, which is started by the player who generated the end of the game, regardless of the order of the previous round. In this circle, the value of foodstuffs can no longer be increased by pecunia.

At the end of the game, the victory points must be added up, and the player with the most achievements is the winner.

Calculation of victory points:

The player's victory points are given by buildings, their placement, the player's pecunia inventory, points for decorations, victory points earned by citizens, the color groups of the area tile, the negative value of the enclosed empty area tiles, and the value of the products.

Victory points of buildings:

+30 Victory Points: Capture Victoria Island.

+20 victory points: castle, castle, fortress,

+10 Victory Points: Watchtower, Scout Tower, Riding School, Port, Lighthouse

+5 Victory Points: All other buildings

+2 Victory Points: Well

-6 Victory Points: The player who was unable to land an area tile at the end of the game.

Buildings built into a production line: Trios give players + 25 victory points, pairs + 10 victory points.

Proximity to the well: The farmer, pig breeder, baker, butcher, riding school built next to the well are worth 2 victory points per building.

Watchtowers: Watchtowers with only one area tile between them will earn 5 victory points per watchtower. The Watchtower increases the value of each Watchtower Victory Point by an additional 2 Victory Points.

Distant Buildings: Buildings that can only be accessed through another player's road network will result in a deduction of 6 victory points.



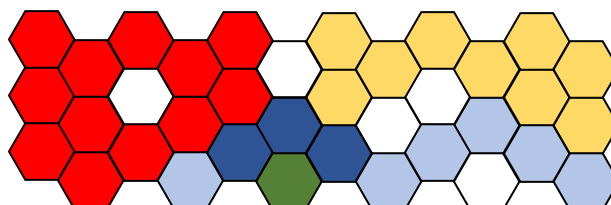
Players' pecunia set: Each pecunia is worth 1 victory point, except for the pecunias placed on the game board. (One is one, five is five, twenty is twenty.)

Princely Orders of Merit: The Order of Commerce is worth 30 victory points, while the other 20 are worth victory points.

Victory Points Earned by Citizens: The Cardinal, Prince Master, Horsemen, and Citizens are worth 10 victory points.

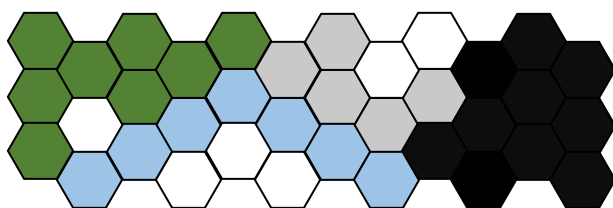
Victory Point Value for Enclosed Empty Areas: Two points are deducted for each empty area tile in the area completely enclosed by the player. Empty area tiles in the area enclosed by the sea or river and the player also deduct two points.

In the picture, the red player left one area tile (white) space empty, and the yellow player left two, so two points must be deducted from the red player and four points from the yellow player. (Light blue = river, dark blue = sea, green = island) Areas not occupied by two or more players do not count.



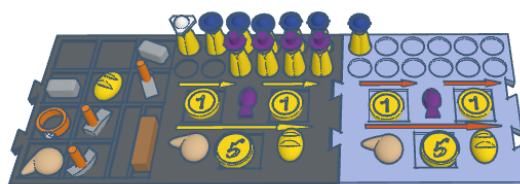
Groups of Colors: When placing area tiles, players must strive to make sure that the area tiles of different colors form a continuous area. The Black Bog area tiles are {18} considered black, and the Blue Spring area tile is {15} green. Areas of the same color separated by river tiles and sea tiles are considered independent areas. Sea and river tiles do not belong to either color. Two-color area tiles must be added to both color ranges. Each contiguous color group gives the points in the table.

The value of the area tile points:



Three Area Tiles	1
Four Area Tiles	2
Five Area Tiles	5
Six Area Tiles	10
Seven Area Tiles	15
Seven + Area Tile	20
Single Standing Area Tile	-2

Victory Point Value of Products: Twenty victory points are worth for ships and carts. Fish, bread and ham are not worth points by default, but their value can be increased by placing pecunias in their rows. Fish can be increased by a total of four 1 pecunias (1:1 ratio), ham and bread can be increased to 4 victory points by 2 pecunias (1 to 2 victory points) by 2 pecunias. The pecunias placed here are not worth points, they only increase the value of the products.



Miners of Principati game version (a game that complements the base game, an accessory to the base game):

The city can also sell coal, iron ore, gold ore and diamonds produced by the mines, flour made in the windmill, pigs raised by pig farmers, and iron bars produced in the iron foundry. The mines, the windmill, the pig breeder, and the iron foundry produce marketable raw materials until an industrial building using the raw materials they produce is built. The princely masters also have an influence on the production of these buildings only so far.

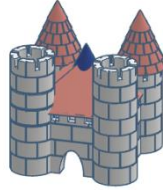
- The coal mine mines marketable coal until the metallurgy or mint is built.
 - In the case of iron ore mines, the production of marketable ore lasts until the construction of the metallurgy.
 - The diamond mine produces saleable diamonds until the jeweler's building is built.
 - The gold mine will only produce marketable gold ore until the mint is built.
 - After the bakery is built, the windmill produces flour only for the baker.
 - The pig breeder does not breed piglets that can be sold after the construction of the butcher's building.
 - The iron foundry can produce saleable iron bars until the blacksmith's building is completed.
- Coal, iron ore, gold ore, diamond, flour, pig and iron rod can be sold at the same price as other products. Caravans do not sell these products, so they cannot be purchased. At the end of the game, these products do not represent victory points either.

