

# La Stanza



(2 to 4 players, 60-90 minutes)

*In La Stanza, players take on the roles of Renaissance-era individuals competing for money and prestige through the practice of various disciplines. While there are many ways to earn these honors, players won't be able to do it alone - they will have to call upon the power and influence of society's most prominent members.*

*By improving players' actions, these characters will boost players' standings in society. At the end of the game, the player with the most prestige will be the winner of La Stanza!*

## Components



1 game board



4 player boards



12 large coins (5 florins)  
16 small coins (1 florin)



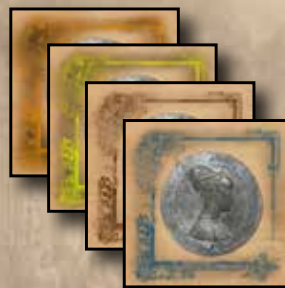
12 artwork tiles (4 each  
in values of 2, 3, and 4)



40 character tiles  
(8 per discipline)



20 starting character  
tiles (4 per discipline)



4 financier tiles



20 bonus tiles 6 cover tiles



64 books, 16 each in  
4 colors (green, blue,  
white and yellow)



35 meeples, 7 each in 5 colors (red, green,  
blue, white and yellow), representing favors  
owed by players' patrons



1 game  
round  
marker



1 start  
player  
marker

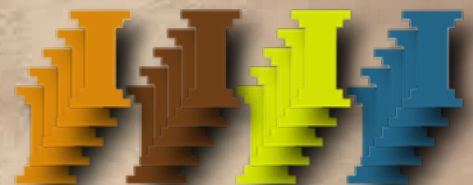
*In each of the 4 player colors:*



1 figurine



8 discs



5 pillars

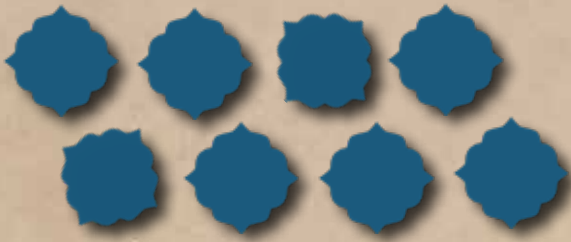


1 sailboat



# Player Board Setup

**Each player chooses a player color and takes:**



8 discs of their chosen color



5 pillars of their chosen color



A single meeple in each of the 4 basic colors (red, green, yellow and blue).

