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Città-Stato

The Rise of the Maritime Republics

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INTRODUCTION

Città-Stato is set in the 12th century, when the economies all across Europe begin to grow and blossom. The Crusades for the Holy Land are starting, and new trade routes are being established. Several City-States are rising to power, looking for autonomy and stability, under a Republican rule.

During the game, all players will lead a Republic on the Italian coastline. They will have to beat their opponents through politics, commerce and warfare, while trying to keep a steady but powerful Republic.
Beware, high scores will not be enough to win, if you cannot maintain the Republican nature of your own city!

Città-Stato is a strategy game for 2 to 4 players. The game lasts for 7 rounds, during which the players will take turns playing several different actions. At the end of the game there will be two Scorings, and the player with the most Victory Points after the Final Scoring will win the game.

CONTENTS

1 Game Board
4 Player Boards
48 Action Cards (8 Historical Ports, 8 Commerce, 8 Guilds, 8 Militia, 8 Republic, 8 Sovereign)
6 Political Scheme Cards
9 Republic Cards
6 City Cards
24 War Discs (6 per player)
48 Banner Tiles (12 Yellow, 12 Green, 12 Red, 12 Purple)
20 Crown Tiles
24 (discs) Player Markers (6 per player)
4 (cubes) Player Markers (1 per player)
1 Upgrade Marker
1 Round Marker
1 First Player Tile
88 Resource Cubes
(12 Yellow, 12 Green, 12 Red, 12 Purple, 20 White, 20 Black)
4 Bags

SET-UP

1. Place the **Game Board** on the middle of the table with the **Round Marker** on the first space of the Round Track.

2. Randomly draw **4 Political Scheme cards** and place them face-up on the Game Board.
Note: If any player receives the Pisa City card during step first shuffle all the Political Schemes with a blue wax seal and give that player one of these cards, then shuffle all the Political Schemes and continue with step 2 as normal. The same applies for Genova, but with Political Schemes with red wax seals.

3. Place the **Upgrade marker** on the Game Board on the number 3 with 2 Players, 4 with 3 players or 6 with 4 players.

4. Place the **Banner Tiles, Crown Tiles, Black and White cubes** in a supply next to the Game Board.

5. Shuffle the **3 Republic cards with Crowns** and place them face-down next to the Game Board.

6. Divide the **Action cards** by color and shuffle each deck separately, then place the six decks face-up on to the Game Board, under the track of the corresponding color. Finally, draw the first card of each deck and place it near to its corresponding deck. The card near each deck is called the **Present card**, while the card on top of each deck is called the **Future card**.

7. Each player takes a **Player Board** and a bag, then chooses a color and takes the corresponding **discs**.

8. Each player randomly takes a **City card** and places it near his Player Board.

9. Place **1 Yellow, 1 Green, 1 Red and 1 Purple cube** in every bag. Every player places the **first six cubes** shown on his City card near his Player Board (player supply), and the remaining 2 cubes on the first available space of the Market, on the Game Board, starting from the top row (follow the turn order to do that).

10. Every player places a disc in the first position of all 4 tracks on his Player Board, and a cube on the form of Republic track, on the central space (the one with 2 👑).

11. The first player, chosen randomly, receives the **First Player tile** (SG).

12. Every player places one of his discs on the **Scoring Track** at 0 Victory Points, and keeps the remaining disc near his Player Board, as it will be used during the Secondary Scoring at the end of the game.

13. Every player keeps his **War discs** face-down and near his Player Board (in a 2 or 3 players game return the disc with "0" to the box).

14. Every player randomly receives a **Republic Card** without any Crown, and places it face-down near his Player Board. Players can always look at their own card during the game. All remaining Republic Cards are put back in the box.

GAME ROUND

The game lasts 7 rounds and each round is divided in two parts: **Player Turns** & **End of Round**.

The game is set between 1042 and 1192, years during which the Maritime Republics had a period of Independence, with the exception of Noli who obtained the title of Republic in 1192, the year in which a game ends. Each of the 7 game rounds, therefore, lasts approximately one twenty years.

PLAYER TURNS

Starting with the First Player and going clockwise, every player takes an action until all players have passed.

The **first action costs a single cube** from your supply, the **second action costs 2 cubes of the same color**, the **third action costs 3 cubes of the same color**, and so on.

