

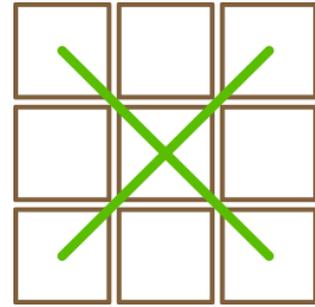
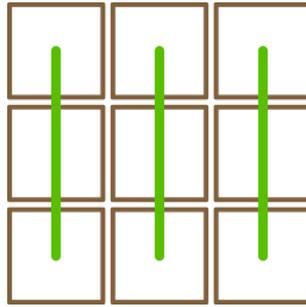
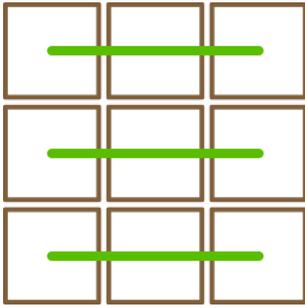
Florence Game - Rules

Florence Game is a collectible cards game that promotes the discovery of the most famous places, historical characters and symbols of the city of Florence. Players start with a deck of 40 cards that they can expand by visiting specific places of the city as pointed in the game map.

Your deck, composed by base cards and the found ones, allows you to challenge your friends and other players to earn points and cross over the chart.



Winning Lines:



Game rules:

Florence Game is a game where two players try to get 2 and 3 cards combos, among the typical tris games combinations. Cards are divided in 4 categories and 5 colors.

Categories:

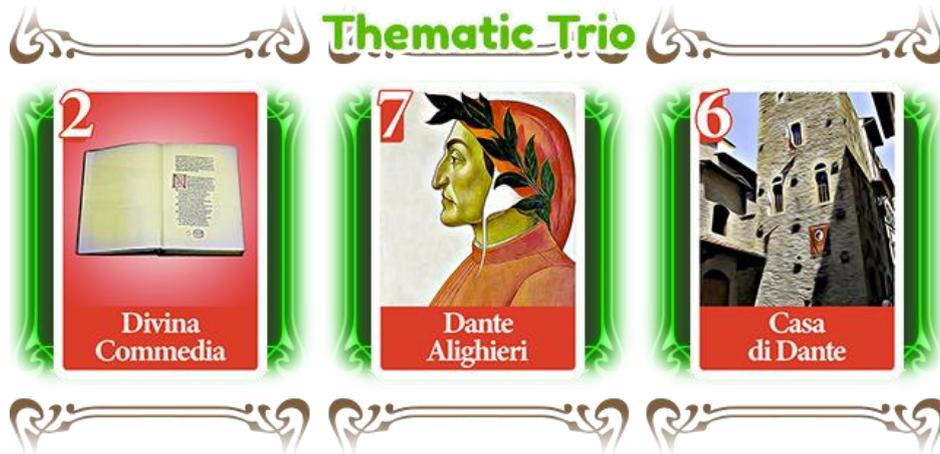
- Characters: they represent the most famous personalities of Florence and have values between 7 and 10;
- Places: the most noticeable places of the city. They have values between 4 and 6;
- Symbols: mostly connected with the city and its historical personalities, with values between 1 and 3;
- Jolly: special cards giving relevant game benefits.

The color of the cards defines the character, place or symbol age:

- Yellow: Roman and Dark Ages;
- Red: Humanism and Renaissance;
- Green: Modern Age;
- Blue: Contemporary;
- Violet: Jolly cards.

There are two kind of combos and they give different points.

Thematic Trio: 3 aligned cards with the same theme (eg: Dante, Casa di Dante, Divina Commedia) give you 6 points.



Age Combo: 2 or 3 aligned cards with the same age (same color) respectively give you 1 and 3 points.



Jolly cards: they can be always used and count like cards of every color. They can be used to get age combos of 2 and 3 cards. They can not be used to get theme combos..



A match consists in two players with a deck of 40 cards each. Every deck is randomly drawn from the player pool of cards, which consists of the 40 base cards and the cards the player may have collected through the map. At the beginning of the match each player draws 10 cards from his or her deck. The game choose which player will play first and so begins the match. This player can play his or her first card on a free space in the 3x3 table, and so the turn passes to the other player until every table space has a card. When the table is full, players can play a card following this rules:

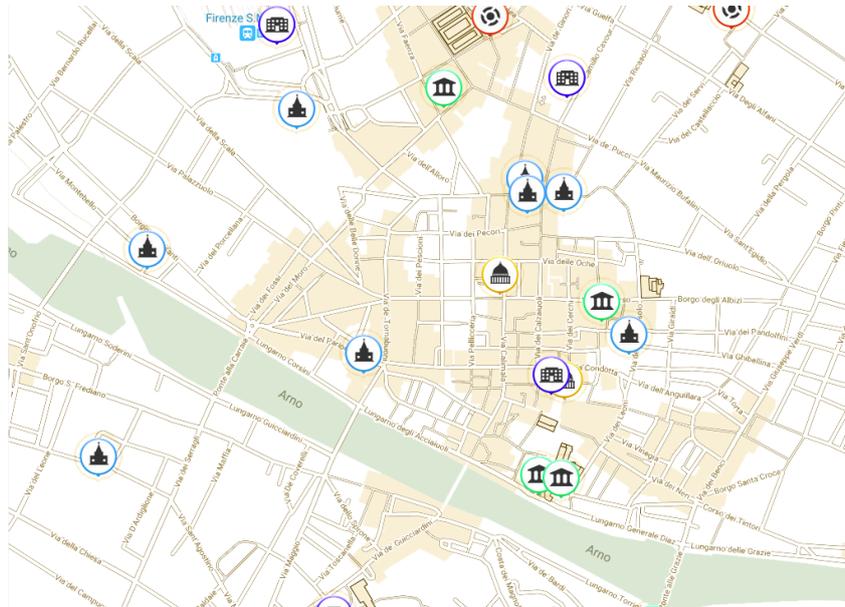
- The card has the same color of the card to be replaced on the table, and it has an equal or higher value;
- The card has a different color, but it has the same value;
- The card is a Jolly.

On own turn, before he or she has played a card, a player can pass the turn or draw a card from his or her deck. After the player has took a card, he or she can still play it or pass.

The goal of the game is to perform 2 and 3 cards age and theme combos to score more points of the opponent, on a typical tris game kind of combinations. The match ends when a player empties his or her hand or when both players have no more valid plays.

Game Map

You can collect new cards to expand your collection of cards by visiting the places shown in the game map. These cards may have even higher values of the cards you start with. To collect the extra cards you may move to the shown places with the GPS service of your mobile device turned on.



When you are at one of the places, access the Map section of this app, tap on the respective place icon and check your position by tapping the **I am here!** button to get the extra cards.

