# Age of Renaissance

## I. Preface

Several years ago, I entered a small gaming store, asking for a game "somewhat similar to Civilization". To me, Civilization was a kind of gateway game, it was the first strategic, non-abstract and low-luck (in fact, no-luck) board game I knew. I loved it and still do.
In the shop, they took out a dark but colorful box, explained the game a little, and I bought it. I loved the artwork, loved the theme, and the game...well, we would see.
After reading through the manual twice, I was slightly confused, but confident I would be able to explain it. Several weeks later, a few friends were in, and sometime in the evening, I suggested to try it out.
We gave up after a few turns. It was a disaster. I had interpreted a core rule exactly the opposite way, even found a reasonably-sounding explanation (and my friends like to tease me about it to this day).
Still, a flame was sparked, and it grew.
The next game was a disaster, too. While I did explain all the core rules correctly this time, the game felt kinda strange. When I checked my history card deck after the game, I knew why: I had several critical cards missing (e.g. the Crusades), and duplicates from other cards. Grrrr! Fortunately I found a nice guy on Boardgamegeek who sold me a complete deck (and the shop even paid for my expenses, which I think is just great of them. Of course shops should do these things, but how often does it happen – without any trouble?).
About two more games (and many forgotten or misinterpreted little rules) later, I decided that, in order to really understand all the rules, I would need to write them down myself. The game was great, but the manual thoroughly confusing. Writing my own manual gave me the opportunity to sort the rules mentally, to clarify ambiguities and make sure every rule is where it should be.
So...here are the results.
I hope they help to understand the game, so you won't need four or five games before everything is clear. Enjoy!

### Version history

This manual has been updated in January 2017 based on feedback by Boardgamegeek user Urhixidur.
Changes can be found in this thread:
https://boardgamegeek.com/filepage/22309/ageofrenaissancepdf

## II. About this manual

After a short introduction and a list of game contents, I start by explaining important game terms. If something doesn't make perfect sense at first, read on, and return when the other concepts are clear. Some aspects of the game are interlocking in such a way I hardly know where to start explaining.
After the concepts are (hopefully) clear, we come to the preparations for a game, and then the game turn description. As always, it helps to have the game at hand, take out the components, set up the board, and try things out.

Important game terms are written in **CAPITAL LETTERS**.

Notes and examples are written inside boxes.
Notes are either optional rules, or other things I thought I'd mention, but they are not core rules, and can be ignored.
Examples should help you understand a specific rule, or set of rules.

Special rules, that only apply to certain players or under certain conditions, are written on gray background. Mostly, they will only be needed later in the game, but they still belong to the core rules and must not be ignored.

## III. Map changes

Some map changes have been suggested by the designers after the release of the game. You can find ready-to-print graphics in the file section of Age of Renaissance on www.boardgamegeek.com

## IV. Rule changes

This manual is based on the original rules, deviations are clearly marked as notes.
The two significant changes concern
1) the game setup, as mentioned in chapter 4.2 (History cards).
2) the turn order, as mentioned in chapter 5 (Turn sequence)

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# 1 Introduction

In Age of Renaissance, three to six players each lead a trading nation through the middle ages, into the age of renaissance.
The players struggle for power and wealth by controlling markets and trade goods. The money can be spent for various advances, which grant advantages and, ultimately, decide who will win the game.

# 2 Contents

- A 2-part mapboard
- Six sets of colored playing pieces, each consisting of:
  - 36 square tokens (■)
  - 25 round dominance markers (●)
  - 12 market indicators
  - 1 ship
  - 2 status markers
- Three shortage / surplus markers
- Six player mats
- A pad of Advance logs
- 64 History cards
- Three six-sided dice (white, black and colored)
- Play money in denominations of 1, 5, 10, 20 and 100.