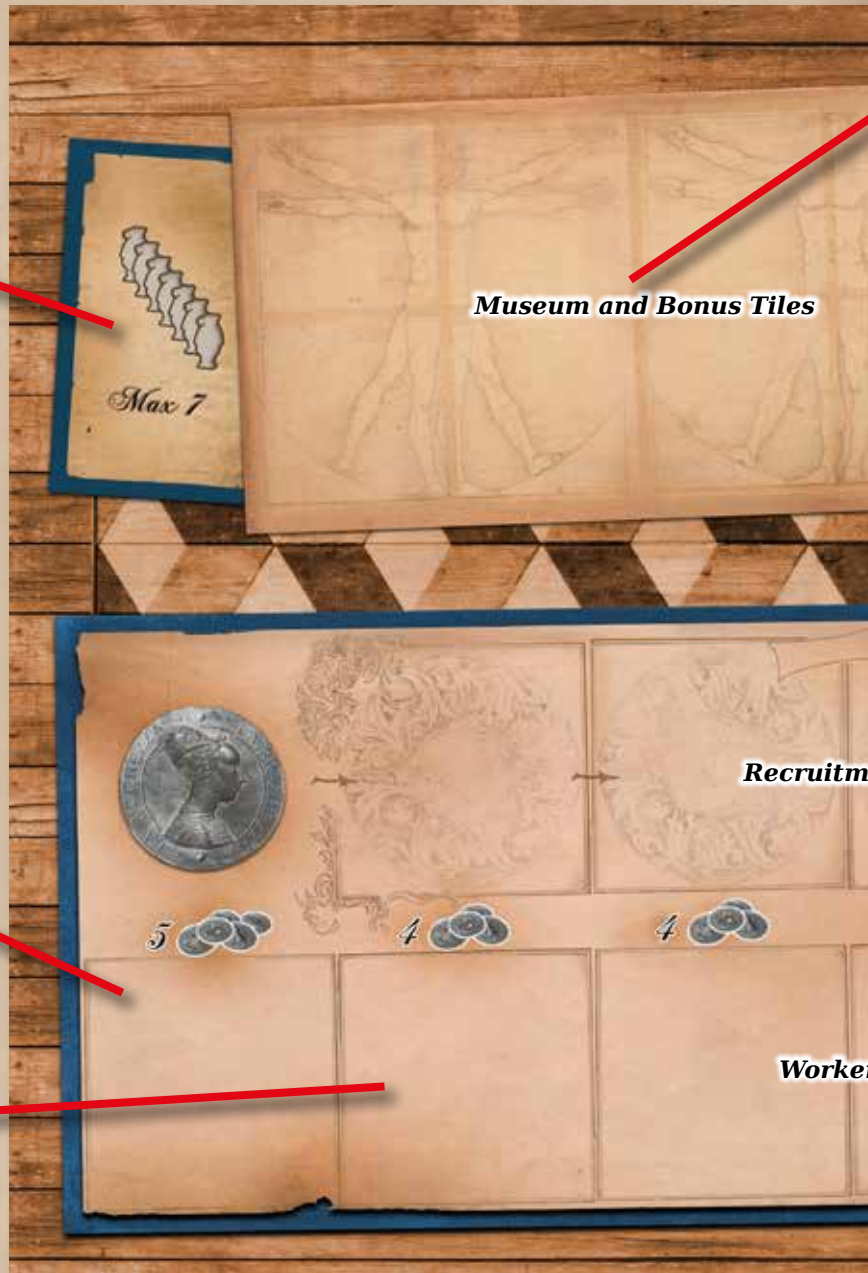


The financier tile of their chosen color. This should be placed on the leftmost space of the worker track.



One starting character tile for each discipline. These should be arranged randomly, face up, on the remaining open spaces of the worker track, although experienced players may choose to arrange these tiles on the 5 rightmost spaces as they like.

A player board



1.



During the game, when acquiring artwork tiles and bonus tiles, these should be placed here. These 8 spaces are not limiting in any way, just put extra tiles next to your player board.

The player who has visited the most countries starts the game. Give that person f 10,- and the start player marker.



2.



The 2nd player receives f 11,-.

3.



If applicable, the 3rd player receives f 12,- and the 4th player receives f 13,-.

4.



These symbols can be found on both the player boards and on the game board. The symbol depicting 3+ means that the related only applies to 3- and 4-player games, while the 4 symbol means that the related only applies to a 4-player game.



