

Lorenzo il Magnifico

SETUP

- Place the Special Tower Tile to the right of the Board, and the New Council Tile on the Board.
- Create 5 Development Card Decks by shuffling all Cards into decks separated by type and period. Draw 8 Cards from each deck. Place 3rd Period Cards on the bottom, 2nd in the middle, and 1st on the top for each type. Place each of the 5 Decks above their corresponding Tower.
- Place 1 random Excommunication Tile for each of the 3 Periods on the Board.
- Use the corresponding Adaptation Tile according to the number of players. Draw an unused Special Development Card and place the Tile on the corresponding coloured Tower.
- If playing with less than 4 Players, add the corresponding Covering Tiles to the Game Board.
- Each player chooses a colour and takes:

- 1 Player Board
- 3 Excommunication Cubes
- 4 Family Members
- 4 Discs - place on the Turn Order



- Assign a 1st player. Order the Turn Order Track clockwise from this player, and gain starting money as follows:

1st: 0 Coins | 2nd: 1 Coin | 3rd: 2 Coins | 4th: 3 Coins | 5th: 4 Coins

- Place the Personal Bonus Tiles advanced side up. Players each choose 1 in reverse turn order.
- Draw a number of Family and Auction Tiles according to the number of players. Randomly place each Family Tile above an Action Tile.
- In turn order, each player places 1 Family Member on a free offering space on an Auction Tile. If the Tile is empty you may place on any space you want. If not, you must place in a higher offering space, then the outbid player must immediately move to another offering space; on the same or different Auction Tile.
- Once all players have placed on different Auction Tiles, each player receives the Family Tile assigned to it (*taking back their Family Member*) and the indicated starting resources.
- Deal 4 random Leader Cards to each player. Players choose 1 to keep and pass the rest to their right. Continue drafting until each player has a hand of 4 Leader Cards.

GAME PLAY

Lorenzo Il Magnifico is played in 3 Periods, each consisting of 2 Rounds. Each Round consists of the following 3/4 Phases:

1) ROUND SETUP

- Draw 4 Cards from each Deck and place them in the Towers below them, from bottom to top.
- Roll the 3 dice and place on their appropriate spaces on the Game Board.

2) ACTIONS

In turn order, each player places 1 of their Family Members on an Action Space.

- Each Family Member corresponds to a die value, except for the Neutral which has a value of 0.
- The minimum value needed for each Action is depicted beneath each Action Space.
- You may discard 1 Servant to increase an Action Value by 1, any number of times.
- Some Leaders provide an Action Space that only its owner can use.
- Some Action Spaces grant an immediate reward when you place a Family Member; you may use this reward to pay towards the Action.

During this Phase you may discard any number of Special Tokens you own to gain their rewards.

HARVEST AND PRODUCTION ACTIONS

Use these Action Spaces to activate your Personal Bonus and all of the Cards in the corresponding Area (*Harvest or Production*) on your Player Board that have a value equal to, or less than your Action Value (*the value of the die + or - any modifiers*).

- You can't use Resources gained during a Production Action to pay to activate any Cards as part of the same Action.

HOUSE RULE: DO NOT COVER THE LARGE SPACES IN A 2 PLAYER GAME.

In both Action Areas, the Action Space on the left may only hold 1 Family Member. While the Space on the right can hold any number of Family Members, at a penalty of -3 to the Action Value. A player may only place 1 coloured Family Member in either the left or right spaces for either Harvest or Production Action.



COUNCIL PALACE

Receive 1 COUNCIL PRIVILEGE of your choice (1 of the above 6 options) and 1 Coin.

- Family Members placed here are placed in a row from left to right.
- There are no restrictions on the number of Family Members that can be placed here.

LEADERS

During the Action Phase, players may also perform the following additional Leader Actions on their turns as many times as they like/are able to:

- Discard 1 Leader Card from your hand to receive 1 Council Privilege.
- Place 1 Leader Card from your hand into your Play Area. You must currently own (*you do not have to discard*) that Card's required number of Resources/Cards to perform this Action.
- Activate a face-up Leader Card in your Play Area. Flip it face-down to receive its reward.

3) VATICAN REPORT - (ROUNDS 2/4/6 ONLY)

Each Period has a certain number of required Faith Points:

Period I: 3 Faith Points | Period II: 4 Faith Points | Period III: 5 Faith Points

If you have at least the required number of Faith Points, you may choose to spend ALL of your Faith Points to avoid an Excommunication.

You receive VP equal to the number of Faith Points you had.

Otherwise place 1 Cube on the Excommunication Tile, it will now negatively affect you for the rest of the game.

4) END OF THE ROUND

- Discard all Development Cards from the Board.
- Change the Turn Order corresponding to the order from left to right on the Council Palace Action Space. Players who did not place there remain in their relative turn order.
- Players collect their Family Members back.
- Flip all face-down played Leader Cards in player's Play Areas face-up.
- Move the Adaptation Tile 1 Tower to the right. It moves from the 4th Tower back to the 1st; it is never placed onto the 5th Tower.