# 3 Game concepts

## 3.1 Turns and phases

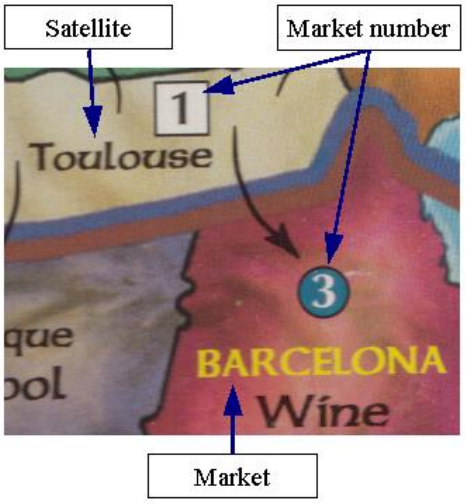
The game is played over several **TURNS**. Each turn consists of seven **PHASES** (see chapter 5).
The **ORDER OF PLAY** within each phase is determined at the beginning of each turn. Each phase is completed by all players, in this order of play, before the next phase starts.

## 3.2 Epochs

The game is also divided into 3 **EPOCHS**, each with a different deck of **HISTORY CARDS**. When the epoch 1 History card deck is exhausted, epoch 2 begins.
The full game ends in epoch three, but a shortened game with only one or two epochs can be played as well (see chapter 6).

## 3.3 Provinces

The map is separated into a number of **PROVINCES**. Each province has a **NAME** (e.g. Barcelona), a color representing the goods produced there (or gray for none), and a number inside a square or circle (the **MARKET NUMBER**).
Provinces with a market number greater than 1 inside a circle are called **MARKETS**. The higher the market number, the more effort is required to control a market.
Provinces with a market number of 1 inside a square are called **SATELLITES**.

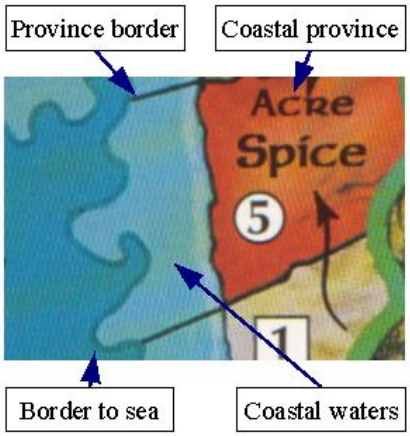



### 3.3.1 Capitals

**CAPITALS** mark the starting position of a player. Barcelona (displayed above) is a capital: The market number is inside a colored circle, and it contains the crest of the player.
The other capitals are: Venice, Genoa, Paris, London and Hamburg.

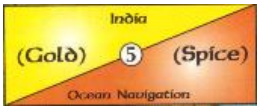
### 3.3.2 Coastal provinces

Provinces with access to the sea are called **COASTAL PROVINCES**. They consist of a land area, and a bright blue sea area, the coastal waters.




### 3.3.3 Overseas provinces

Some provinces lie geographically outside the map. These are: Iceland, West Africa, the far east (East Indies, India, China) and the new world (South America, North America).
They are represented by boxes on the edge of the map.



## 3.4 Seas and Oceans

Bodies of water that are not directly adjacent to a land area are called seas (medium blue) or oceans (dark blue). The only ocean visible on the map is the Atlantic Ocean.

## 3.5 Areas

The map is divided into eight **AREAS** by thick colored lines. Each area is coded with a roman number (e.g. area IV contains Barcelona).

## 3.6 Turn income

Each player receives an income at the end of each turn. The amount depends on the number of markets controlled, and the number of players in the game.

## 3.7 Commodities

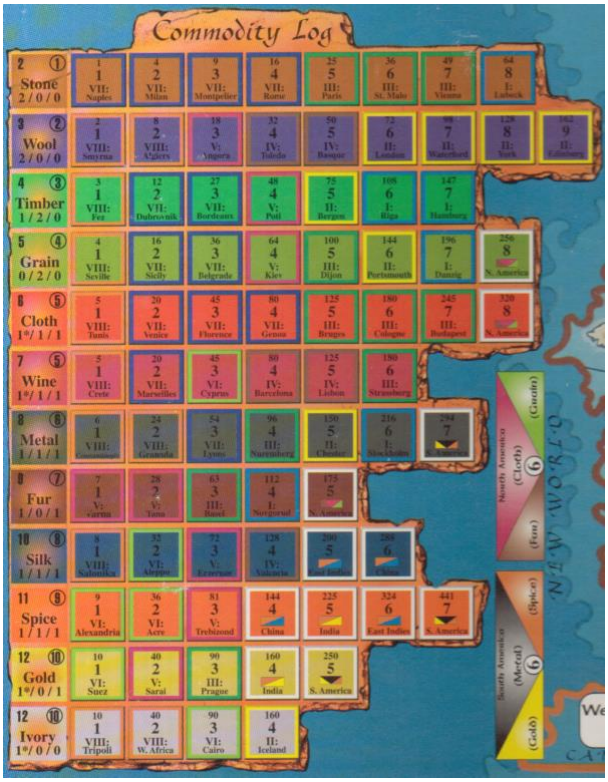
Each market gains access to a specific trade good, or **COMMODITY**. Commodities are a way to gain extra wealth, especially if a player controls many provinces supplying the same commodity.
Provinces of the far east provide two commodities each (as indicated by the multi-colored province boxes), those of the new world provide three.