# Game Board Setup



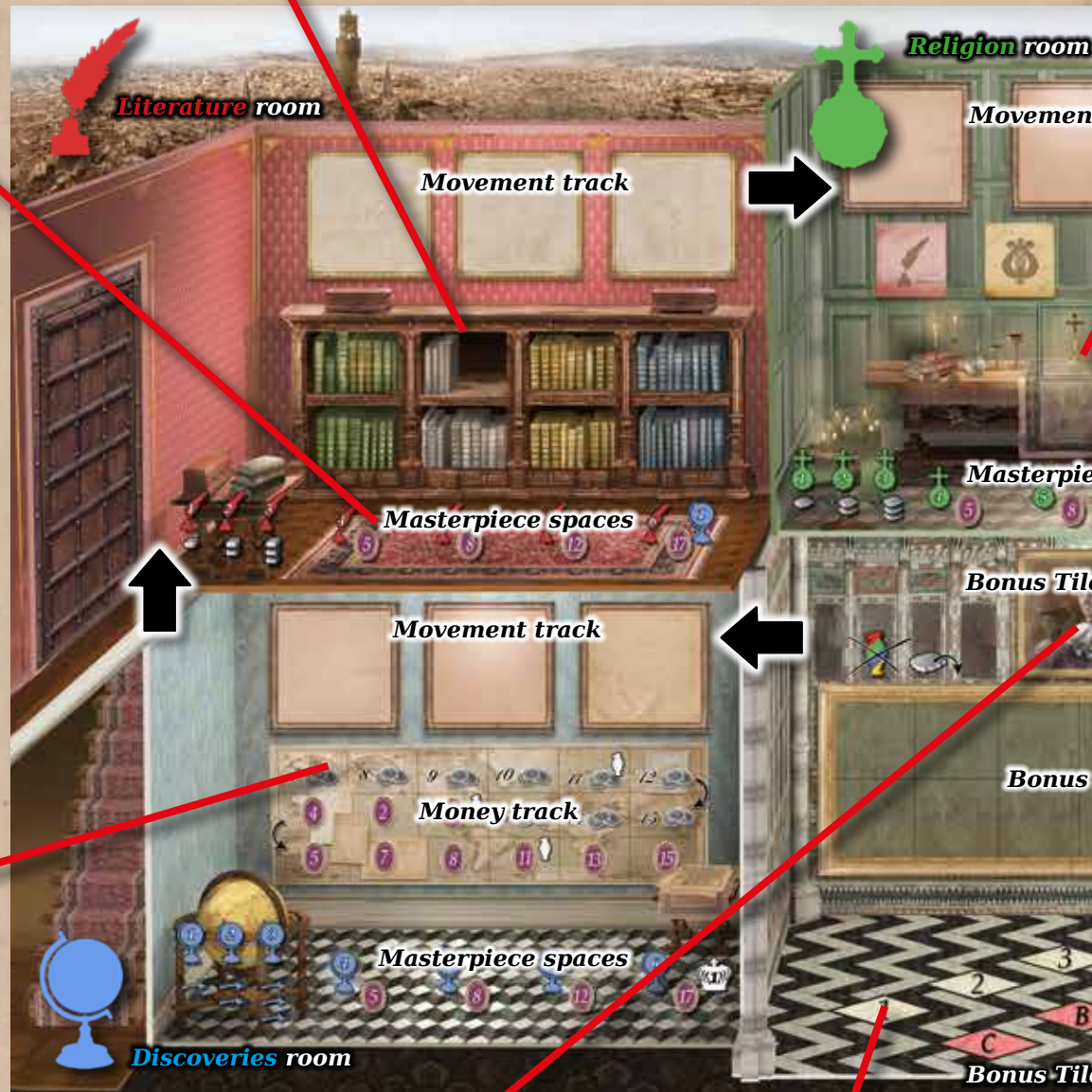
Sort the books by color and place them into their matching spaces in the **Literature** room.



For 2- and 3-player games, randomly select 5 of the 6 cover tiles. Assign one to each discipline room, covering its matching Masterpiece space with a pillar of an unused player color. The rightmost (17 PP) space will never be covered in this way.



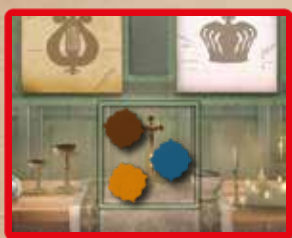
Place each player's sailboat on the f 7,- space of the money track in the **Discoveries** room.



Place each player's figurine onto the Bonus Tiles space.