Every player must place his first Action cube in the Market on the **first available space** on the board, starting from the top. This is true ONLY fore the cube used in the first action of the Round. Every other cube of all other player actions goes back in its owner's bag.

Black and white cubes. White cubes can also be used as yellow or green cubes, and black cubes can also be used as red or purple cubes, at any time. The opposite is not true, no cube can be used to replace black or white cubes.

For example: For his first action, the Yellow player does and action and uses 1 red cube. He places this in the first empty spot of the Market. The next player does his first action, and he too chooses to spend a red cube. The first empty spot is now the one beneath the first red cube, so he places it there.

The actions available during a player's turn are:

1. City Action
2. Use a Card
3. Burn a Card
4. Upgrade a track
5. Pass

1. City Actions

City actions are divided in six colors and are shown on the top of the Game Board as six standards.

When a player pays cubes to use a City Action, the **cubes must be of the same color** of the chosen City Action.
Every City action, except for the White and Black ones, has a corresponding track, of the same color, on the Player Board, which shows how powerful the action is.

These are the City Actions:

Merchant Fleet Action (Market)

With this action you gain the number of coins shown on your yellow track. These coins allow you to **buy any number of cubes from the Market** for the cost shown on each cube's row. All cubes purchased are added to your supply, not to your bag. Any coins left unspent are lost.

Example: The Red player's marker is on the third space of his yellow track, so he has 3 coins to spend.


There are: 1 green cube on the 3 coins space, 1 green cube on the 2 coins space, 1 yellow cube on the 3 coins space, 1 red cube in the 3 coins space and another in the 2 coins space, and 1 purple cube in the 3 coins space. Red player buys the green cube from the 2 coins space and as there are no cubes available for 1 coin, the 1 coin he has left is lost.

Example: The Red player has 3 coins, and he buys 1 red, 1 purple, and 1 green cube, placing them in his supply.
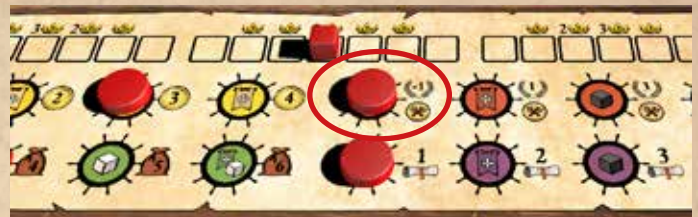
Example: the Red player's marker is on the first space of the War track, so he loses 1 VP and places one of his War discs on the Warfare track, face-down.

City Action

Every **City Card** has a special Action, described in further detail in the reference. When you take this action you activate this special Action and also add a Banner Tile of your choice to your supply.

Example: The Blue player, who has the Gaeta City card, takes the City action. He takes a purple Banner tile from the supply, then he uses Gaeta's power to exchange one of his Banner tiles with one from the game supply, so he gives back his green Banner tile and takes another purple Banner tile.

Republic Action

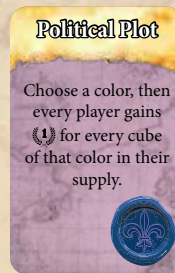With this action you can trade your Banner Tiles for Crown Tiles. You may either trade:

• 3 purple tiles for 3 Crown Tiles.
OR
• 4 tiles of 4 different colors for 3 Crown Tiles.

Example: The Red player trades 3 purple Banner Tiles from his supply, and gains 3 Crown Tiles. The Green player trades 1 purple + 1 yellow + 1 red + green Banner Tiles for 3 Crown Tiles.

City Guilds Action

Randomly draw from your bag and add to your supply, the number of cubes shown on your green track. Note that all cubes used to pay an action's cost are placed in the bag BEFORE drawing new cubes.

Example: The Red player's marker is on the second space of his green track, so he should draw 4 cubes. As he only has 3 cubes left in his bag, he will draw only 3 cubes.

Politics Action

Your value on the Politics track allows you to use a Political Scheme card of the same level or lower. All the Political Schemes' cards effects are explained in the Reference.
Flip the Scheme card after using it, to show that it is no longer available for the current Round. At the End of the Round it will be flipped back.
Then move **all** player markers on the Form of Republic track in a single direction, for the number of spaces shown above the chosen Scheme.