### 3.7.1 Shortage and Surplus

At the end of each turn, two dice rolls determine which commodities are in shortage or surplus. Goods in shortage will fetch a higher price next turn, those in surplus will fetch a lower price.

### 3.7.2 Commodity log

The **COMMODITY LOG** on the bottom left of the mapboard shows all commodities, their value, and which provinces provide them. It can be used to keep track of how many commodities of each kind the players control.




## 3.8 Tokens

Each player has 36 square **TOKENS**. Tokens represent **MARKET INFLUENCE**, and are essential to gain control of provinces.
New tokens are placed white (□) side up to mark expansion territory (gains made during the current turn).
Tokens remaining on the board are later flipped colored side up (■) to mark controlled territory.

### 3.8.1 Expansion area and stock

Tokens can be found in three different places:

1) On the mapboard, where they represent market influence in certain provinces.
2) In the **EXPANSION AREA** of the player mat. These are the tokens the player can use during the current turn.
3) All remaining tokens are placed inside the **STOCK**.

## 3.9 Dominance markers

Once a player dominates a market, the square tokens are replaced by a round **DOMINANCE MARKERS**, white side up (❍), representing expansion markets.
These are also later flipped to the colored side (●) to mark controlled markets.
Tokens in satellites can never be replaced by dominance markers.

## 3.10 Trade fleets

**TRADE FLEETS** provide quicker transportation compared to overland travel, and allow access to provinces that cannot be reached by land. To keep track of the size and capabilities of each player's fleets, the **SHIPPING DISPLAY** is provided on the top left of the mapboard.




There are three types of ships:
**GALLEYS** (top row) can only travel short ways along the coastline.
**SEAWORTHY VESSELS** (middle row) can travel anywhere on the map, but not to the far east or new world, but still have limited transport capacity.
**OCEANGOING VESSELS** (bottom row) can travel anywhere on the map with unlimited transport capacity, and can also reach a (limited) number of far east and potentially new world provinces.

## 3.11 Misery

**MISERY** represents the amount of unsatisfied needs and wants of the population for each player. A player who moves past the '1000' square is immediately out of play. Misery is also deducted from the final total score.

## 3.12 Advances

Civilization **ADVANCES** are what this game is really about: Become the most advanced and progressive power.
During the game, advances provide significant advantages. At the end of the game, advances are the player's greatest asset when determining the ultimate winner.

### 3.12.1 Categories

There are advances in six different **CATEGORIES**: **SCIENCE** (), **RELIGION** (), **COMMERCE** (), **COMMUNICATION** (), **EXPLORATION** (★) and **CIVICS** ().
The symbols shown above are used within the short description, to refer to that category.

### 3.12.2 Short names

For easier reference, all advances have a shortcut letter assigned to them, from A to Z (26 advances in total).

### 3.12.3 Tiers

When a player has one advance of each category, he is said to 'hold a **TIER** of advances'. Likewise, a player with two advances of each category hold two tiers.
Tiers are important to reduce misery.

## 3.13 History cards

The history card deck contains three types of cards: **COMMODITY CARDS**, **EVENT CARDS** and **LEADER CARDS**.
Each card also contains a number (1, 2 or 3) written inside either a circle or a square.

### 3.13.1 Epochs

These numbers specify the **EPOCH** this card occurs in. At the beginning of the game, only cards of epoch 1 are used (see 4.2). Once these cards are used up, discarded cards with a ***circle symbol*** are shuffled together with all cards from the next epoch and make up the new history card pile. Cards with a ***square symbol*** are not returned to the game.
Only cards that were already discarded at the time the pile is re-shuffled can be included into the new pile. Naturally, by holding onto or playing a card, a player can control whether a certain card will re-appear a second or third time in the game.

