ARCHITECTURA

Game rules

The most eminent architects came here to erect a magnificent city with the best theatres, greenhouses, and taverns. Each architect wants to make the most significant contribution to the city construction, but their ambitions will inevitably lead to a challenging competition.

In this game, your table will turn into a grid of blocks and streets. Each building you construct will change the value of the adjacent buildings, or will even destroy them!

Play Architectura by the basic rules or the advanced rules in which you assemble a unique deck for each player. Whichever version you play, each game will be different!

Game contents

4 basic decks in different colors, 12 cards each

4 sets of 6 additional cards (in different colors)

8 block cards

8 protection tokens (2 of each color)

Rulebook

Two game variants

In the basic game variant, all the players have different colored decks with identical buildings. We recommend to play it first to get familiar with the game.

In the advanced variant, players replace base set with new advance cards. The advanced game rules are found on page 11.

Card Anatomy

Adjusted values

Name

Basic value

Card effect

Tavern

2

4

9

You may destroy an adjacent card.

The color of the banner represents the color of the card. Each player chooses one color.

Additional cards are marked by a ✤ symbol next to its name.

The ⌖ symbol in the bottom left corner of the card indicates that the card affects the scoring at the end of the game.

✤ City Hall

City Hall

Store

At the end of th
for each your

Game Overview

The players take turns playing the cards on the city grid of streets and blocks. Each card has its own value (numbers on the sides), and it may change during the game when rotating the card, placing the new value at the top. Certain cards have effects that will allow you to manipulate your cards and the cards of your opponents: change their value, destroy, move, swap with another, etc.
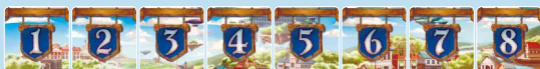
At the end of the game, the players sum up all current values of their cards, and the one with the highest number will be proclaimed the greatest architect of the city!

Game setup

Each player takes a deck of 12 cards and 2 protection tokens of their color. Shuffle your deck and place it in front of you face down. Draw 3 cards from the top of your deck.

Place 8 block cards in line in the centre of the table, from 1 to 8.

The last player to visit a building site takes the first turn and then the turn is passed clockwise.
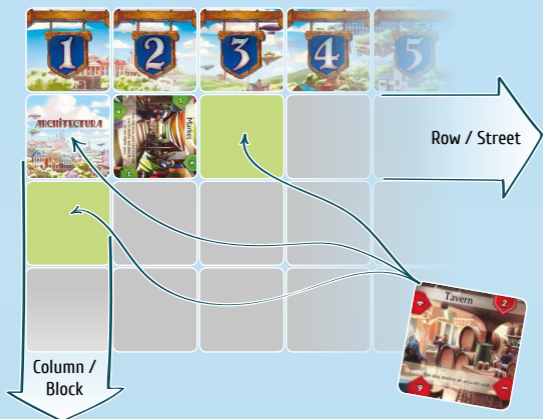
How to play

During your turn, you must play one card from your hand, resolve all applicable effects and then draw cards from your deck up to your hand limit.

If your deck is out of cards, you don't draw cards at the end of your turn. If both your deck and your hand are empty, you have to skip your entire turn.

Once per game, at the beginning of your turn, you may place all of the cards in your hand at the bottom of your deck and draw the same amount from the top.
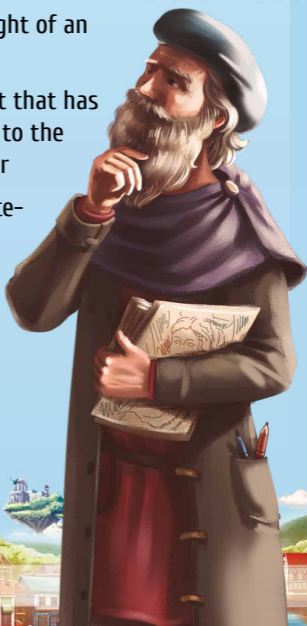
1. Playing a card

All cards played on the table are grouped into rows representing streets. The number of the streets in the city is the same as the number of players. Each street consists of 8 spaces for the buildings. These spaces are indicated by the block cards. The streets are developed with the cards, in order, from left to right.

Row / Street

Column / Block

During your turn, you must place a card either on:

◆ an empty space to the right of an occupied space, or

◆ the first space of a street that has no cards yet (the closest to the line of the block cards), or

◆ a space occupied by a face-down (destroyed) card.
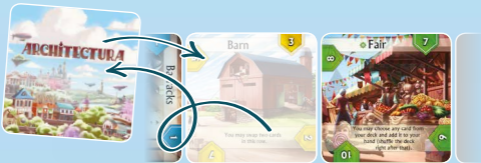
A space where you can place a card is called **eligible**.