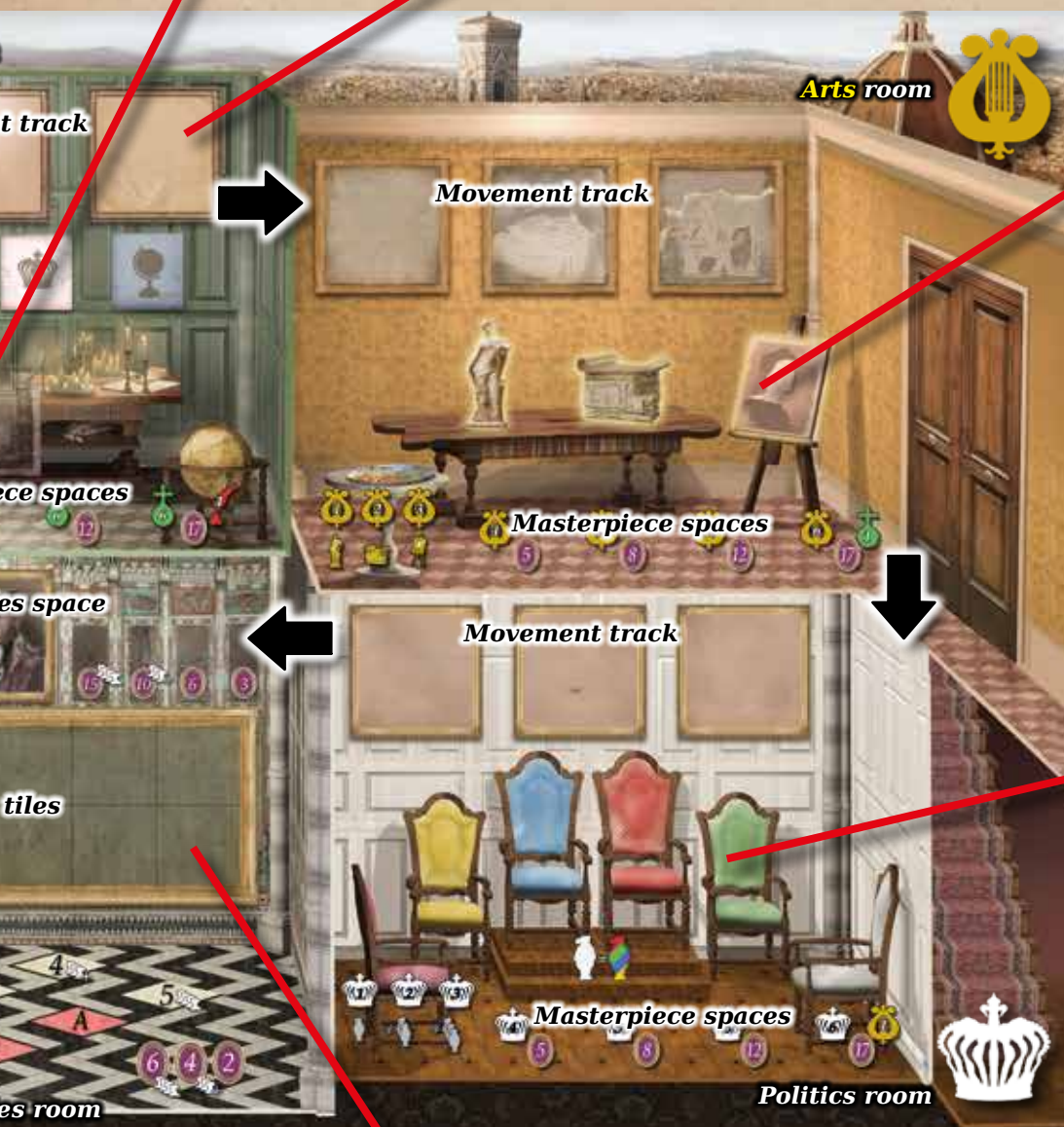




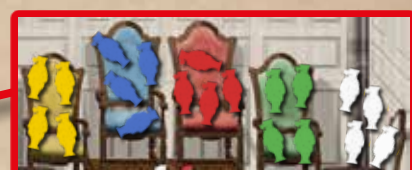
Place one disc from each player into the **Religion** box in the **Religion** room.