Buildings, area tiles

Buildings:

Military buildings:

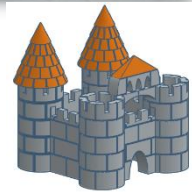
Duchy Palace: The Duchy's Palace is the seat of the duchy. Each player can only build one of this building. It is suitable for the care of the cardinal and five citizens.



To build it, you need 6 jewels, 6 stones, 6 beams, and 5 tools. It can be built on area tiles with a castle floor plan.

Castle: Suitable for two citizens. Each player can build two of this building.

To build it, you need 2 jewels, 3 stones, 3 beams, and 2 tools. It can be built on area tiles with a castle floor plan.



Castle: Suitable for the care of one citizen. Each player can build two of this building.

To build it, you need 1 jewel, 3 stones, 3 beams, 1 tool. It can be built on area tiles with a castle floor plan.

After the castle and castle are built, the player immediately takes the citizens who are following the building from the box and the necessary additional game board, and then places the acquired citizens on it. A player can have a maximum of 11 citizens.

Fortress: To build the fortress, you need 3 stones, 3 beams, and 1 tool.



Important rules:

- No other player can place an area tile next to the fortress area tile;
- Another player's area tiles placed here must be taken back together with the buildings, they can be replaced and rebuilt elsewhere.

If you already have the War Gate expansion, you can train soldiers and the general in the fortress. (The detailed rules of this are described in the War Gate supplement.)



Scout Tower: The construction of the Scout Tower can only be done once the school has been built. By building it, the victory points of all watchtowers increase by two points.

To build it, you need 3 stones, 1 beam and 1 tool. It can be built on area tiles with a watchtower floor plan.

Watchtower: Each player can build six of this building.

To build it, you need 3 stones, 1 beam, and 1 tool. It can be built on area tiles with a castle floor plan.



Important rules:

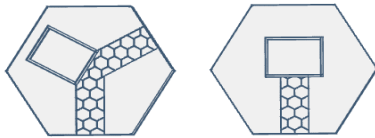
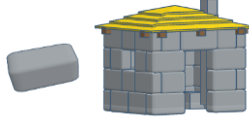
- No other player can place an area tile next to the Watchtower's area tile;

- The other player who is already there can build on his area tile.
- The buildings that have already been built will remain in place and function in the same way as they did before the watchtower was built.

Mines:

Quarry: The quarry mines stone from an open-colored quarry, which is used to make stone blocks. The quarry must be built next to a White Mountains.

To build it, you need a stone block, a beam and a tool.
It can be built on an area tile with a house floor plan.



The stone blocks produced by the quarry are necessary for the construction of buildings.

Coal mine: A coal miner mines coal from the Black Mountains. The coal mine must be built next to the Black Mountains in order to operate.

Without the coal mine, the metallurgist, blacksmith, mint and jeweler would not work.

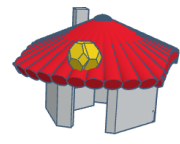


Iron ore mine: An iron ore miner mines iron ore from the White Mountains. The iron ore mine must be built next to the White Mountains.

The iron ore is processed by the metallurgist, it does not operate in the absence of an iron ore mine.



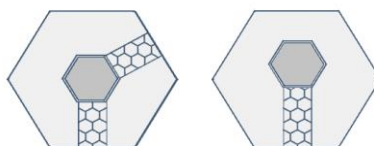
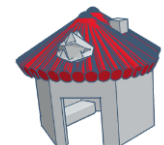
Gold Mine: The gold mine must be built next to a White Mountains. The gold produced by the gold mine is processed by the mint into gold pecunia or gold bars. The gold bar is necessary for the jeweler's operation.



Diamond Mine: The diamond mine must be built next to the Black Mountains. The diamond is processed by the jeweler.

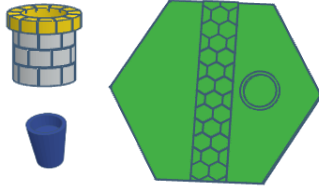
To build the mines, you will need a stone block, a beam and a tool.

Mines are hexagonal buildings, so they can only be built on a mine area slab with a hexagonal floor plan.



Nutrition:

Well: Wells produce a bucket of water and supply water-intensive buildings (farmer, pig farmer, butcher, baker). A well that is built on a plot of land that is next door to an agriculturist, pig breeder, butcher, riding hall or baker, then these adjacent buildings increase the value of victory points by two points.



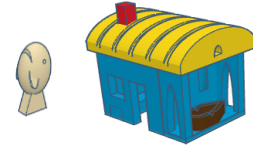
The wells are not influenced by the princely masters.

Among the initial area tiles, there are well-area tiles with abundant sources, on which up to two wells can be built. In this case, the wells produce two buckets of water per round on one tile.



The wells built next to the Blue Spring operate in the same way and with the same rules as the two-well area tiles.

One player can build three wells. To build it, you need a stone block and a tool. The well is necessary for the operation of the agriculturist, baker, butcher, riding hall and pig breeder.



Fisherman: The fisherman's building must be built next to a river, sea or lake area slab so that the fisherman has a place to catch fish. To build it, you need a stone, a beam and a tool.

