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Game: **CONDOTTIERE**
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For best results, print on card,
laminare and trim to size.



Condottiere

SETUP

Setup the board. Each player selects a color and takes his **control markers**. A random player takes the **Condottiere token**, shuffles the deck and deals 10 cards facedown to each player. He then places the token in a region of his choice to mark the site of the first battle.

PLAYER TURN

The player who placed the *Condottiere* token always takes the first turn in the battle, followed by the other players in clockwise order. On your turn, you must either **play a card** or **pass**.

At any time players may make deals and show each other their cards, but may *not* exchange cards.

PLAY A CARD

Place **one card** faceup in front of you, next to any other cards you have played in this battle, to form your **battle line**. The first card played may be of any type.

The sum of all of your cards' strength values is your **total strength**. After playing your card announce your total strength.

PASS

A player (even the first player at the beginning) may choose to **pass** on any turn.

You may not play any more cards in this battle, though you may still win the current battle. When a player has no cards his only option is to pass.

Even after all but one player has passed, that player may continue playing cards until he chooses to pass.

CONCLUDING A BATTLE

The play of cards continues until all the players have passed or one plays a **Surrender** card. Then follow these steps:

1. COMPARE STRENGTH

The player with the highest total strength conquers the region; he places one of his control markers on the region and takes the *Condottiere* token.

If 2 or more players are tied, no marker is placed, and the *Condottiere* token is passed to the next player clockwise.

2. CHOOSE THE NEW BATTLE

The player with the *Condottiere* token chooses the region where the next battle will be fought.

He can choose any region as long as it does not contain a control marker or the **Favor of the Pope** token (even one where a tied battle was just fought).

3. DISCARD BATTLE LINES

All the cards in each player's battle line are discarded.

4. DISCARD CARDS FROM HAND

Players with no **Mercenary** cards in hand may choose to discard all the cards in their hand.

END OF A ROUND

After the *Discard Cards From Hand* step, if only one player (or no player) has cards remaining, a **round** ends.

If one player has cards left, he may keep up to 2 of them, but must discard the rest.

The player with the *Condottiere* token shuffles all the remaining cards (including discards), and deals cards so that each player has 10 in hand, plus 1 for each region the player controls.

WINNING THE GAME

At the end of the *Compare Strength* step of a battle's resolution:

2 or 3 players: the first player to control 6 total regions *or* 4 adjacent regions wins.

4, 5 or 6 players: the first player to control 5 total regions *or* 3 adjacent regions wins.

If, after a battle, all the available regions have been conquered without a winner, the player that controls the most regions wins.

If 2 or more players are tied, a final battle is fought among them. All players discard their hands. The player with the *Condottiere* token shuffles all 110 cards and deals 10 new cards to each player, plus 1 for each region the player controls. The player to the left of the player with the *Condottiere* token goes first.

If this final battle also ends in a tie, these tied players share the victory.

Condottiere



MERCENARY CARDS

Strength values of 1-10. There are 10 of the 1 strength cards and 8 each of the other values.

SPECIAL CARDS

WINTER (3)

Discard all Spring cards in play. If a Winter card is in play at the end of a battle, all Mercenary cards have a strength of 1.

SPRING (3)

Discard all Winter cards in play. If a Spring card is in play at the end of a battle, each player adds 3 to each of his Mercenary cards that are of the highest strength in play.

If 2 or more cards are tied for the highest strength, all tied cards gain the +3 strength.

BISHOP (6)

Discard all of the highest strength Mercenary cards in play. If 2 or more cards are tied for the highest strength, all tied cards are discarded. Then discard the Bishop card, take the Favor of the Pope token, and either place it on a region without a control marker or leave it off the board.

COURTESAN (12)

The player with the most Courtesan cards in his battle line takes the Condottiere token.

If 2 or more players tie for the most Courtesan cards, the winner of the battle takes the token. If 2 or more players also tie for the most strength, the token goes to the player to the left of the player who last controlled it.

The Courtesan has a strength of 1 but is not considered a Mercenary card and is therefore not affected by Winter, Spring, Bishop, Drummer, or Scarecrow.

DRUMMER (6)

Mercenary cards in the same battle line have their strength doubled at the end of the battle. Multiple Drummers have no further effect.

If a Winter card is in play, each Mercenary will be worth 2 strength. If a Spring card is in play, the strength is doubled before adding the +3.

HEROINE (3)

The Heroine has a strength of 10 but is not considered a Mercenary card and is therefore not affected by Winter, Spring, Bishop, Drummer, or Scarecrow.

SCARECROW (16)

The player may retrieve 1 Mercenary card from his battle line. The Scarecrow is then discarded.

SURRENDER (3)

When played, the battle ends immediately. The region is captured by the player with the strongest battle line.