An additional rule for a 3- and 4-player game: you may not place the third card of your color in a consecutive row. However, there may be 3 and more cards of one color in a row after resolving certain effects.

2. Comparing the values

After playing a card, compare its value with the value of the previous card (to the immediate left of it), regardless of color. If there is no previous card or it is placed facedown, *Comparing the values* is skipped.

◆ If the value of the card to the left is at least two times lower, that card is destroyed. Flip it face down, but leave it on the same space.

◆ If the value of the card to the left is lower (but not two times lower), its current value decreases. Rotate the card 90 degrees counterclockwise, so the lower value is now at the top.

◆ If the card is already placed with its lowest value at the top, don't rotate it.

◆ If the values of the cards are equal, nothing happens.

◆ If the value of the card to the left is higher, its current value increases. Rotate the card on the left 90 degrees clockwise, so it has a higher value now (unless it already has the highest value).

3. Resolving card effects

After comparing the values, resolve the card effect from the card you've just played. Effects are mostly activated right after playing a card. However, if it's specified when the effect is activated (at the end of the game, if a condition is met, or even before the card is played), you must follow those instructions.

The card effect may be used on itself, unless it's specified otherwise. For instance, if the card effect allows you to rotate or move a card, you may do it to the card you've just played.

Important! You compare the values and resolve the card effects only when you play a card, not when a card was moved or restored.

FAQs regarding the card values and effects

The value of this card is equal to the value of the card to the immediate left of it. X-1 means that its value is 1 point lower, X+2 means it's 2 points higher, etc. If the value of the previous card is changed, this card's value is also changed. If there is no previous card or the previous card is destroyed, X then becomes equal to 0 (thus, the value of the card may become negative).

The value of this card is equal to the number of the block (column) it's placed in. No.-1 means that the value of the card is 1 point lower than the number of the column, No.+2 — 2 points higher, etc. The number of the column is indicated on the corresponding block card.

To restore a card that was previously destroyed flip the card face up. You cannot restore a card that is covered by another card. The restored card is placed with its basic value at the top. Its value is not compared to the previous card and its effect is not resolved.

To protect a card place your protection token on it. Your opponents' cards don't affect your protected card in any way. You may decide whether your own cards affect your protected cards or not (both the effects and rotating after
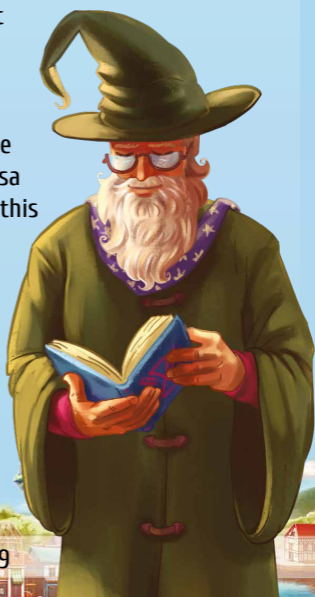
comparing the values are at your discretion). Some of the cards are protected from the beginning (with 🏛 symbol), in this case assume there is a protection token of the same color as the card. You may not protect an already protected card.

A card is considered **adjacent** if it's situated to the immediate left, right, top, or bottom of the card in question. The diagonals are ignored.

You **may** — you are not obliged to resolve anything written after the word "may". All the effects without this word are obligatory, as long as it's possible to resolve them.

Move a card — take an undestroyed card in the city and place it on another eligible space with the same side up it was placed before. This card may become the third card of your color in a successive row. The value of the card that has just been moved is not compared with the value of a card next to it, and its effect is not resolved.