Agriculturist: The agriculturist produces grain and straw bales, for which he has to build next to a grain field. For its operation, you need a well. The production of straw bales is increased by one straw bale by each princely master placed on the farmer's land tile. To build it, you need a stone, a beam and a tool.



An agriculturist is necessary for the operation of a windmill and a pig farm.

Windmill: The windmill makes the flour from the grain, which is needed for bread. To build it, you need a stone, a beam and a tool. The flour produced by the windmill is necessary for the baker.



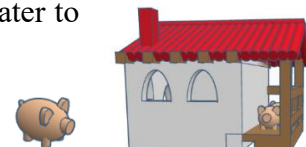
Baker: The baker makes the bread, which requires a bag of flour, a bucket of water, and wood (lumberjack) for baking. So for the production of bread, it is necessary to build a farmer, a well, a windmill and a lumberjack, so he cannot bake bread until then.



To build it, you need a stone, a beam and a tool.

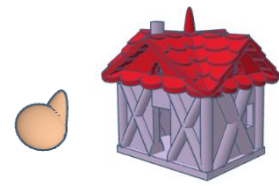
Pig Breeder: A pig farmer needs a bag of grain and a bucket of water to raise a piglet. To build it, you need a stone, a beam and a tool.

For its operation, a well and an agriculturist are needed.



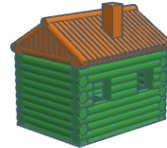
Butcher: The butcher makes ham from a piece of water and a pig. To build it, you need a stone, a beam and a tool.

For the operation of the butcher, you need a well-built well and a pig breeder.



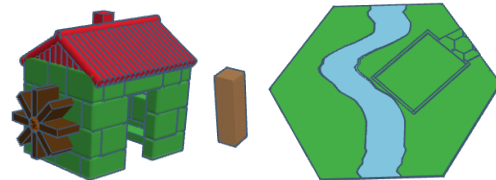
Woodworking:

Lumberjack: The lumberjack's building must be built next to a forest area tile so that he can cut wood from there. To build it, you need a stone, a beam and a tool.



The logs cut by the lumberjack are processed by the baker or sawmill.

Sawmill: The sawmill processes the log into beams. In a circle, he makes a beam from a log. The sawmill is an undercut water mill, so it has to be built next to a river, on one of the water mills or on a fisherman's base, there are four of them in total. It works only on these area tiles. To build it, you need a stone, a beam and a tool. The beam is used by the player to build buildings, and the port is needed to build ships. The sawmill does not produce a beam until the lumberjack is running.



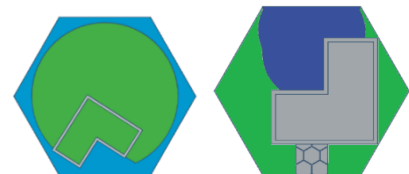
Port: The port can be built on the beach or on the island. With its construction, it will be possible to build the ships and the lighthouse.



The port can be built on the coastal area tile or the island area tile. Only the player with a cargo ship can build his port on Victoria Island. To build it, you need 3 stones, 1 beam and 1 tool.

With the demolition of the port, the built boats will remain in place, but the fishing boats will not be able to catch fish.

To operate, you need a sawmill.



Fishing boat: Two can be built from it. It can catch two fish at the same time in one round.

To build it, you need 2 beams and 1 tool.

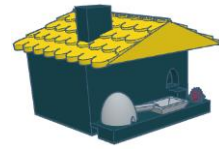
Cargo ship: Suitable for transporting goods. It can transfer the building materials to Victoria Island. In the round following its construction, it is possible to build a port on the island, this is only an option, it is not mandatory, the player can skip it. If several players have built their cargo ship, the order of the right to build the port in the following rounds is the same as the order of the players in the round.

To build it, you need 3 beams and 1 tool and the built lighthouse.

Metal processing:



Metallurgist: A metallurgist makes iron bars from iron ore, for which he also needs a coal. In the Miners of Principati game version, the tradeable iron bar can be stored in rectangular compartments in warehouses. To build it, you need a stone, a beam and a tool. The iron rod is used by the blacksmith. An iron ore mine and a coal mine are needed for its operation.



into a gold bar.

The princely masters affect the mint in the same way as the other production and processing buildings that they can control, so the mint can produce up to four gold pecunias in one round. The generated gold pecunia should not be placed in the warehouse, but in the player's money supply.



To build it, you need a stone, a beam and a tool.

The gold bar is used by the jeweler. To function, the coal mine and the gold mine are needed.

Jeweler: A jeweler makes jewelry from gold bars and diamonds, for which he also needs coal. To build it, you need a stone, a beam and a tool.

Its operation requires the operation of a coal mine, a diamond mine and a mint. The jewel is needed to build the castle and the castle, and at the end of the game, the jewels in the warehouse are worth victory points.



Blacksmith: The blacksmith makes the tools for construction sites. To make a tool, you need an iron rod and coal.

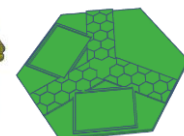
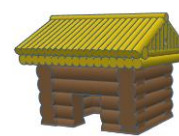
To build it, you need a stone, a beam and a tool, and to operate it requires a coal mine and a metallurgist.