### 3.13.2 Misery increase

The more cards a player holds, the quicker the misery index can rise. The player has the option to 'buy off' the misery increase with cash, in a process called **STABILIZATION**.

### 3.13.3 Types of cards

#### 3.13.3.1 Commodity cards

When a **COMMODITY CARD** is played, all players who control markets providing this commodity get paid an amount depending on the number of such markets they control, and on shortage and surplus (see 5.4.1).

### 3.13.3.2 Event cards

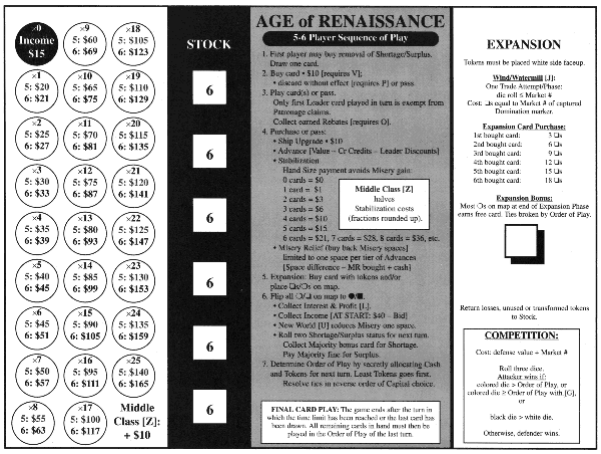
**EVENT CARDS** cause the occurrence of a historic event, such as the black death. The effects, and who is affected, is noted on the card.
Event cards can be **VOIDED** by other cards or advances. In this case they can no longer be played and become **UNPLAYABLE MISERY BURDENS**.
Whether a card can be voided, or void another card, is always noted at the end of the description.

### 3.13.3.3 Leader cards

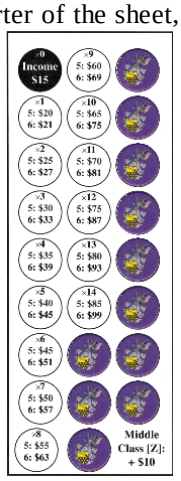
Leader cards reduce the cost of certain advances, as noted on the cards.

## 3.14 The player mat

The player mat serves four purposes:
1) As a short reference, containing all phases of a turn and the most important rules
2) As stock and expansion area for tokens
3) For dominance markers not placed on the map
4) To show the turn income of a player.



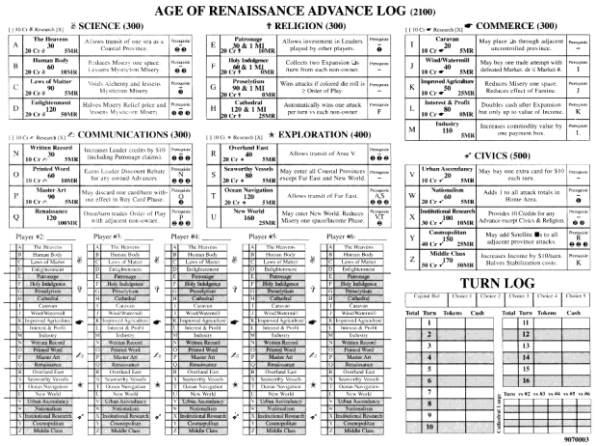

To determine the income, place all your dominance markers on the circles in the left quarter of the sheet, starting from the bottom right (with 'x25' in the circle), going up ('x24', 'x23',...) until all dominance markers are placed. It should look something like shown on the right.




The first circle not covered by a marker shows the number of provinces the player holds, and the income, depending on the number of players (3, 4, 5 or 6). At the start of the game, this should be the first white ('x1') circle.
Note that the front and back side of the player mat are different, for 3 / 4 or 5 / 6 player games respectively!

## 3.15 The advance log

The advance log serves four purposes:
1) It provides a short description of all advances.
2) It's the place of choice for a player to keep track of purchased advances.
3) On the bottom left, there is room to keep track of advances held by other players, if desired.
4) On the bottom right, the turn log provides a place for all players to write down their **SECRET BIDS**.




