

Lorenzo il Magnifico

Set-Up (page 2):

1. Separate the Development cards by color, then in ascending order. (I on top, III on bottom)
2. Choose an Excommunication tile for each age (number on back) and place on Church spaces.
3. Resources are unlimited. Big pieces are worth 5. Cover certain action areas based on player count.
4. **Each player takes:**
 - 1 player board,
 - 1 personal tile (see page 12 for determining which side to use)
 - 3 colored and 1 neutral family members
 - 3 cubes of your same color
 - 2 wood, 2 stone, and 3 servants
 - 4 markers put on "0" of Score, Military, and Faith tracks, and for setting Turn Order.
5. Choose start player (5 coins), 2nd (6 coins), 3rd (7 coins), 4th (8 coins).

Game Flow (page 4):

1. Round Set-Up (page 4)

- Draw the top 4 cards for each tower, and place on correct spaces. Roll dice and place on board.

2. Actions (page 4)

General

- Starting with First player, in turn order, each player places 1 family member on an action space and carries out the given action. Each family member has a dice symbol (except neutral) and the dice rolled is its value.
- All action spaces shows a dice value that must be reached/surpassed in order to place a family member
- Any family member may be "boosted" by spending servants to add 1 to its value for each servant spent.
- Neutral family members (colorless) have a value of "0" so will need servants to boost its value.

Tower Section

- If family members are already present in a certain tower, must pay 3 coins to the supply to place there. Can't have 2 family members of the same color in the same tower. Neutral members are colorless.
- Some cards in the tower have a cost (upper) that must be paid when obtaining it, can't pay, can't take. The flash symbol is an immediate reward, and the bottom of the card grants long term bonuses.
- Green cards go on the bottom of the board, and after space 2, your military must be a certain value to place. Don't have to spend the military. These cards have no cost to obtain. Military track has reference as well.
- Yellow cards go up top on your board. The long term benefits are activated during a production action.
- Blue cards go to the right of the board in a line and provide VP at the end. Some offer bonus actions.
- Purple cards go to the right of the board in a line and effects are used at the end game. Cost offers choices.

Harvest/Production

- There are 2 spaces for each type (harvest/production), first space can hold 1 member and runs the engine at full value. The other space (much bigger) can hold unlimited members, but runs at 3 less. Can't be 2 of the same color present for each engine.
- Harvest/Production runs the "engine" of the Green or Yellow cards on your player board from left to right. The value going into the engine must meet/exceed an ability on each card to earn it. Doesn't have to meet all cards. Earn what you can. ALL resources used must be on the player board BEFORE engine activation.
- Always starts with the "personal bonus tile" and go card by card to see if you can activate based on value.

Market

- Only 1 member per space in Market. Any number of colors can be present. Earn what is shown.

Council Palace

- Any number of members can go in the Palace.
- Earn a privilege and 1 coin.
- Line up markers for turn reorder at the end of the round.

3. Vatican Report (page 10)

- End of rounds 2/4/6, players must pay 3/4/5 faith points to the church or be Excommunicated.
- If a player can't or doesn't want "to show their support to the church," they place a cube on the current banner and leaves their faith track alone. They will deal with the negative banner for the rest of the game.
- If a player wants to "show support," they earn VP where their marker is, then drop to "0" on the faith track.
- During the 6th round, players who can't meet the faith requirements earn VP based on where their marker is after placing the cube on the last banner.

4. End of Round (page 11)

- Discard all development cards (cards in the tower) still on the main board.
- Adjust turn order based on the Council Palace. 1st family member placed becomes start player and so forth. Anyone who didn't place there goes to the back of the line, and order is kept the same respectively for anyone who didn't place there.
- Retrieve all family members from the board.
- If this is the end of round 6, the game is over.

End Game (page 11):

- After the 6th round, players will score points based on the → symbol.
- Territories (Green cards) score 1/4/10/20 points for 3/4/5/6 cards
- Characters (Blue cards) score 1/3/6/10/15/21 points for 1/2/3/4/5/6 cards
- Ventures (Purple cards) score the sum of their values
- Military Strength scores points based on who is furthest. 5 points for 1st, 2 points for 2nd. Ties all gain.
- Earn 1 VP for every 5 left over resources.

• Most VP wins! Tied? Highest in turn order wins

Advanced Rules (page 12):

- During set-up, flip over the "personal bonus tiles" to the unique sides and lay them out. Starting with the last player, choose one to be yours and fit it with your player board. All players pick 1.
- Leader Card Expansion:
 - During set-up, deal everyone 4 cards, draft until you have 4.
 - During the game, if you meet the criteria for a leader card (upper part of card), play it and use the bonus (bottom part) for the rest of the game. Don't have to "spend" the resources, just have them.
 - May play any number of leaders on a turn. Some abilities are on-going, some are once a round.
 - You can discard any number of leaders on your turn taking 1 Council Privilege per each discarded.