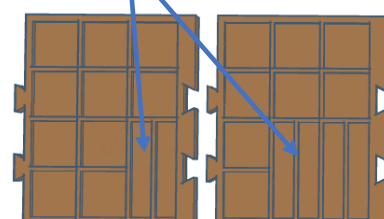
Development:



Warehouse: By building up the warehouse, the player's storage ability increases by twelve slots. The warehouse can be built anywhere. With the demolition of the warehouse, twelve storage locations are lost, along with the raw



Beam storage locations



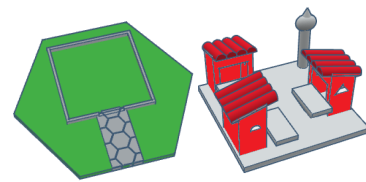
materials on it. If it is rebuilt, the capacity of the warehouse will be restored. After building a warehouse, the player takes a warehouse board and attaches it to the starting game board.

The warehouse has a special area tile with a floor plan of a mine and a building. A warehouse and a mine can be built on this area tile, or a building with a floor plan of another house can be built, but in this case a mine can no longer be built on this area tile. The warehouse can also be built on the floor plan of any house.

The construction of the warehouse is necessary for buildings that consist of more than two beams, since only two beams can be placed on a beginner game board.

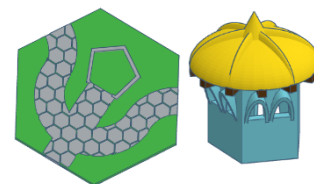
To build it, you need 1 stone, 1 beam, and 1 tool. In case of demolition, the products stored on the warehouse board are destroyed.

Market: By building the market, the player is allowed to sell all products at double the price, i.e. for two gold pecunias, to the merchants of the caravans. By breaking down the market, the player will again receive only one pecunia for each product. The market has a unique area tile, its floor plan differs from that of the other buildings.



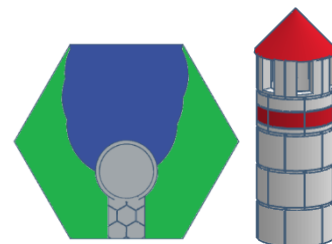
To build the market, you need 2 stones, 1 beam, and 1 tool.

School: The school is used to train and educate princely masters. After its construction, the six-cylinder princely master can be placed on the game board. It can be built on a unique floor plan (pentagonal) area tile. Once built, the player can place six princely masters on their game board. If it is demolished, the masters will remain in the possession of the player, the already built Scout Tower, the riding hall and the port will not be changed, they will not be demolished, their effect will also remain.



To build it, you need 1 stone, 1 beam, and 1 tool.

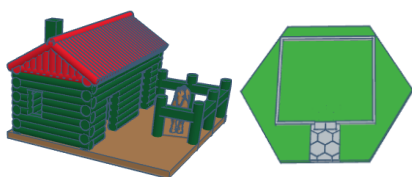
Lighthouse: A ready-made port is required to be built. It can only be built on a special area tile designed for it. Since the lighthouse will be located on a sea bay, it can only be built on the beach. After building it, the player can build a transport ship.



To build it, you need 3 stones, 1 beam and 1 tool.

Riding school: It has its own floor plan. The condition for its construction is the already built school. For its operation, you need a well. Equestrian horses can be trained in the riding hall.

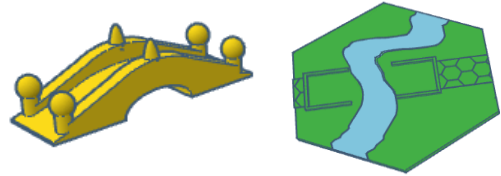
Three riders can be trained by placing a field or juniper area tile next to the riding hall. By placing the second field area tile next to the Juniper area tile, three more horsemen can be obtained. (A player can have a total of six horsemen.) The horsemen can be placed in the second row of the additional game (if the player already has one). Horsemen are able to make a cart, which requires two beams and a tool. Each player can build as many carts as they have horsemen. The cart must not be placed in the warehouse, but on the area tile of the riding hall. To build carts, you need a working coal mine, a sawmill and the metallurgist.



To build the equestrian hall, you need 2 stones, 2 beams and 2 tools.

With the demolition of the riding hall, the riders and carts remain in the possession of the player.

Bridge: The bridge is used to connect the roads over the river. One player can build two bridges. The bridge, like the roads, can be used by any player.

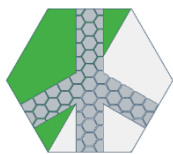


To build the bridge, you need 3 stones, 2 beams, and 1 tool.

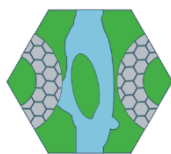
Area tiles:

The color of the area tiles can be green, black, white, gray or multi-colored.