TOWERS

In order to gain a Card from any of the 5 Towers, you must place 1 Family Member on the Action Space next to the Card, then pay any Cost depicted on the top left of the Card.

- You may have a maximum of 6 Cards in each of the 4 colours.
- 2 Family Members of the same colour cannot be placed on a Tower.
- If a Tower is already occupied, you must discard 3 Coins before placing.
- NEUTRAL FAMILY MEMBERS DO NOT HAVE A COLOUR.

TERRITORIES - Territories are placed from left to right in the lower row of your Player Board.

- You must have the indicated number of Military Points in order to place Territory Cards.

BUILDINGS - Buildings are placed from left to right in the upper row of your Player Board.

CHARACTERS - Characters are placed to the right of the lower row of your Player Board.

VENTURES - Ventures are placed to the right of the upper row of your Player Board.

- You may choose 1 of the 2 costs to pay on the Card.

- Pay 2 Military Points but you must first have at least 4 Military Points.

- Pay 1 Military Point for each of your opponents.

CARD EFFECT EXAMPLES

	Gain the depicted amount of Resources/VP.		+2 to your Action Value when you gain a Building Card.
	Perform the specific Action at the indicated Action Value without placing a Family Member.		+2 to your Action Value and a discount of 1 Wood or 1 Stone when you gain a Building Card.
	Place 1 of your Special Tokens here. Each time you use a Market Action gain the Token's reward.		+2 to your Action Value and a discount of 1 Coin when you gain a Character Card.
	Each time you place a Leader Card into your Play Area you may ignore 1 of its requirements.		Each time you place a Leader Card into your Play Area gain 1 Special Token.
	Do not take rewards when placing to gain a Card from a Tower.		Pay 1 Wood to gain 3 Coins, or pay 2 Wood to gain 5 Coins.
	Each time you perform a Harvest Action increase your Action Value by 2.		Do not pay the 3 Coins when you place in the 5th Tower when it is occupied.
	Ignore the -3 penalty to your Action Value when using the space on the right of the Production Area.		Ignore the -3 penalty to your Action Value when using the space on the right of the Harvest Area.

PRODUCTION EFFECT EXAMPLES

	You may activate/reactivate another 1 of your Building Cards, ignoring its Activation Value.		You may pay 1 Wood to gain 1 Coin and 1 VP a number of times up to your Action Value.
	Place 1 of your Special Tokens on this Card. Each time you activate it, gain the Token's reward.		Gain 1 VP for every Character Card you have.
	Pay 1 Wood to gain 3 VP, or pay 3 Wood to gain 7 VP.		Pay 1 Wood or 1 Stone to gain 2 Faith Points.
	Gain 1 Special Token, or discard 3 Special Tokens to place 1 of your Leader Cards into your Play Area, ignoring all of its requirements.		Gain an amount of Stone equal to the number of Character Cards you have, up to your Action Value.
	Pay 4 Coins to gain 3 Wood and 3 Stone.		Gain the reward from an unoccupied Market Space (<i>your choice</i>) or 1 Council Privilege.
	Pay 1 Military Point for each of your opponents; then, each opponent must give you 2 Servants or 3 VP (<i>their choice</i>).		Lose 1 VP (<i>players can have negative VPs, move the VP marker below the '0' space</i>).
	Discard 1 of your played Leaders (<i>not from your hand</i>) to gain 7 VP.		Discard 1 of your Character Cards to gain 7 VP.

Some Cards grant an immediate effect when you acquire them, as depicted next to this symbol:

	Place your Disc on top of the 1st place Disc on the Military Track.		Gain 2 VP for each Character Card you have.
	Gain 1 discarded Character Card of your choice for free (<i>but not a Special Development Card</i>).		Gain 1 Building Card with a value of 6 at a discount of 1 Wood and 1 Stone.
	Gain 1 Card with a value of 4 (<i>or less</i>) from any Tower. Gain 1 Faith Point.		Gain 1 Leader Card to add to your hand.
	Gain 3 different Council Privileges of your choice.		Gain 1 Card with a value of (<i>or less</i>) from any Tower.
	Perform 1 Harvest Action of Action Value 4. Gain 2 Faith Points.		Each of your opponents must give you either 2 Wood or 2 Stones or 2 Coins or 2 Servants (<i>their choice</i>).
	Perform a value 3 Production Action, using the Building Cards belonging to 1 other player (<i>your choice</i>). You still need to spend YOUR own Resources. You may use Servants to increase the Action Value.		Gain 2 Council Privileges, then each of your opponents must discard 1 Character or 1 Venture (<i>their choice</i>).

END GAME

The game ends after the 6th Round. Scoring proceeds as follows:

- Gain 1/4/10/20 VP for owning 3/4/5/6 TERRITORY Cards.
- Gain 1/3/6/10/15/21 VP for owning 1/2/3/4/5/6 CHARACTER Cards.
- Gain VP from all VENTURE Cards.
- The player with the highest Military Strength scores 5 VP, the player with the second most Military Strength scores 2 VP. (*if there is a tie for 1st, each player receives 5 VP and no one receives VP for 2nd place, if tied for 2nd each player receive 2 VP*).
- Gain 1 VP for every 5 Resources you have remaining. Special Tokens are not Resources.