House of Renaissance Expansion

Set-Up:

- Place the new Special Tower board to the right of the board (so the towers are in line)
- Place the new Council/Turn Order tile overlay on top of the board. Allows for 5 players and adds the Special token.
- Take the Special Development cards and sort them by I, II, III. Draw 8 per each, rest go in the box. Make a deck I-II-III.
- Add the 3 new Excommunication tiles to the rest. (only have to do this 1 time ever)
- Mix the Special Tokens face down.
- Take the Adaptation Tile (looks like a modified skinny tower) and randomly place it on 1 of the 4 base game towers based on the number of players. (2-4 players the values are higher, 5 players the values are lower).
- Take your starting pieces as normal, but don't take any starting resources. Put them all back!
- To balance out start player advantage, take coins based on player order. 1/2/3/4/5 order gets 0/1/2/3/4 coins.

Family Tiles (part of set-up):

- Randomly take 1 Family Tile and 1 Auction Tile per player.
- Pair up each Family Tile with 1 Auction Tile (put the Auction Tile below the Family Tile.) Place them in a line for all to see.
 - **Da Montefeltro** – Each time you spend wood/stone to take a Yellow card, place the resources you spend on this Family crest, as a Council Privilege, take all resources from here.
 - **Malatesta** – Each time you take a Purple card that cost Military, you just need to HAVE it, don't spend it!
 - **Medici** – Each time you take a Blue card, take a Special Token. You may also have up to 8 Blue cards earning you 28/36 points if you have 7/8 cards.
 - **Gonzaga** – At the end of each round, can spend 7 servants to take a Development card still in a tower. Don't have to pay the cost nor have the military points needed if a Green card. Can't be from the 5th tower!
 - **Colonna** – Beginning of the game, you get the 3 value Brown Family member. It is not your color, it is not uncolored. Follow all other placement/modification rules. You have an extra Family member!
 - **Aragonesi** – Each time you take a Green card, immediately perform a Harvest action with a -1 value of the card taken. This value CAN'T be modified!
 - **Este** – During your turn, can spend 1 Military point for 2 gold coins (as many times as you want.)
 - **Sforza** – Before the Auction, draw 2 face-up leader cards next to this Family. If you win, take 1 into your hand and PLAY the other one for FREE!
 - **Orsini** – Every time you get a complete set of cards (purple, blue, yellow, green), take the reward shown. 1st – draw to leaders into your hand, 2nd – play a leader for FREE, 3rd – gain 10 points, 4th – gain 15 points.
 - **Della Rovere** – Place the new Faith Tiles on the Faith track. When your marker reaches this value, take the tile and the shown resources. However, lose 5 points each time you are excommunicated!
- Going in turn order, place 1 of your Family Members (doesn't matter which) on 1 of the available spots on an Auction Tile under a Family Tile you want to be (and have their special ability for the whole game).
 - If the tile is empty, place on any space.
 - If the tile is occupied, you must place your Family Member higher (closer to the Crest), thus causing the other player to immediately place their Family Member again following the same rules.
- Once all players Family members are on DIFFERENT Auction Tiles, take that Family's Crest and the resources shown next to your Family Member pawn.

Special Tokens:

- Considered a new resource (like wood, coins, servants, stone). They are worth no points at the end of the game.
- When you take these, keep them hidden until you wish to play. On your turn, play any you wish, discarding them.
- When the pile runs out, shuffle the discards and make a new pile.
- Can be now taken as 1 of the Council Privileges (see new turn order/council overlay).

Special Tower/Adaptation Tile:

- The new tower works just like the others, but there are more cards for it so the variability is high with each game.
- At the beginning of each round, place 4 cards from the correct Period stack (like the base game). See page 4 for details.
- At the end of each round, when you clear off the towers, move the Adaptation tile to the right 1 tower. The Adaptation tile will never be placed on the Special Tower, and when it moves off the Purple tower, move it to the Green tower.

Leader Cards for Lorenzo + Expansion

Alfonso I d'Este – 10 coins and a maximum of 1 servant

- Ability – Each time you take a Blue card, take 2 servants

Alfonso V d'Aragona – 6 Military points and 0 Faith points

- Ability – Each time you take a Green card, gain 1 Faith point

Bartolomeo Colleoni – 2 Purple cards and 4 Green cards

- Ability – Once per round, gain 4 VP

Beatrice d' Este – 5 Development cards with max 1 Blue card and max 1 coin

- Ability – Once per round, can discard 1 special token to earn 5 coins or gain 5 VP

Bramante – 4 Purple cards, 4 servants, 4 wood, and 4 coins

- Ability – Only you can use this action space with a minimum worker of value 1. When you place here, perform a Production or Harvest action of the value placed. (Can boost this value with servants or blue card effects.)

Cesare Borgia – 3 Yellow cards, 12 coins, and 2 Faith points

- Ability – You don't have to meet the Military requirements when taking Green cards

Cosimo de' Medici – 2 Blue cards and 4 Yellow cards

- Ability – Once per round, take 3 servants and 1 VP

Erasmus da Rotterdam – 4 Purple cards and 3 Blue cards

- Ability – This card is now an action space of 5+ for you only. Earn 3 wood, 3 stone, and 3 VP.

