

Category:	Abstract Strategy
Mechanic:	Area Control, Tile Placement
Players:	2-4
Time:	30 minutes
Age:	14+
Components:	64 tiles, 24 cards

What is the game about?

Lucca is an abstract game where you play tiles (houses) in groups (blocks) and stacks (towers) to dominate the board (city). The board size depends on the level you wish to play - the bigger the board, the deeper the game.

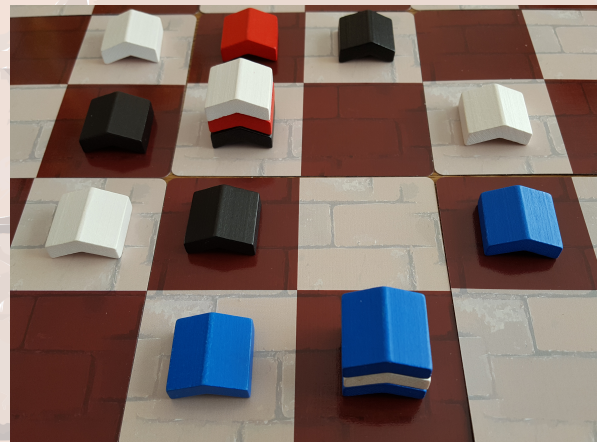
How do you win?

You control a block by controlling the tower of the block and you control the tower by having the top house of the tower. On a standard 8x8 board, you win if, at the start of your turn, your tower is the highest and has a height of at least 8 houses. or if you have the most prisoners and have at least 8 prisoners.

How do you play?

Take turns to place two tiles of different colors, either in an empty square or beneath already placed tiles to build a tower.

There may only be one tower in a block and its colors must correspond to the colors of the block, i.e. two black tiles in the block allows two black tiles in the tower.



When two blocks grow together, take turns to remove one top house from one tower and one block house from the other tower (given as prisoner to the first tower). Afterwards the victorious tower is likely to have a new controlling color.

The challenge of Lucca is to time the tower building and removal so that your own color prevails in the end.

What makes the game special?

The unique mechanism of Lucca is the four dimensional thinking where not only the block area and the tower height must be taken into account but also the timing of the removal. All this is accomplished in a pure and elegant setting where luck plays no part.