Rotate a card — you may rotate a card 90 degrees in any direction. The card's value changes when it is placed with another side up. Most cards have the largest and the lowest values on the adjacent sides, so you may need a single rotation to turn a card from the largest value to the lowest and vice versa (you cannot rotate a card this way after comparing the values though!). You may not rotate a card with the value indicated on one side only.
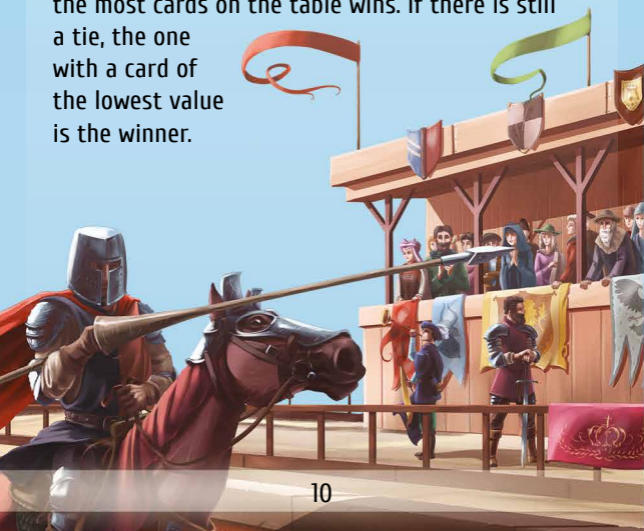
To remove a card from the game, place it in the game box.

To destroy a card, flip it face down, leaving it on the same space. Though the space is occupied, it is still consideres eligible. A destroyed card has no value. All the destroyed cards are open information: the players may look at them at any time.

4. Drawing (a) Card(s)

After resolving the card effect, draw cards from your deck up to your hand limit. Usually your hand limit is 3 cards and at the end of your turn you draw 1 card only, but certain effects may increase your hand limit.

End of the Game

The game ends when no one can play a card anymore. If a player ran out of cards but there are still vacant spaces left on the table, other players keep playing until no playable space remains. The players calculate their final scores (counting the values and *At the end of the game effects*). The player with the highest number of victory points wins the game. If there is a tie, the player with the most cards on the table wins. If there is still a tie, the one with a card of the lowest value is the winner.

Advanced Rules

Before the setup, each player takes the basic deck and six additional cards of their color. These cards are marked with a ✿ symbol.

Each player may replace any of their basic cards with the corresponding additional cards. Only the cards of the same basic value may be switched (for example, a basic card with the value of 7 can be replaced with an additional card with the basic value of 7 only). Sometimes it's clearly stated in the text of a card which card it replaces (in this case their values may differ).

The players may agree on a certain number of cards to replace or determine this number by rolling a die. In any case, a player is always free to replace less cards than the other players or to decide to not replace any cards at all.

Before the beginning of the game, the players show the cards that have been replaced in their decks to the other players. You may not change your cards after that.

From now on, all the basic game rules apply as usual.

Card clarifications

Magic Academy

If you cannot play this card, remove it from the game. In order to play this card, you may remove from the game either 2 cards from your hand, or 2 cards from your *Graveyard*, or 1 of each.

Arsenal

Arsenal
Only the current values of the cards (values along the top) are compared when you resolve this effect.

Library

Library
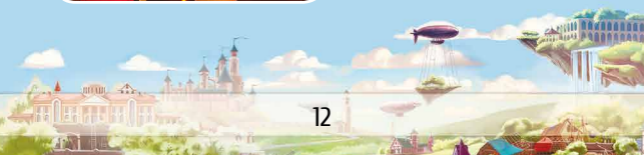You are not obliged to rotate a card of each and every player.

Guesthouse

Guesthouse
It is destroyed if there is no eligible space to move the card.

Smithy

Smithy
You may copy only the effects that are resolved right after playing them.

Graveyard

Place this card next to the city. This card is protected. When your card is about to be destroyed, place it next to the Graveyard instead. At the end of the game gain 2 VP for each card next to this one.

It's played outside the city, to a special area where all the player's destroyed cards are later moved. The cards in this area have no effects and no value (except for the *Graveyard* card itself).

Laboratory

Each opponent chooses one card from their hand and places it face down on any eligible space in the city.

The opponents play their cards in a clockwise direction starting from the player to the left of the player who has played *Laboratory*. All the played cards are considered destroyed.

Manufactory

You may take your card from the city to your hand and play another card from your hand to the same space.

You may not partially resolve its effect: if you take the card from the city back to your hand, you must play a card on the liberated space. While resolving the *Manufactory* effect play the card from your hand by all the usual rules (compare the values, resolve its effect, if you want or have to).

Museum
Your hand limit stays increased even if the card has been destroyed.

Obelisk
Your hand limit stays increased even if the card has been destroyed. If the player sacrifices a card to search for *Obelisk* in their deck, they must shuffle their deck afterward.

Greenhouse
The player may choose to rotate one card, instead.

City Hall
Remove this card from the game if you cannot play it.

Statue
Points are scored no matter who owns the adjacent *Park* card.

Fountain
The space with the protection token on it is considered occupied till the end of the game or till the moment you play or move a card there. If you place a card on that space, take your token back.