ARCHITECTURA

Game rules

The preeminent architects gathered 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 competition.

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

Play Architectura by the basic rules or assemble a unique deck for each player, so each game will be different from the last one!
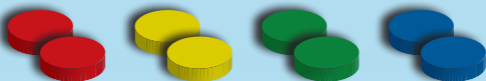
Game contents

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)

1 Rulebook

Two game variants

In the basic game, all the players play with identical decks: all the buildings are the same, and the only difference is their color. We recommend it to play this when learning the game, or when playing with new players.

There are also the advanced rules where each player gets a set of additional cards and may replace some of the corresponding basic cards with them.

The basic rules are listed first, and all the changes for the advanced game are listed on page 11.

Card Anatomy

Adjusted values

Name

Basic value

Tavern

2

You may destroy 1 adjacent card.

Card effect

9

The color of the banner indicates the color of the card.

Advanced cards are marked with a ❄ symbol next to its name.

A ⤳ 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 youn

Game Overview

The players take turns playing the cards to 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 you rotate the card, and there is a new value at the top. There are card effects that allow you to manipulate your cards and the cards of your opponents: change their value, destroy, move, swap them, 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 facedown in front of you. Draw 3 cards from your deck.

Place 8 block cards in a row 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 during the game, at the beginning of your turn, you may place all cards from your hand under your deck in a random order and then draw the same number of cards from your deck.
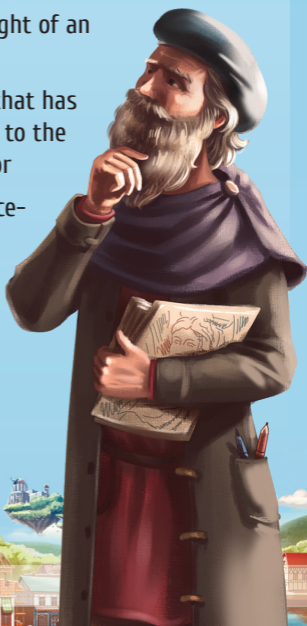
1. Playing a card

All cards played on the table are grouped into rows, or streets. The number of the streets in the city is the same as the number of players. Each row 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
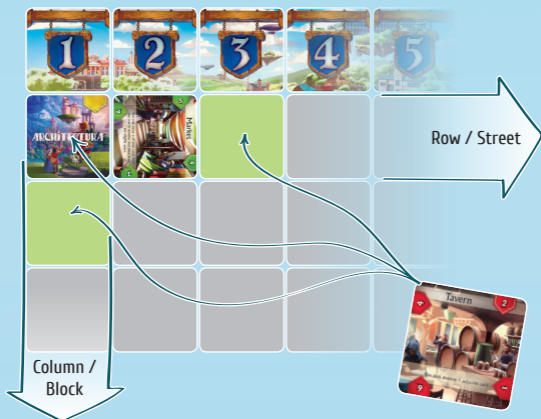
During your turn, you must place a card either on:

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

♦ the first space of a row 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, this situation may occur after resolving certain effects — it's fine then.

2. Comparing the values

After playing a card, compare its value with the value of the previous card (to the immediate left of it). The color of the previous card doesn't matter. 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.

CLARIFICATIONS AND TERMINOLOGY

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 than the previous one's, X+2 — 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 equals 0 then (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" means 2 points higher, etc. The number of the column is indicated on the corresponding block card.

To restore a card means to flip a previously destroyed card faceup again. 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, you 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
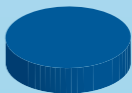
are protected from the beginning (with ⛪ symbol), in this case assume there is a protection token of the same color as the card. You may not protect an already protected card.

A card is considered **adjacent** if it's situated orthogonally. So, in other words, it's a card in an adjacent column in the same row, or a card in the same column in an adjacent row.