Shuffle the character tiles and place one face-up on each space of the movement track (do not place any character tiles in the **Bonus Tiles** room).



Place one statue, script, and painting per player on the appropriate spaces of the **Arts** room.



Sort the meeples by color and place them on their matching chairs in the **Politics** room.



Sort the bonus tiles and randomly select 3 from each discipline (note that there are no **Politics** bonus tiles). Place these 12 bonus tiles onto the grid in the **Bonus Tiles** room, in any order.

Place the game round marker on the first space of the round track, underneath the bonus tiles.



# Overview

*La Stanza* is played over a number of rounds equal to one more than the number of players. Once those rounds have been completed, each player will have 3 more turns before the game ends. At that point, the player with the most Prestige Points (PP) will be the winner!

## Your turn

Beginning with the start player, play will move clockwise around the table. On your turn, you must move your figurine 1-4 spaces clockwise; this movement must end on a character tile (exception: Bonus Tiles Room, see page 13). That tile is then added to the leftmost space of your recruitment track. If that space is already occupied by a tile, you must make room for the new character by sliding your tiles one space to the right. If a character tile “falls out” of the recruitment track, it is discarded.

**NOTE:** When moving, ignore spaces without character tiles and/or those occupied by other players' figurines. Other than the Bonus Tiles space, players may not share a location. Always count the Bonus Tiles space when you move onto or over it, even if it is occupied by another player's figurine.



**EXAMPLE:** The blue player's move can end on John Calvin, Charles V, or Vasco da Gama, who are in the **Discoveries** room, or Paracelsus, who is in the **Literature** room.

After moving and taking a character tile, you must then select **ONE** of the actions in the box below (except for when you end your movement on the Bonus Tiles space).

**Activate a Discipline - Receive money - Pass**



# Activate a Discipline

To activate a discipline, you must meet two conditions:

1. Your figurine must be located in that discipline's room (i.e., if your figurine is in the **Discoveries** room, you can activate the **Discoveries** discipline) **OR** you must spend (discarding to the **Politics** room) 1 meeple whose color matches the discipline you wish to activate.
2. You must hire **at least one** character of the appropriate discipline (even if there is already one on your worker track).

To hire a character, move its tile from your recruitment track to any spot on your worker track and pay the hiring cost indicated above that spot. Hiring a character is likely to result in another character becoming displaced; the displaced character is either removed from the game (if it is a starting character tile) or placed into the discard pile (if it is a character tile). You may not displace your financier.

Then, check to see how many characters on your worker track match the activated discipline; this represents the Strength of the activation to be taken. Activations of Strength 1-3 provide progressive rewards that vary by discipline. If your activation has a Strength of 4+, you have created a Masterpiece and will receive Prestige Points for it at the end of the game. Please see page 14 for rules regarding Masterpieces.



**NOTE:** If you don't want to create a Masterpiece, or if you have already created one in the active discipline, you may instead perform the regular activation at Strength 3. If you do not create a Masterpiece, you may not receive more than the Strength 3 reward. You may always perform activations of a lower Strength than what is represented on your player board (characters and specific bonus tiles).

## EXPERT VARIANT

Instead of hiring at least one character of the appropriate discipline (condition 2), you may fire (discarding from your worker track) a character of that discipline. By firing a character, it can happen that you activate a discipline at Strength 0. This has no benefit on its own, but you may increase your Strength through the use of bonus tiles or by spending your discs in the **Religion** room.





**EXAMPLE:** The blue player's figurine is in the *Discoveries* room. He has already hired one *Discoveries* character (*Massimiliano de la Luce*). He has two more characters of the same discipline available, and decides to hire both. He replaces *Soledade & Bizarro* and *Maria Nobelli* with *Vasco da Gama* and *Amerigo Vespucci*, paying f 5,- to hire both (f 4,- + f 1,-, as noted on the player board). He can now execute a *Discoveries* activation at Strength 3.