Ercole I d'Este – 4 Faith points and a max of 1 coin and 1 Military Point

- Ability – Each time you take a Yellow card, gain 2 Military points

Federico de' Montefeltro – 5 Green cards

- Ability – Once per round, one of your colored Family Members can have a value of 6.

Ferdinando d'Aragona – 8 coins, 8 servants, and a max combination of 1 wood/stone

- Ability – Each time you take a Purple card, take 1 wood and 1 stone

Filippo Brunelleschi – 5 Yellow cards

- Ability – Don't have to spend 3 coins when placing in an occupied tower.

Francesco Sforza – 5 Purple cards

- Ability – Once per round, perform a Harvest action of value 1, can only boost with servants.

Giovanni dalle Bande Nere – 12 Military points

- Ability – Once per round, take 1 wood, 1 Stone, and 1 coin

Girolamo Savonarola – 18 coins

- Ability – Once per round, earn 1 Faith point

Giulio II – 9 Development cards with a max 3 different types (Blue, Green, Yellow, Purple)

- Ability – Once per round, discard 1 wood, 1 stone, and 1 coin to earn 3 Faith Points

Guglielmo de' Pazzi – 4 Blue cards and 8 coins

- Ability – Only you can place here with a Family Member of 4+, earns 3 Faith and 2 Military pts

Ladislao VII Jagellone – 10 VP and max 1 Yellow card

- Ability – Immediately play another leader card regardless of that card's requirements

Leon Battista Alberti – 3 Purple cards and 10 servants

- Ability – Once per round, perform a Production action of value 3, however, you can only activate 1 Yellow card.

Leonardo da Vinci – 4 Blue cards and 2 Green cards

- Ability – Once per round, perform a Production action of value 0. Can only boost with servants.

Lorenzo de' Medici – 35 VP

- Ability – Copy the ability of another Leader Card played by another player. Once chosen, it can't be changed.

Lucia da Narni – 6 Development cards, of which a max of 1 Green card and a max of 2 special tokens.

- Ability – Once per round, gain 1 Faith point and 2 VP

Lucrezia Borgia – 6 Development cards of the same type (Blue, Yellow, Purple, Green)

- Ability – Your colored family members have a +2 to their value. Can still be boosted normally.

Ludovico Ariosto – 5 Blue cards

- Ability – You can place your Family Members on occupied action spaces

Ludovico III Gonzaga – 15 servants

- Ability – Once per round, earn 1 council privilege.

Ludovico il Moro – 2 Green, 2 Blue, 2 Yellow, and 2 Purple cards

- Ability – Your colored family members are 5, regardless of the dice. Can be boosted normally.

Marsilio Ficino – 4 Faith points, 5 stone, and a max of 1 Purple card

- Ability – Once per round, draw 2 special tokens and keep 1. Discard the other.

Martin Lutero – 1 Green, 1 Blue, 1 Yellow and 1 Purple card and 7 Military points

- Ability – You can't be excommunicated

Massimiliano I d'Asburgo – 4 Green cards and 4 Yellow cards

- Ability – Only you can use this space, Family Member of 6+, earn 3 special tokens and 5 VP

Michelangelo Buonarroti – 10 Stones

- Ability – Once per round, take 3 coins

Palla Strozzi – 4 Green and 5 Faith points

- Ability – Once per round, perform a Harvest action at a value of 3, however, you can only activate 1 Green card.

Paracelso – 3 Green cards and 3 stones

- Ability – You can spend servants as stones, wood and coins

Pico della Mirandola – 4 Purple and 2 Yellow cards

- Ability – When you take a development card (Blue, Yellow, Purple, Green), you get a discount of 3 coins (if it costs coins). Must still spend 3 coins if going to an occupied tower like normal.

Piero della Francesca – 4 special tokens and 10 VP

- Ability – Only you can use this space with a Family Member of 3+, earn 3 special tokens.

Pietro Bembo – 3 Blue cards and 3 Faith points

- Ability – Only you can use this space with a Family Member of 3+, earn 3 coins and 3 servants.

Sandro Botticelli – 10 Wood

- Ability – Once per round, gain 2 Military points and 1 VP

Santa Rita – 8 Faith points

- Ability – Each time you earn wood, stone, coins, or servants as an immediate effect from development cards (Green, Purple, Blue, Yellow), take the resource twice.

Sigismondo Malatesta – 7 Military points and 3 Faith Points

- Ability – Your uncolored Family Member has a bonus of +3. Can still be boosted like normal.

Sisto IV – 6 wood, 6 coins, and 6 servants

- Ability – Gain 5 additional VP when you support the church in a Vatican Report Phase.

Tomas de Torquemado – 3 Yellow cards and 5 wood

- Ability – Discard a Blue card to earn 3 Faith points