There are two kinds of secret bids in the game: During game preparations, the players choose their capitals by secretly bidding for them (we'll come to that shortly). And at the start of each turn, the players secretly choose the number of tokens they wish to use in the following turn, to determine the turn order (see 5.1).

# 4 Preparations

## 4.1 End of game conditions

The players should decide whether they want to set a time limit for the game, and whether they want to play all three epochs (full game), or only one or two epochs. If they decide to play only one epoch, the cards from epochs 2 and 3 will not be shuffled into the deck when cards run out, the game will end instead. Likewise, if only two epochs are played, the cards of epoch 3 are never used.

## 4.2 History cards

**Note**
The following rules regarding the preparations of the history card deck, and cards dealt are not from the original rulebook. They are intended to make the beginning of the game more balanced.
According to the original rules, all cards from epoch 1 are shuffled, and each player is dealt one card.

Sort the history cards by epoch. Remove one 'Timber' commerce card from epoch 2 and add it to epoch 1. Remove **CRUSADES**, **WALTER THE PENNILESS**, **RASHID AD DIN**, **SPICE** and **SILK** from the first epoch deck. Shuffle the cards for each epoch. Deal three cards from the first epoch to each player, one of which is to be returned and re-shuffled into the deck.
The five cards that were previously removed are re-shuffled into the deck in the following way:

- For a 3 or 4 player game: At the beginning of the first turn.
- For a 5 or 6 player game: At the beginning of the second turn.

## 4.3 Used Areas

Depending on the number of players, only certain areas can be accessed:

| # of players | Areas used | Capitals |
|---|---|---|
| 3 | IV through VIII | Venice, Genoa, Barcelona |
| 4 | plus III | plus Paris |
| 5 | plus II | plus London |
| 6 | plus I | plus Hamburg |

Note that the area V can only be accessed by players holding the advance 'Overland East' in all games.

## 4.4 Capital bid

In the capital bid, each player secretly notes the preferred capital choice, the #2 choice, etc.
Then, an amount from $0 to $40 is written down.
Once all players have made their choices, the player with the highest bid gets the #1 choice capital. The next player gets the best capital (according to the written choices) still available, and so on, until all capitals are allotted.
Ties are broken by a die roll, the player with the higher roll chooses first.

Note that the players always have to stick to their written choices, they cannot change their minds after the bids are known ('I don't want to start next to ***him***!')

## 4.5 Cash

Each player receives $40 minus the money used in the capital bid.

## 4.6 Tokens and markers

Each player places a dominance marker (●) on his or her capital. All remaining dominance markers are placed on the player mat – see 3.14.
All tokens (■) go to the player's stock.
The misery index markers for all players are placed in the '0' misery index box.
At the start of the game, no player has trade fleets, therefore their shipping display markers are laid aside.

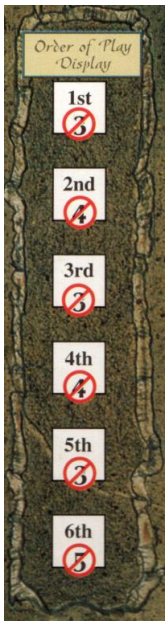
# 5 Turn sequence

**Note**
In the original rules, the first phase ('Determine Order of Play') comes last, and is performed not for the current, but for the next turn. This is also the way it is noted on the original player aids. The original rules also mention that the phase 'Determine Order of Play' must be performed once before the first turn of the game.

I think it is more logical to perform that phase for the current turn, as the first phase.

## 5.1 Determine Order of Play

All players secretly write down the amount of cash held ('Total'). Then, they split the amount between tokens they want to use for expansion the next turn ('Tokens'), the remaining cash is noted as **WRITTEN CASH** ('Cash'). Each token costs $1.
All players pay the amount spent for tokens.
Turn order is determined by number of tokens bought, with the player who bought the least amount going first. Ties are broken in favor of the player who fared worse in the capital bid, i.e. a player who plays with his or her #3 choice capital is favored over a player who got his or her #1 choice.