Political Plot

Choose a color, then every player gains ①for every cube of that color in their supply.

Example: The Red player chooses the card on the left, which allows him to choose a color and to make every player score VPs for every cube of that color currently in their supply. He noticed that the other players don't have any black cubes, while he has 2, so he scores 2 VPs and the other players do not score any VPs. He then chooses to move the markers on the Form of Republic track of all players by 1 space to the left.

War Action

Immediately receive **Victory Points (VP)** equal to the value shown on your red track, then secretly choose a **War disc** and place it face-down on the Warfare track on the Game Board. The number on your War disc will be your power during the War and the cubes it will cost you. War Resolution is explained on page 7.
As long as you have War discs in your supply you can do this Action, but there may only be one War disc per player on the Warfare track at any time.

2. Use a Card

When a player pays cubes to use a Card, the **cubes must be of the same color** of the chosen card.

Choose a card from the display and draw it, **immediately gaining the benefits written on it**. Then keep the card in your hand until the end of the game for the Second Scoring (remember that only one card per color can be used during the Second Scoring).

There are six colors of cards, each card is described below.

Historical Ports

Flanders, Barcelona, Marseilles, Syracuse, Tripoli, Tunis: Gain the Banner tile of the color shown on the card. If a player buys a card with the anchor symbol of the same color of one he has on his city card, he also gains an additional Banner tile of any color.

Alexandria, Constantinople: Gain the Banner tile of the color shown on the card and do a Merchant Fleet action with 2 coins.

Example. The Red player does his first action: he uses 1 yellow cube to take the yellow card available in the board display. He places the cube in the Market (as it is first action). With this card he gains a green Banner Tile and 2 coins to use immediately in the Market action, where he buys 1 purple and 1 red cube.

Commerce

Ivory, Silk, and Spices Monopoly: Do a Merchant Fleet action with the coins shown on the card.

Freedom of Thought: Burn these cards under any color.

*Naval Engineering, Rich Landing:* Add the Banner Tiles shown to your supply.

Example. The Yellow player does his second action and uses 2 white cubes to take the white card available in the board display. With this card he gains a yellow and a red Banner Tile.

Guild Contracts

Administrator, Admiral, Harbormaster, Master Artisan: Draw the cubes of the color shown from your bag and score VPs for all the cubes of that color in your supply.

High Magistrate, Grand Merchant, Shipwright: Draw cubes of the two colors shown from your bag.

Authority: Draw all cubes from your bag and place them in your supply.

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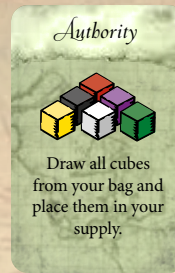
Example. The Red player does his third action and uses 3 green cubes to take the Green card available in the board display. With this card he draws all cubes from his bag and places them in his supply.

Militia

Holy Land's Port, Crusade's Port: Remove any number of cubes of the shown color from your supply and gain the depicted number of VPs for every cube removed. Set aside these cubes, that will no longer be used during the current game.

Warfare Intent: Recover one of your previously used War discs and gain VPs equal to its power.

Hunt Saracen Pirates: Remove on of your War discs and gain VPs equal to its power.

Crusade's Port
Remove any number of yellow cubes from your supply and gain 2 VPs/each.
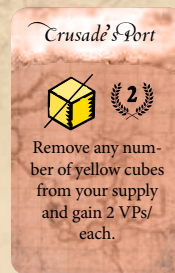
Example. The Yellow player does his second action and uses 2 red cubes to take the red card available in the board display. He remove 2 yellow cubes from his supply and gain 4 VP.

Republic

Rising Corporation, Mercenary Help, Cartography, Secret Route: You may move your marker 1 space on the Form of Republic track, and then receive VPs for every card you have Burned of a specific color, see Burn Card on page X.

Dynastic Order, Financial Power: Move your marker 1 or 2 spaces on the Form of Republic track, in the direction shown on the card, then gain 3 VPs.

Republican Thought: Gain a Crown Tile, then gain 1 VP for every purple Banner Tile you own.