Road tiles:



Peace Road



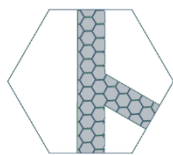
Island Two-Curve



Straight Road



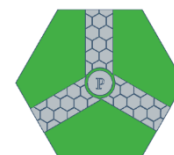
Straddle Road



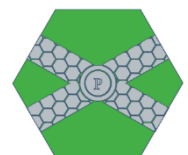
Branch Road



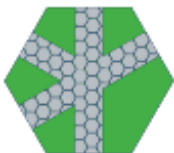
Branch Mirror Road



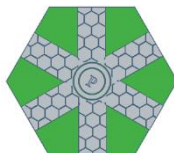
Y-Way



X-way



Dragonfly Road



Star Way



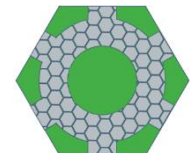
Arc Road



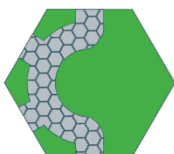
Double Arc Road



Triple Arc Road



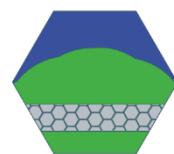
Boulevard



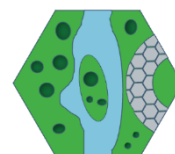
Semi-Circular Road



Sea bend



Sea Straight



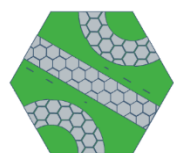
Island Bend



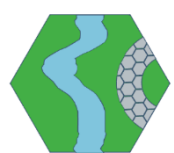
Party bends



Shore



Three Ways



River bend



Two-turn



Three turns

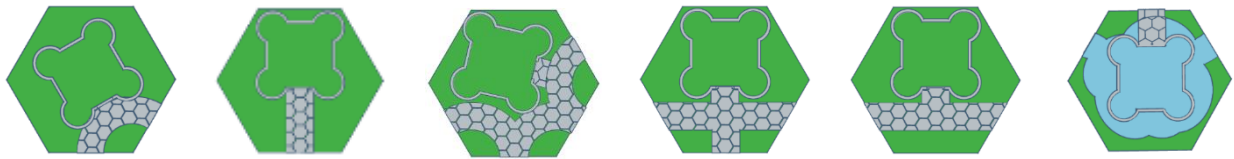


Head-turn



Two-way

Castle area tiles:



Arc Castle

Sack Castle

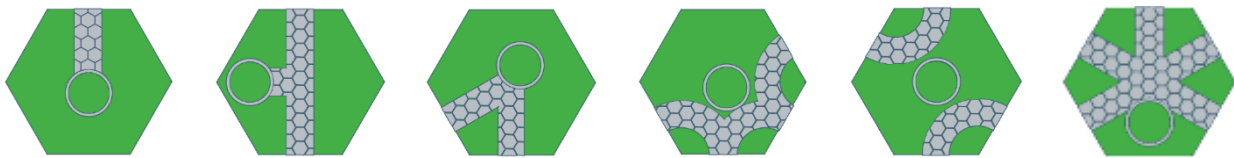
Corner Castle

Road-Castle

Straight Castle

Water Castle

Watchtower Area Tiles:



Sack guard

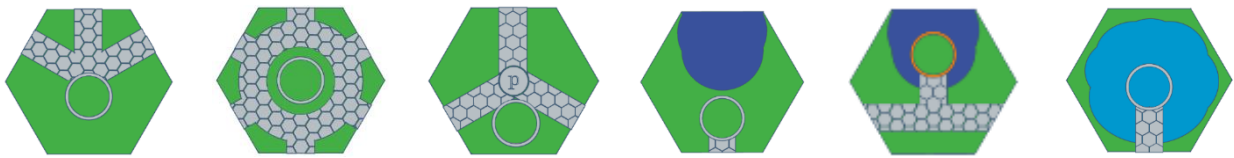
Straight Guard

V-Guard

Arches-guard

Bend Guard

Dragonfly-guard



Peacekeeper

Y-Guard

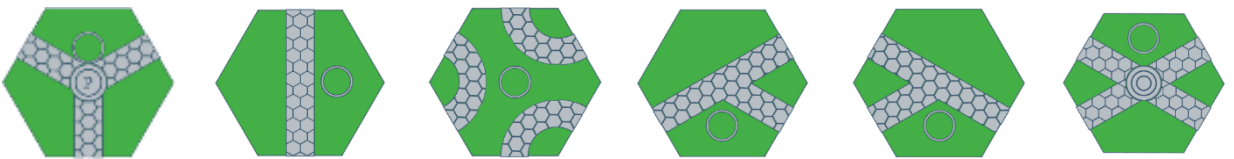
Central Guard

Sea Guard

Island Guard

Lake Ranger

Well area tiles:



Y-well

Straight Well Three Bend Fountain

Branch Mirror Well

Branch-well

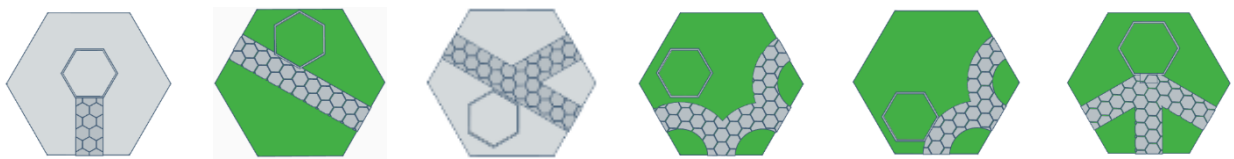
X-well



Straddle well

Double Arch Fountain

Mine area tiles:



Sack Mine

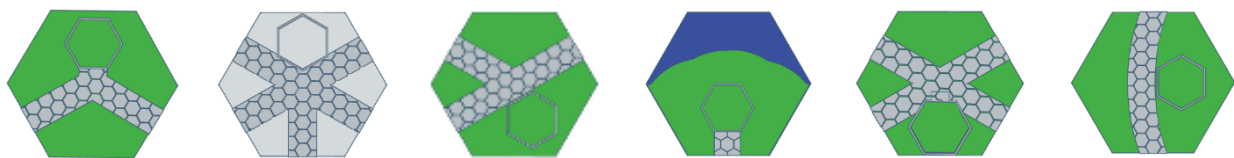
Straight Mine

Branch Mine

Triple Arc Mine

Double Arc Mine

Peace Mine



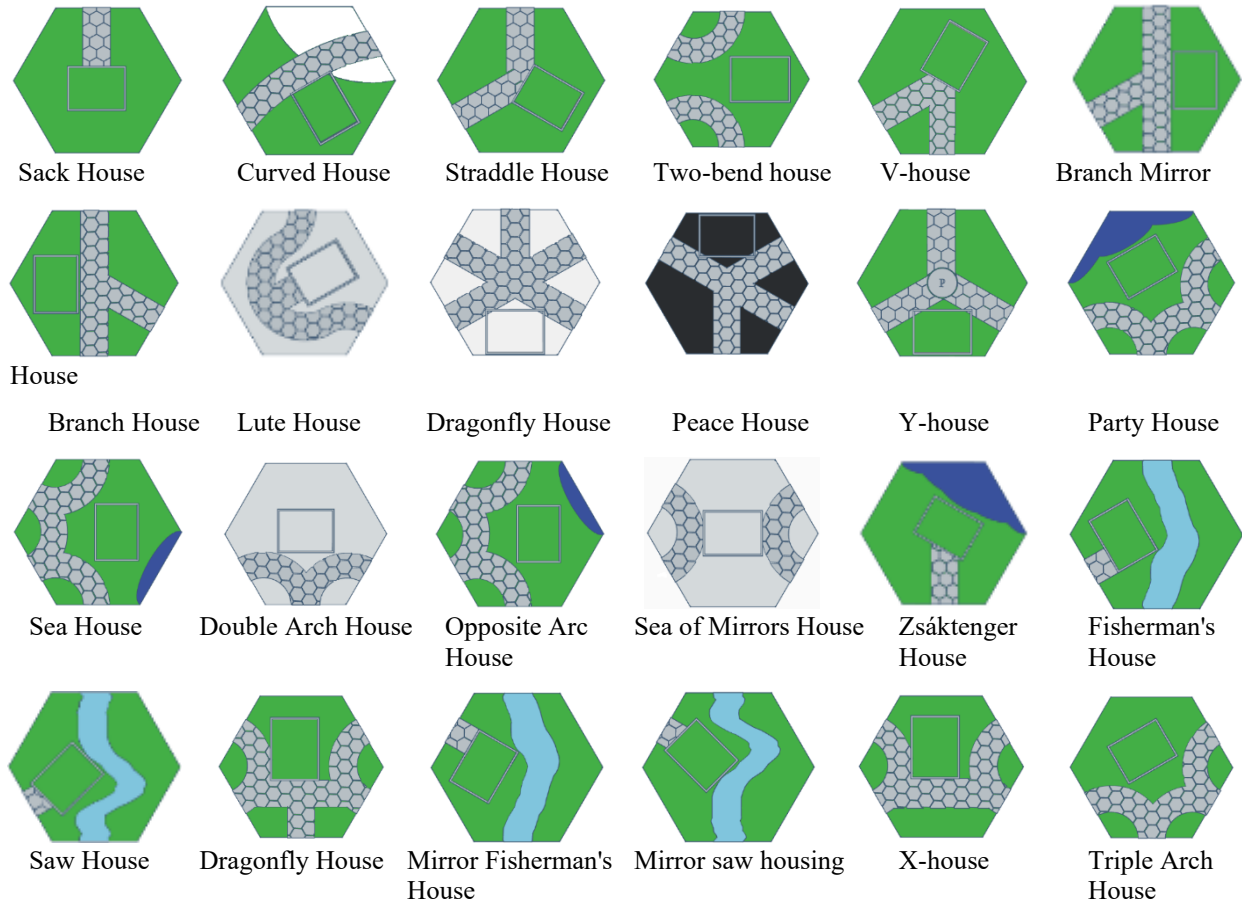
Terpes Mine Dragonfly Mine Branch Mirror Mine

Sea mine

X-mine

Curved Mine

House Area Tiles:

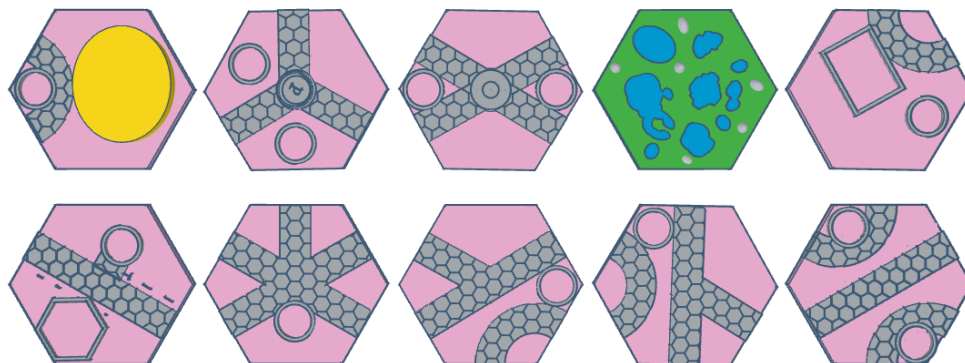


Starting Area Tiles: Their operating principle is detailed in the preparation of the game. Their back is pink and there is a letter on the back.