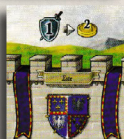
The player with the most VP is the winner. Ties are broken by the Turn Order Track.





Each time you spend Wood and/or Stone to gain a **Building** Card, place the Resources on this Tile.

- When you receive a Council Privilege you may instead choose to gain all of the Resources on this Tile.



On your turn you may spend 1 Military Point to gain 2 Coins as many times as you'd like/are able to.



Every time you collect a complete set of Development Cards in the 4 colours receive a different reward in the following order:

- Gain 2 Leader Cards to add to your hand.
- Place 1 Leader Card into your Play Area, ignoring its requirements.
- Gain 10 VP.
- Gain 15 VP.



When this Tile is gained place the 3 Faith Tiles on their corresponding spaces on the Faith Track.

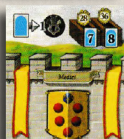
- When your Disc reaches 1, gain that Tile and receive the reward.
- You lose 5 VP each time you're Excommunicated.



Each time you gain a **Territory** Card, immediately perform a full Harvest Action at an Action Value of 1 less than the activation value of the Card gained.

- This Action Value may not be altered.

Does not affect Ancient Ruins or Assisi Cards as they have no pre-printed Action Values.



Each time you gain a **Character** Card you also gain 1 Special Token.

- You may also have up to 8 **Character** Cards.
- During Final Scoring gain **28/36 VP** for owning **7/8 Character** Cards.



At the end of each Round you may spend 7 Servants to gain 1 Development Card from any 1 of the first 4 Towers.

- Ignore all of its costs and requirements.
- Instant effects are triggered, but you receive no bonuses for Cards taken from the 3rd and 4th floor.



Whenever you gain a Council Privilege, you can take any bonus except for Faith Points, but in addition you receive 1 additional Faith Point.

On your turn you may spend 1 Faith Point to gain 1 Coin, 1 Servant, and 1 Military Point as many times as you'd like/are able to.



Each time you gain a **Venture** Card that costs Military Points, you must still have the Military Points required but you don't discard them.



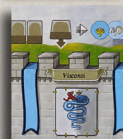
Before the Family Tiles auction place 2 Leader Cards face-up next to this Tile.

- Gain them along with this Tile.
- Immediately place 1 into your Play Area ignoring its requirements, and take the other into your hand.



Receive an additional Brown Family Member with a value of 3.

- This is not considered to be of your colour and is not an uncoloured Family Member.



Before the Family Tiles auction place 2 Leader Cards face-up next to this Tile.

- Gain them and the 5 Visconti Tokens along with this Tile. Place the Tokens next to you on their non-active side.
- Whenever you play a Leader Card, activate a Token (*flip it to the side with a "check" symbol*) of your choosing and receive its bonus. You also receive the bonus of all the Tokens you have already activated.



You can take a corresponding Card using a base value of 0 (*you must increase the value with Servants or other Card effects*). You still have to pay 3 Coins if the selected Tower is occupied, but you may select a Tower already containing 1 of your Family Members.



You can activate 1 single Harvest or Production Action on a single Card you've played. You may increase the value of the Action using Servants.



Each time you gain Military Points receive 1 fewer Military Point.



Each time you receive Coins receive 1 fewer Coin.



Each time you receive Servants receive 1 fewer Servant.



Each time you receive Wood or Stone receive 1 fewer Wood or Stone.



Each time you perform a Harvest Action decrease your Action Value by 3.



Each time you perform a Production Action decrease your Action Value by 3.



All of your coloured Family Members have a value reduction of 1.



Each time you gain a Special Token receive 1 fewer Special Token.



Each time you play a Leader card, you must pay an additional cost of 1 Coin, 1 Servant, and 1 Military Point.



Each time you gain a **Territory** Card your value is reduced by 4.



Each time you gain a **Venture** Card your value is reduced by 4.



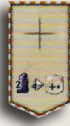
Each time you gain a **Character** Card your value is reduced by 4.



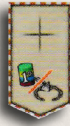
Each time you gain a **Building** Card your value is reduced by 4.



You may not use any of the Market Action spaces.



You have to spend 2 Servants to increase a value by 1.



Each Round you have to skip your 1st turn. You place your last Family Member after everyone else has placed.



You can't take Cards from the 5th Tower.



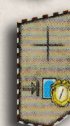
Immediately remove from the game 1 Leader Card that you have played.



During Final Scoring do not score VP for **Territory** Cards.



During Final Scoring do not score VP for **Venture** Cards.



During Final Scoring do not score VP for **Character** Cards.



During Final Scoring lose 1 VP for each Wood and Stone on your **Building** Cards' costs.



During Final Scoring lose 1 VP for every 5 VP you have.



During Final Scoring lose 1 VP for every Military Point you have.



During Final Scoring, lose 1 VP for each Wood, Stone, Coin, and Servant in your supply.



During Final Scoring, lose 5 VP for each Development Card you have beyond the 4th in each type.



During Final Scoring, lose 5 points for each Leader Card you have played.