Secret Route
(2 VPs for every card you have Burned in white spaces)

Example. The Red player does third action and uses 3 black cubes to take the black card available in the board display. He moves his marker 1 space to the left on the Form of the Republic track and take 6 VP, as he has three burned white cards.

Sovereign

Elder Council, Duchy, Corporations, Landowner Consuls: Gain 2 VPs for every Banner Tile you own of the color shown.

Royal Court, Power of the Lords, Protectorate: Gain 1 VP for every Banner Tile you own on the 2 colors shown.

Hegemonic Republic: Gain 1 VP for every 2 cubes in your supply.

Example. The Yellow player does first action and uses 1 purple cube to take the purple card available in the board display. He spend 1 yellow and 2 purple Banner Tiles to gain 3 VP.

3. Burn a Card

Choose a card from the display and draw it without gaining its benefits. Place this card face-down halfway under the corresponding color of your Player Board. Immediately gain the bonus according to the number of cards Burned in that color's space. Only 3 cards can be burned for each color.

Note: When Burning a card **you only get 1 benefit**, do not get the previously gained ones.

The benefits gained for Burning cards is described below.

Historical Ports, Yellow Cards
Burning yellow cards allows you to trade cubes with the Market and to gain Banner Tiles.

1 card Burned: Gain any 1 cube from the Market, the place 1 of the cubes from your supply in the Market.
2 cards Burned: Gain 1 Banner Tile of any color.
3 cards Burned: You may gain any number of cubes from the Market, then place the same number of cubes from your supply in the Market.

Commerce, White Cards
Burning white cards immediately gives you VPs for each Banner Tiles which you discard.

1 card Burned: Gain 1 VP for every red Banner Tile you discard.
2 cards Burned: Gain 2 VPs for every yellow Banner Tiles you discard.
3 cards Burned: Gain 3 VPs for every green Banner Tiles you discard.

Guild Contracts, Green Cards
Burning green cards allows you to draw cubes from your bag.
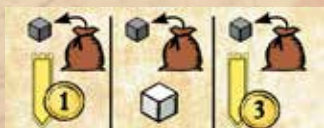
1 card Burned: Choose a color and draw all of its cubes from your bag. Then you may do a **Merchant Fleet** action with 1 coin.
2 cards Burned: Choose a color and draw all of its cubes from your bag. Then gain a white cube and place it in your supply.
3 cards Burned: Choose a color and draw all of its cubes from your bag. Then you may do a **Merchant Fleet** action with 3 coins.

Militia, Red Cards
Burning red cards rewards you with VPs.

1 card Burned: Gain 1 VP.
2 cards Burned: Gain 5 VPs.
3 cards Burned: Gain 9 VPs.

Political Schemes, Black Cards
Burning black cards allows you to trade your Republic card with another from the 3 available ones. When you do this, you may choose to keep your old card instead of keeping the new one, without telling the other players. Place the leftover card near the Game Board.

1 card Burned: You may trade 1 Republic card.
2 cards Burned: You may trade 1 Republic card. Then gain 2 Crown Tiles.
3 cards Burned: You may trade 1 Republic card. Then gain 4 Crown Tiles.

Sovereign, Purple Cards
Burning purple cards allows you to move **your** marker on the Republic Track of 1 space, if you want.

1 card Burned: Move your marker on the Republic Track of 1 space, or keep it where it is.
2 cards Burned: Move your marker on the Republic Track of 1 space, or keep it where it is. Then, gain 1 black cube and place it in your supply.
3 cards Burned: Move your marker on the Republic Track of 1 space, or keep it where it is. Then, gain 2 Crown Tiles.

4. Upgrade a Track

When a player pays cubes to upgrade a track, the **cubes must be of the same color** of the chosen track.
Then move your disc on that track 1 step to the right, and gain any rewards (black/white cubes, and/or Banner tiles) shown on

the new space. Lower the Upgrade track marker on the main board by 1 point.

Example. Upgrading the yellow track from the second to the third space, the Red player gains 1 white cube from the game reserve to his supply. His yellow City action is now improved: he will be able to use 3 coins in the Market, instead of 2.

If the Upgrade track has 0 value (as in the example of the picture on the left), you may not take this action during the current round.
Note that the game Upgrade track is reset every round to his starting value. The starting value depends on the number of players and is 3/4/6 in 2/3/4 players.