A: Grain Well B: Y-Road with Double Fountain, C: X-Road with Double Well D: Blue Spring Area Tile E: House with Fountain, F: Mine with Fountain G: Butterfly Road with Fountain, H: Two-Way with Fountain, I: Mirror with Two-Way Fountain, J: Three Ways with Double Fountain.

The double-well area tiles produce two buckets of water, their production cannot be increased by princely masters.

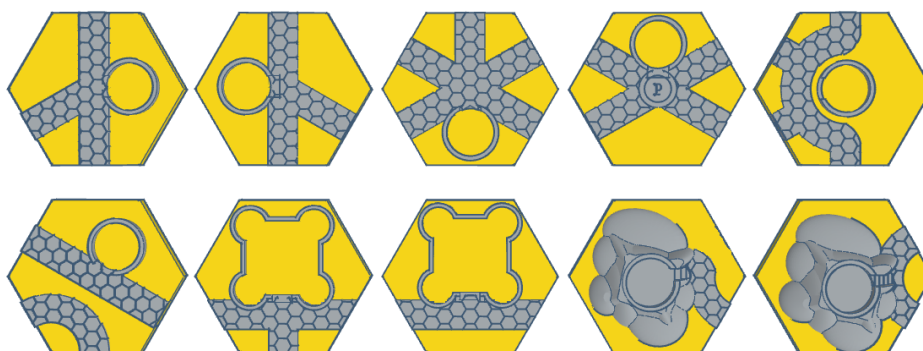
Any house-based building can be built on the area tile with a house floor plan. Any mine can be built on an area tile with a mine floor plan.



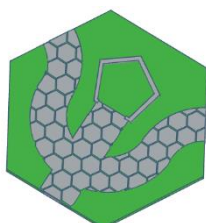
On the Blue Spring area tile there are blue ponds. A well area tile that is adjacent to the Blue Spring area tile takes on the same properties as a double-well area tile.

In the picture, the area tiles are pink, but only the back of the game tiles is pink, and the upper part is green, gray, white, or black.

Order of Merit Area Tiles: Their role is detailed in the Order of Merit. Only the back of the Order of Merit area tiles is yellow, the upper part can be green, white or black. Three types of princely orders come with a freely chosen Order of Merit area tile.

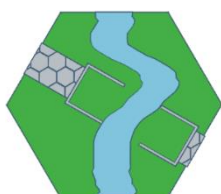
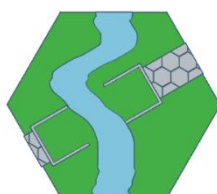


Branch Guard, Mirror Branch Guard, Dragonfly Guard, X-Guard, Half-Circle Guard, Two Way Guard, Three Way Castle, Straight Castle, Rock Guard, Gable Guard (The Principati Duello box contains six Order of Merit area tiles.)

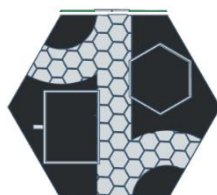


Special building foundation tiles:

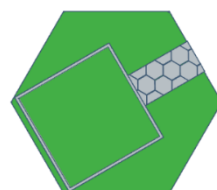
School area tile: an area tile with a special irregular pentagonal floor plan, with a winding path on the area tile. There is one for each player. Only the school can be built on it. The color of the area tile is always green.



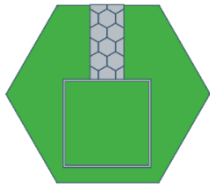
Bridge Area Tiles: Each player has two area tiles with a bridge floor plan. Only the bridge can be built on it. The base color of the area tile is green or gray. The two bridge base plates are mirror images of each other.



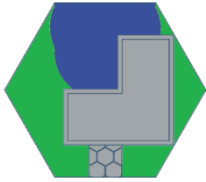
Warehouse-mine area tile: A warehouse and a mine of any kind can be built on the two floor plans. It is possible to build just a mine or a building on the area tile. It is not mandatory to build a warehouse, if the player has not built a warehouse here, he cannot build a mine on the area tile. The order of construction is not regulated.



Riding hall area tile: Only the riding hall can be built on it. The carts made in the riding hall must be placed on this sheet or on the field and/or juniper area tile next to it.



Market Area Tile: An area tile that contains a market floor plan that can only be used for the market.



Port Area Tile: Only the port can be built on this base tile. There is one for each player. This is where the ships depart. From here, the cargo ship transports the products, and the fishing boat unloads its catch (two fish) here.



Island Area Tile: There is only one of it. It is surrounded by the sea on all sides. In terms of its function, it is identical to the port area tile. A port can be built on it. It doesn't belong to any player, you have to get it.



Lighthouse Area Tile: Only the lighthouse can be built on this area tile. A bay is a tile of territory, so the part of the bay can only come into contact with the sea.

Sea and river tiles: Even the smallest sea contains at least one sea tile and at least two coastal tiles. One of the coastal platelets can also be an estuary. The placed sea tiles can be used by any player.