## Receive money

To receive money, move your financier one space to the right (this may displace your rightmost character) and get UP TO the amount marked on the money track by your sailboat (e.g., if your sailboat is on f 13,- and you still have f 3,-, you receive f 10,-). If your sailboat is on one of the PP spots, you will still receive UP TO f 15,-.



You may take money even if your financier is on the rightmost spot of your worker track. If this happens, turn your financier over (to the side showing "-5 PP") and place it onto the leftmost space of your worker track. If you need to make room for your financier there, slide characters in your worker track to the right. You may not flip your financier a 2nd time (i.e., if it is already on the side showing "-5 PP").

## Pass

After moving your figurine, you are not required to activate a discipline or receive money. You may simply pass the rest of your turn.



# Discipline Rooms

## Discoveries



As the New World offers plentiful business opportunities, your **Discoveries** there will increase your income. **Discoveries** activations with Strength 1-3 will move your sailboat a matching number of spaces (1-3) along the money track; multiple sailboats may occupy the same space.



The maximum amount of money depicted on the money track is f 15,-. If your sailboat advances past this amount, you will earn additional Prestige Points at the end of the game. Whenever your sailboat reaches or passes a space showing a white meeple icon (f 11,-, 1 PP, and 11 PP), you will receive a white meeple from the **Politics** room.



# Literature



The **Literature** room provides players with the opportunity to write books on the different disciplines. Players that write two or more books in a given discipline will earn bonuses, as described below.



A **Literature** activation of Strength 1-3 will provide you with a matching number (1-3) of differently-colored books; place these on the Bookshelf spaces of your player board.

**Religion** books: place a disc in any non-**Religion** box in the **Religion** room / place a disc in the **Religion** box / receive 3 PP at the end of the game

**Politics** books: receive one non-white meeple of your choice / place a disc in the **Religion** box / receive 3 PP at the end of the game

**Arts** books: receive 2 PP at the end of the game / place a disc in the **Religion** box / receive an additional 5 PP at the end of the game

**Discoveries** books: move your sailboat 2 spaces along the money track / place a disc in the **Religion** box / receive 3 PP at the end of the game



# Religion



As you acquire influence in the church, you may temporarily improve the Strength of your activations. **Religion** activations allow you to place discs into boxes corresponding to the other disciplines. A **Religion** activation of Strength 1-3 allows you to place a matching number (1-3) of your discs into that many **different** boxes in the **Religion** room (but never in the **Religion** box itself).

Every disc you have placed in a particular discipline's box may be spent (discarded to your supply) to increase the Strength of a matching activation by 1, no matter what room your figurine is in. You may spend multiple discs to improve a single activation (+1 Strength for each disc spent).



**Religion** box



Other discipline boxes

**NOTE:** All players begin the game with one disc in the **Religion** box. Discs can only be added to the **Religion** box through certain **Literature** activations or by obtaining certain bonus tile(s); discs may **NOT** be added to the **Religion** box through the use of **Religion** activations.



# Arts



The **Arts** room is where you will create art to exhibit in your personal museum; you will earn Prestige Points at the end of the game according to the total value of those artwork tiles. The type of art you create depends on the Strength of your activation: Strength 1 provides a sculpture (value 2); Strength 2, a script (value 3); and Strength 3, a painting (value 4). Artworks are limited; if necessary (or desired), you may take art of a value lower than that earned by your activation.



**Sculpture**



**Script**



**Painting**

**NOTE:** The values given to artwork tiles are not equivalent to Prestige Points. See page 15 for an explanation of how museums are scored.



# Politics



The *Politics* room is where you can petition politicians for help in activating disciplines. Activations of Strength 1-3 here will provide you with a matching number (1-3) of differently-colored, non-white meeples, which represent the favors politicians are willing to do for you.

Meeples have the power to activate disciplines even if your figurine is not in that discipline's room. The colors of the meeples indicate the disciplines to which they are connected. White meeples are wild - they can activate ANY discipline, including their own. You may never have more than 7 meeples. If you ever have more than 7 meeples, you must choose which ones to discard back to the *Politics* room.