5. Pass

Instead of taking another action, you may Pass, ending your turn, without paying cubes.
After passing, you may no longer take actions, acquire cards or upgrade tracks, until the following Round begins.
The first player to pass will become the following Round's First Player, unless he is the current Round's First Player: If this happens, the next player to pass will become the following Round's First Player.

• A player can never be First Player for 2 consecutive Rounds.
• In a 2 Players game, the players will take turns being the First Player.

END OF THE ROUND

After all players have passed, the round is over and these steps must be done:
1. War Resolution
2. Draw new cards
3. Reset Game Board
4. New First Player
5. Draw Cubes

1. War Resolution

All players that do not have War discs on the Warfare Track, can move their marker 1 space on their Form of Republic track.
All War discs in the Warfare track are revealed, and every play-

er must pay a number of cubes (of any color, even of different colors) equal to the power on their War disc, placing them back in their own bag.
Note: If a player does not have enough cubes to pay their War disc, they must still pay as many cubes as they can, and then remove their War disc from the track and the game.
The player with the most power on the track wins this war, in case of a tie the player that placed his disc sooner is the winner. The winner takes a Present card or a Future card on top of a deck, and either uses it or burns it.
The defeated player with the highest power can then use or burn a card, but only among the Present ones, if any. The defeated player with the next-highest power can do the same, and so on.
All War discs still present on the track are then removed from the game.

Example: The Yellow player has the most power, so he is the winner of this war. He has used a disc with 4 power, so he must pay 4 cubes, of any colors, and place them back in his bag.

Example: The Yellow player, having won the war, can choose any card, Present or Future ones. He chooses the white card on top of the deck. The Blue player and Green player are in tie with the same power score, but the Blue player has put his disc in the Warfare track before the Green one, so he can now choose among the Present cards. He takes the yellow card. The Green player is the last player who participated in the War, and he can only take the red or the black card, which are the only Present cards left. He chooses the red card.

At first, when they still hadn't become powerful enough to battle each other, the Maritime Republics would often become allies to free their Sea Routes of Saracen Pirates: for example Genova was allied to Pisa, Venezia to Ancona, Amalfi to Pisa. In 1087 the so called Madhia Crusade was made of an alliance of Genova, Gaeta, Pisa, and Amalfi. This didn't last long: after a few decades the competition for the trade routes with the Orient, and within the Mediterranean Sea, lead to violent wars between the Repub-

lics: Amalfi will be raided by Pisa, which will be destroyed by Genova, which will be defeated by Venezia.

2. Draw new cards

Any Present cards still available are removed from play. Then place the card on top of each deck near the deck: these will be the Present cards for the following round. If a deck is depleted, shuffle the discarded cards of that color and make a new deck. If a deck is depleted and there are no cards of that color in the discard pile, cards of that color are no longer available for the game.

3. Reset Game Board

Move the Round Marker 1 space, flip all Political Schemes face-up and move the Upgrade marker to his original score.

4. New First Player

The player who passed first becomes the new First Player.
Note: No player may ever be the First Player twice in a row.

5. Draw Cubes

Every player draws cubes from their bag as if doing the City Guilds Action, and the player or players with the least amount of VPs draw **2 additional cubes**.

END OF THE GAME

After 7 Rounds and the last "End of the Round" phase, the game ends.

SCORING

Each player's Final Score is determined by their **First Scoring** or their **Second Scoring**.

The First Scoring is the total amount of Victory Points that the player gained during the game, shown on the VP track.

The Second Scoring is determined at the end of the game, using every player's additional marker. Starting with the First Player, players Use or Burn one card per color from their hand, following this order:

1 Yellow Card per player,
1 White Card per player,
1 Green Card per player,
1 Red Card per player,
1 Black Card per player,
1 Purple Card per player.

First each player check if there is any Crown symbol over his Form of Republic track score. If so, he takes the corresponding number of Crows tiles from the game supply.

Then to determine the Final Scoring every players reveals their Republic card: if their marker isn't within this form of Republic then their Final Score is the lowest between their First and Second Scoring.
If their marker is within the revealed form of Republic, then the player checks if they have more Crowns than those shown between their First and Second Score on the VP track. If they do, their Final Score is the highest, otherwise it's the lowest.