Sea tile



Mirror duck



Narrow shore



Deep Bay



Minipart



Hosszúpart



Bay



Wide bay



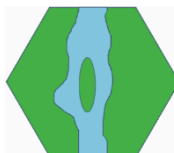
Straight River



Curve River



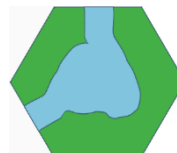
Forest River



River Island



River bend



Lake Curve

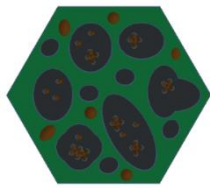


Wide estuary

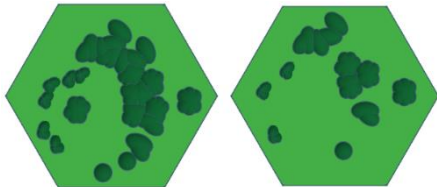


Narrow mouths

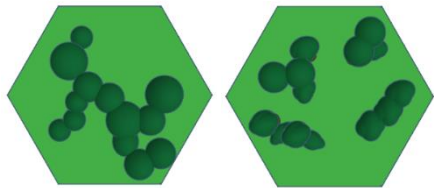
Black Bog Area Tile: Has the same effect on all players (including the one who placed it).



Only a road or a natural area tile can be placed in its vicinity. If it is placed next to an empty area tile containing a floor plan, then a building can be built on that area tile from a double amount of raw materials (beams, stone blocks, tools). Its use can be used to inhibit the building of other players.



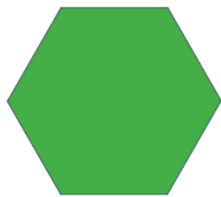
Juniper area tile: It can be placed anywhere, but it only has an effect on the riding hall in the vicinity of the riding hall. The placed juniper can be used by any player.



Forest area tile: It can be placed anywhere, the lumberjack can only cut wood if it is built into its neighborhood. The placed forest area tiles can be used by any player. Its motherboard can be green or gray.

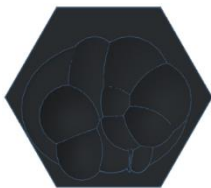


Pond Area Tiles: Can be placed anywhere, the fisherman needs a lake if he does not have a river or coastline at his disposal. The placed lake area tiles can be used by any player. Comes with an accessory kit.



Field Area Tiles: It can be placed anywhere, it has an effect on the equestrian center if it is adjacent to it. The placed field area tiles can be used by any player. The carts can be placed here.

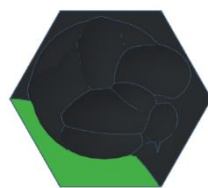
Black Mountain Land Tiles: Black Mountain Territory Tiles can be used to mine coal, rubies, and diamonds.



Korom Hill



Black Road Hill

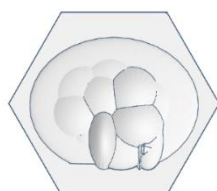


Mező-Feketehegy

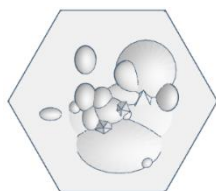


Black volcano

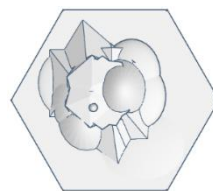
White Mountain Area Tiles: White Mountain Area Tiles can be used to mine stone blocks, iron ore, rubies, and gold.



Snow-capped Mountain



White Marble Peak



Alpine Peak



White volcano

The placed mountain area tiles can be used by any player. The base color of the Black Mountains can be black or green. The base color of the White Mountains area can be white or green.



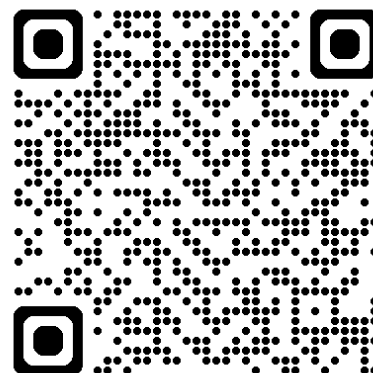
Grain field tile: The area tile necessary for the operation of the farmer. Only the placing player can use it, i.e. only the farmer of the placing player can grow grain on it.

Rules for area tiles containing multiple natural elements: Area tiles containing more than one natural element (Forest River Area Tile, Forest Lake Area Tile) take on the characteristic properties of each area tile. For example, the fisherman and the woodcutter placed next to the Forest River, or the fisherman and the hunter, will also produce.

The colors of area tiles and buildings may differ from the colors in the book. The area tile sets for each player are not exactly the same. The description indicates not only the area tiles of the Principati Duello box, but also the area tiles of the accessories. On the back of the area tiles, numbers indicate which player's set they belong to.



You can find all the information about Principati on the www.don-gioco.hu page.



Warning:

The toy is dangerous for small children due to its small parts, their ingestion and the risk of suffocation!

The components of the toy can be deformed and warped in the scorching sun or when exposed to heat radiation.

The plastic-based play elements can be cleaned with lukewarm liquid soap water.

The raw material of the game is paper and recycled, mostly 3D printed plastic (PLA, PETG, ABS).

If you no longer want to keep the toy, do not throw it in the trash, try to sell it. As a last resort, Don Gioco will take it back from you with a refund of the postage and carry out the waste treatment for you free of charge.

don gioco

Carlo Rátkaí