## Bonus Tiles Room

The Bonus Tiles space is different from other spaces on the game board, as any number of players may occupy this space at the same time. When you end your movement on this space, you must acquire exactly one bonus tile and MAY NOT choose one of the regular actions. Therefore, you can not end your movement on this space if you cannot (or do not want to) acquire a bonus tile. The Bonus Tiles space allows you to acquire immediate, permanent, or game-end bonuses. Bonus tiles are associated with the different disciplines, and you may acquire more than one bonus tile from each discipline, but to do so you must meet particular conditions. To earn your 1st/2nd/3rd bonus tile in a given discipline, you must:



**Discoveries:** reach the 1st/2nd/3rd white meeple space on the money track.

**Literature:** have 1/2/3 complete columns of books on your bookshelf.

**Religion:** have at least 2 of your discs in 1/2/3 different discipline boxes.

**Arts:** have a total artwork value of at least 5/10/15 in your museum.



If you meet a condition and wish to take a bonus tile, you must spend a meeple matching that tile's color (remember, white meeples can represent any color).

Put the tile on your player board and then place one of your discs onto the space formerly occupied by that tile. If you have run out of discs, you may take one of yours from any box in the **Religion** room (and forfeit its advantage). Descriptions of individual bonus tiles can be found on the back cover of this rulebook.











## Masterpieces

Masterpieces represent extraordinary achievements across the various disciplines. While challenging to accomplish, they provide significant Prestige Point rewards. Creating a Masterpiece allows you to place one of your pillars onto the Masterpiece space that matches the color and Strength of that activation. Each Masterpiece space can only hold one pillar, and a player may only create a Masterpiece in each discipline once. Masterpieces can only be created with an activation of Strength 4+.

Stronger activations provide greater rewards: activations of Strength 4/5/6/6+1 will respectively provide 5/8/12/17 PP. To claim the most valuable Masterpieces (worth 17 PP each), you must also have at least a Strength of 1 in another discipline, as noted below.

To claim the 17 PP Masterpiece for:

you must also have 1 Strength in:

 <b>Discoveries</b>	.....	<b>Politics</b> 
 <b>Literature</b>	.....	<b>Discoveries</b> 
 <b>Religion</b>	.....	<b>Literature</b> 
 <b>Arts</b>	.....	<b>Religion</b> 
 <b>Politics</b>	.....	<b>Arts</b> 

## Refill

As soon as 2 rooms on the game board have been completely emptied of character tiles, the game board must be refilled. Place a new character tile on every space of the game board that does not already have one, including any spaces already occupied by figurines. Refill character tiles starting from the rightmost space of the **Discoveries** room and continuing clockwise around the game board. If necessary, shuffle the discard pile to form a new face down draw pile. If there are not enough character tiles to fill every space on the game board, take 1 starting character tile (that was previously removed from the game) from each discipline, shuffle them together, and place them on the remaining empty spaces. After refilling the game board, move the game round marker one space forward.





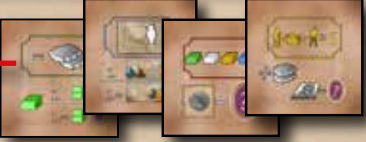


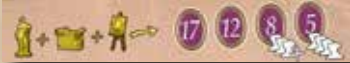


# End of the Game

After a number of rounds equal to one more than the number of players, the game will be close to ending. From this point onwards, the game board will no longer be refilled. Continue as normal until play returns to the start player, at which point each player may take up to 3 more turns. Instead of taking an action, a player may instead choose to pass to end their game and place their figurine onto the highest-valued, unoccupied spot of the Bonus Tiles room. If a player passes in this way, their game has ended and they may take no further actions. Any remaining players continue as described until everyone has taken their 3 final turns **OR** has passed.