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 a not yet destroyed 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 a value indicated on one side only.
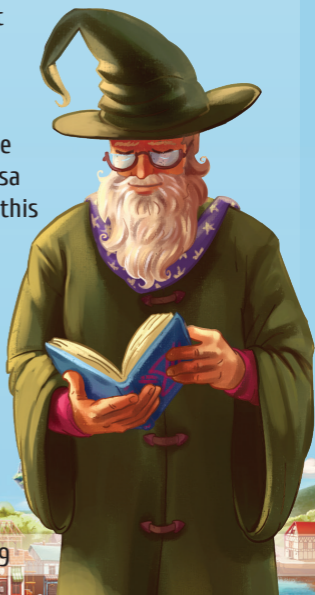
To remove a card from the game, place it in the game box.

To destroy a card, flip it facedown, leaving it on the same space. The space is considered occupied, though it's still an eligible space. 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 there is no space to play cards anymore. 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 player with the card of the lowest value on the table is the winner.
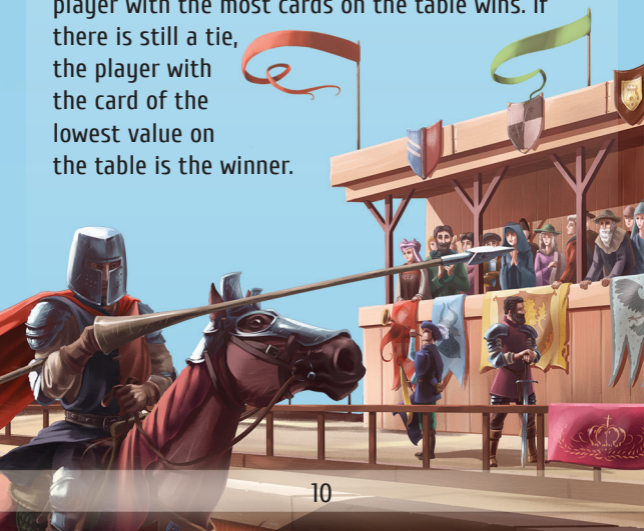
Advanced Rules

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 the 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 other players. You may not change your cards after that.

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

Card clarifications

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.

Graveyard

It's played in a special area, outside of the city. From now on, place all your destroyed cards face-down next to the *Graveyard*. These cards have no effect and no value (except for the *Graveyard* itself) and can't be restored.

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.

Laboratory

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.

Statue

It does not matter which player the *Park* card belongs to.

Arsenal

Only the current values of the cards (at the top of them) are compared when you resolve this effect. Also destroy your own cards with lowe values in this row.

Smithy

You may only copy an effect that is resolved right after playing it.

Obelisk

Draw up to 5 cards at the end of the turn you've played *Obelisk*. Your hand limit stays increased even if the card has been destroyed. Before your first turn, you may place 1 card from your hand under the deck to find the *Obelisk* and add it to your hand. Shuffle your deck after that.

Guesthouse

If there is no eligible space to move the card to, it's destroyed instead.

Greenhouse

You may rotate 1 or 2 cards, 1 step each.

City Hall

If you cannot play this card, remove it from the game.

Library

You are not obliged to rotate a card of each and every player. You may also rotate one of your own cards.

Museum

Your hand limit is increased up to 4 cards for the rest of the game.

Draw up to 4 cards at the end of the turn you've played *Museum*. Your hand limit stays increased even if the card has been destroyed.

Manufactory

You may take 1 of your cards from the city into your hand and play another card from your hand to the same space. Compare values and resolve its effect.

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).

Credits

Game Designer: Pavel Atamanchuk

Game Development: Petr Tyulenev

Producer: Nikolay Pegasov

Artwork: Marina Kunakasova, Sergey Dulin, uildrim

Layout: Kristina Soozar, Angelina Chugunova, Ivan Sukhovey, Rafaël Theunis

Editor-In-Chief: Alexander Kiselev

Editor: Valentin Matyusha

Business Development Director: Sergey Tyagunov

Playtesters: Evgeniya Androsova, Ilya Belyanov, Stanislav Bravitskiy, Oleg Vlasov, Elena Vornoskova, Igor Zhuravlev, Morfey de Korellon, Alexander Medvedev, Dmitriy Nikonov, Mikhail Onohov, Konstantin Ponomarev, Vitaliy Repin, Denis Rumyantsev, Anastasia Safronova, Ilya Semenov, and many others.

English Translation: Julia Klokova

Special thanks to Ilya Karpinsky.

HOBBY WORLD

Game Brewer