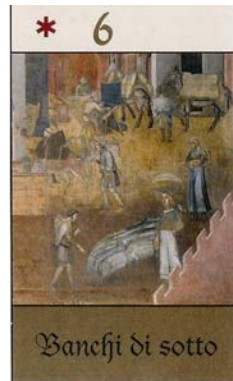


Siena-cards

Explanation:

- : this card can only be played as a Banker
- : this card can only be played as a Merchant
- : this card can only be played as a Peasant
- /•••: this card can be played as a Peasant or Merchant
- /••/•••: this card can be played as a Peasant as well as the Merchant and the Banker



-
- Banchi di Sotto**
- Number in deck: 2
- Can be played when:** arriving in the district **Banchi di Sotto**
- Effect:** when playing 1 card one gets 20 Florins, and when playing two cards one gets 40 Florins



-
- Bricklayer**
- Number in deck: 2
- Can be played when:** building a floor of the **Torre del Mangia**
- Effect:** you do not have to pay the extra 10 florins for labor costs



-
- Piazza Salimbeni**
- Number in deck: 2
- Can be played when:** arriving in the district **Piazza Salimbeni**
- Effect:** you may choose a number of Fate cards to draw to gain that many florins (as if you were a Peasant along the Via Francigena)



-
- Via dei Servi**
- Number in deck: 2
- Can be played when:** arriving in the district **Via dei Servi**
- Effect:** when playing 1 card one gets 20 Florins, and when

playing two cards one gets 40 Florins



-
- The Courtesan's girlfriends**
- Number in deck: 2
- Can be played when:** attracted to the inn by a Courtesan(s)
- Effect:** avoid paying a Courtesan(s) and even being attracted by them



-
- Guards**
- Number in deck: 2
- Can be played when:** meeting the beggar **Calandrino**
- Effect:** avoid giving money to Calandrino without the penalty of a stinginess cube



- /••/•••
- Calandrino**
- Number in deck: 4
- Can be played when:** anytime
- Effect:** moves Calandrino 3 districts in the Town counter-clockwise (you may move him faster by adding the green number to his normal movement)



- /••/•••
- Courtisan**
- Number in deck: 4
- Can be played when:** anytime
- Effect:** place a wooden cube in the **Inn** to represent the Courtesan. You may have multiple Courtisans in the **Inn**



●/●/●/●

Inn

Number in deck: 4

Can be played when: 1) during an Artist Engagement auction 2) to gain Florins 3) to move Calandrino

Effect: 1) a non-Banker player may look at the artist card being auctioned; 2) playing 3 Inn cards in one action phase gains you 20 florins; 3) move Calandrino into the Inn

you 20 florins; 3) move Calandrino into the Inn



●/●/●/●

Mule

Number in deck: 1

Can be played when: playing with Laborers-Wayfarers cards that result in the sale of goods

Effect: you may sell 2 identical goods



●●●

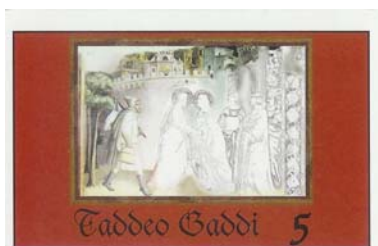
Via Francigena

Number in deck: 2

Can be played when: playing with Laborers-Wayfarers cards that result in the sale of 1 or more goods

Effect: draw from the Fate deck

Artist card



This **Artist-card** gives 5 Consent Points at the Game End.



●●

Number in deck: 10

Allows the Merchant travel to Firenze or Arezzo (lowest part), Merchant's choice as to which path to take, at a rate of one card = one space along that path. Playing these cards help Peasants as well: the card on the right places one worker in Corn and one in Wine.



A **Fato (Fate) card:** you add up the numbers in the good(s) you are selling. For example, if you draw three copies of the card on the left, and have corn for sale, you will receive 21 florins (7+7+7). If you were selling Wine, you would receive 24 florins (8+8+8). Watch out for the Devil card – you will get nothing if you draw this!



A Senesi-card

This one is worth 1 Consent Point (CP).

The division of the Senesi/cards is as follows:

- 2 Senesi-cards worth 4 CP
- 4 Senesi-cards worth 3 CP
- 8 Senesi-cards worth 2 CP
- 12 Senesi-cards worth 1 CP

It is important to get these Senesi cards as their Consent Points is what helps you to win the game.