The player with the highest Final Score is the winner, in case of a tie add the First and Second Score to determine the winner, if still in a tie then the player with the most cubes in their supply is declared the winner.

An Example of a 3-player game. The Blue player has not reached the form of government of his Republic card and therefore gets the lower score between the two!!! The Yellow and Red players have succeeded instead. Red has to pay 3 crowns to be credited with the higher score, and so he does. Yellow has to pay two crowns, but has only one, so he gets the lowest score. Red player wins the game, followed by the Yellow and finally by the Blue.

APPENDIX

POLITICAL SCHEMES

- Turning Point: Draw all the cubes from your bag, choose 4 to place in your supply, then place any remaining ones in the bag. If there were 4 or less cubes drawn, keep them all.

- Ideology: Move every player's Form of Republic Marker 2 spaces to the left or to the right (the same direction for all players, including you). The effects of these scheme are added to any effects produced by the purple action itself.

- Republican Fate: Draw all the black cubes from your bag and place them in your supply, then all players score 1 VP for every black cube in their supply.

- Credit Policy: Draw all the white cubes from your bag and place them in your supply, then all players score 1 VP for every white cube in their supply.

- Diplomacy: Every player scores 1 VP for every space they have moved on the purple Upgrade track; any players who currently do not have a War disc on the Warfare track double these VPs.

- Decree: Discard a Banner tile you own to make a free Upgrade of the corresponding color's track.

Note: Do not take an Upgrade token for this Political Scheme, and you may also do this Upgrade if the Upgrade tokens are currently not available.

CITY POWERS

- Amalfian Laws (AMALFI): Move every player's Form of Republic marker 1 space to the right or to the left (the same direction for all the players, including you), then you may draw 2 cubes for every Political Scheme already used in the current Round.

Amalfi was the first Maritime Republic to become powerful enough to compete with the Arabs for trade in the Mediterranean Sea. The Amalfian Laws were written there. They were the most ancient constitution of maritime laws in Italy, and they were used for centuries, establishing rights and duties for sailors, and also providing laws for maritime trades.

- Alliance Network (ANCONA): Remove one of your War discs from the game. Every other player must remove a disc with the same power, if they still have it in their supply. Discs on the Warfare track are not affected. Draw from the bag a number of cubes equal to the number on the disc just removed.

Ancona gained its independence from the Papal State and managed to secure excellent trade routes, thanks to its alliance with the Byzantines. Ancona is special because

it never attacked the other Maritime Republics: even if it was forced several times to defend itself, helped by a strong network of important alliances, it managed to survive against the powerful Venice and the Papal State.

- Guelf Doctrine (GENOVA): At the beginning of the game, Genova's owner takes a random Political Scheme with a red wax seal, revealing it to the other players. When taking the white action, Genova's owner may use that Political Scheme.

Genova gained a lot of power with the First Crusade to the Holy Land. In contrast to its oldest rival, Pisa, the Republic of Genova always endorsed the Guelph Cause, supporting the Pope against the Emperor.

- Ghibelline Cause (PISA): At the beginning of the game, Pisa's owner takes a random Political Scheme from the ones with the Blue wax seal, revealing it to the other players. When taking the white action, Pisa's owner may use that Political Scheme.

Pisa's naval power allowed it to challenge the Saracen dominion of the Mediterranean Sea, defeating it in 1016, thanks to the temporary alliance with Genova. Pisa endorsed the Ghibelline Cause, supporting the Emperor against the Pope.

- Balkans Route (RAGUSA DI DALMAZIA): Draw up to 8 cubes from the bag and place 5 of them in your supply. Place the remaining cubes back in the bag. If there were 5 or less drawn, keep them all.

Dubrovnic, whose historical name was Ragusa, is located in Croatia. It had a long alliance with the city of Ancona and trade routes to Constantinople and also to the Balkans, which helped it gain riches for centuries.

- PROMISSIONE DUCALE (VENEZIA): Take any Present card. You may Use it or Burn it.

Venezia, also known as La Serenissima, was a thriving Maritime Republic, whose independence lasted longer than any other Maritime Republic's one. The Doge, the famous figure who monitored the oligarchy, had to swear fealty to the constitution with the Promissione Ducale, which was an essential gesture for the Republic of Venice.