## Scoring

At the end of the game, players receive **or lose** Prestige Points (PP) for:

- **Masterpieces** 
- **Position on the money track** 
- **Books on bookshelf** 
- **Passing** 
- **Specific Bonus Tiles** 
- **Flipped financier** 
- **Bonus Tile Majority**, according to the number of discs placed by each player onto the grid in the Bonus Tiles room. 
- **Museum Majority**, according to total value per player, where sculptures have value 2; scripts 3; and paintings 4. Add up the values of all artwork tiles remaining on the board (those **NOT** taken by players). This value is assigned to a Dummy Player for scoring purposes. 

**NOTE:** If you have not taken any bonus tiles (and have not placed discs in the 2x6 grid as a result) or created any works of art, you are not eligible to score bonuses in those areas. Resolve ties for Museums and discs in the Bonus Tiles room by adding up the Prestige Points that would normally be awarded outside of a tie and then dividing them evenly among the tied players, rounding down.

**EXAMPLE:** At the end of a 4-player game, Paul's Museum has a value of 15, while Nuno's has a value of 9; Max and Arno did not collect any artwork tiles. The art remaining on the board has a total value of 12. For scoring purposes, this is assigned to a Dummy Player. We will distribute PP (17/12/8/5) as follows: Paul 17 PP, Dummy Player 12 PP, Nuno 8 PP. Arno and Max, with no artwork, receive no PP. So in this case, no player receives 5 PP.

The player with the most PP wins the game! In case of a tie, the winner is the tied player whose financier is farthest to the left on their worker track. Note that an unflipped financier always beats a flipped one, regardless of its position on the worker track. If still tied, the winner is the tied player who passed earlier (for more PP)!



# Bonus Tiles Overview

## Discoveries bonus tiles



Permanent  
+1 Strength  
in **Discoveries**



Permanent +1  
Strength in  
**Politics**



Immediately  
receive f 5,-

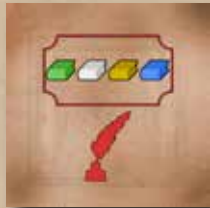


Immediately take any  
character tile from the  
game board and place  
it onto any space of  
your recruitment track

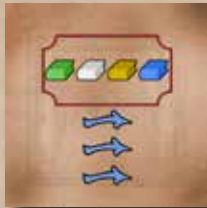


At the end of the  
game, receive 5 PP  
if your sailboat is  
farthest along the  
money track  
(3 PP if tied)

## Literature bonus tiles



Permanent  
+1 Strength  
in **Literature**



Immediately move  
your sailboat 3  
spaces along the  
money track



At the end of the  
game, receive  
PP equal to the  
florins value of the  
space where your  
financier is located



Immediately place your  
sailboat into the same  
position as the player  
furthest along the  
money track (gain white  
meeples if applicable)



Each time you  
write a book  
of any color,  
receive f 1,-

## Religion bonus tiles



Permanent  
+1 Strength  
in **Religion**



Immediately  
place 2 of your  
discs into the  
**Religion** box



Immediately write  
2 different books  
of your choice & at  
the end of the game,  
this tile counts as an  
extra disc for Bonus  
Tile Majority scoring



Once per turn you  
may pay f 3,- to add  
+1 Strength when  
activating a discipline



Immediately write  
one **Religion** book  
& at the end of the  
game, receive 5 PP  
if you wrote the  
most **Religion** books  
(3 PP if tied)

## Arts bonus tiles



Permanent  
+1 Strength  
in **Arts**



This tile counts  
as an artwork tile  
of value 4 for  
Museum Majority  
scoring



Immediately place  
2 of your discs into  
2 different non-  
**Religion** boxes & at  
the end of the game,  
receive PP equal  
to the number of  
characters on your  
worker track



Immediately write one  
**Arts** book & move your  
financier to the leftmost  
position of its track  
(slide characters to  
the right as necessary  
to make room for your  
financier)



Immediately  
receive  
2 white  
meeples

## Credits

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