The turn order is noted by placing the turn markers in the 'Order of play display'.
With six player, all of the boxes are used. With five players, all except the last box (with a crossed-out '5'). With four players, all except the two boxes with a crossed out '4'. And with three players...you guess.
A player holding the 'Renaissance' [Q] advance may choose to change places in the turn order with a player directly above or below in turn order. This swap can be preformed only once per game turn, but at the start of any phase the player chooses.
It is not possible to trade places with players holding 'Renaissance' as well.

### 5.1.1 Minimum expansion

Players may choose to spend money for no tokens, in order to become the first player. In this case, they note a negative number in the 'Tokens' column, but have to pay the positive amount. E.g. if a player writes '-2' in the Tokens column, $2 have to be paid.

### 5.1.2 Maximum expansion

Players cannot purchase more tokens than they have in stock (36 minus any tokens on the map). They may however spend more cash in the hope to become the last player in the turn order.

## 5.2 Draw card phase

### 5.2.1 Buy removal of surplus / shortage

The first player (only!) may choose to remove a shortage or surplus (see 5.7.5) by paying the base value of the commodity in cash.
Buying removal of a surplus will increase the payoff for this commodity, if played during the following turn. Buying removal of a shortage will decrease the payoff.

### 5.2.2 Draw card

Each player, in turn, draws one card from the history deck.

## 5.3 Buy / discard cards

Each player with the 'Urban Ascendancy' [V] advance may buy one additional card for $10.
Each player with the 'Master art' [P] advance may discard one card after choosing whether or not to buy one.

## 5.4 Play cards

### 5.4.1 Commodity cards

When a commodity card is played, each player holding market(s) providing this commodity are paid according to the value of the commodity and number of markets controlled.
Two cards (Gold/Ivory and Wine/Cloth) offer the player a choice which of the two commodities is paid for.
The values can be found both on the commodity card and on the commodity log. First box is for one province, second for two, etc.
In case of a shortage for that commodity, the price increases by one box. In case of a surplus, it is reduced by one box. Once the card has been played, the shortage or surplus marker is removed (in case a second commodity card of the same type is played during the turn).
In case of a double shortage or surplus, the price is still changed only by one box, but one marker remains after the first card has been played.
Players holding the advance 'Industry' [M] have their value increased by one box.
In any case, only players holding at least one province providing this commodity receive money.

### 5.4.2 Event cards

The event is performed as noted on the card. The effect of most event cards will last for the remainder of the turn.
Players holding 'Laws of Matter' [C] are immune from the 'Alchemy' event card.

#### 5.4.2.1 Elimination

In some cases, a player needs to replace dominance markers in a province by tokens. Normally, these tokens are taken out of the stock.

If the stock is empty, the player can choose to take them from the expansion area instead, or leave the province empty.

### 5.4.3 Leader cards

Leader cards offer discounts on advances bought in the following purchase phase.

If 'Written Record' [N] is held by a player, all discounts are increased by $10.

The first leader card played in a turn is placed in the leader card box on the left side of the map. This leader card benefits only the player who played it.

All other leader cards are placed in front of the player playing the card. These are potentially vulnerable to **PATRONAGE** claims, which allow other players to use the discounts noted on the card.

#### 5.4.3.1 Patronage

Players holding the 'Patronage' [E] advance will be able to claim the discounts offered by the card during the following purchase phase.

The original owner of the card can dissuade them from doing so by placing an arbitrary amount of cash on the card (**during the Play card phase**). Any other player who wants to use the discounts noted on the card has to pay the same amount to the original owner (**during the Purchase phase**).

The money placed on the card is returned to the bank after the end of the purchase phase.

See 0 for an example of how patronage works.

#### 5.4.3.2 Rebates

A player holding 'Printed Word' [O] may claim the discount the leader card offers for advances already held. This rebate is immediately paid in cash.

Neither the rules for 'Written Record' [N] nor 'Patronage' [E] apply to rebates – only the player who originally owned the leader card can claim them, and without the +10 $ from 'Written Record'.

## 5.5 Purchase

Each player, in order, can choose to make any of the following purchases **in the following order:**

### 5.5.1 Ship upgrades

Ship upgrades allow the increase in transport capacity within the same ship type. A player can initially buy 'Galleys 2' and later upgrade them to 'Galleys 4' and so on.

To upgrade the ***ship type***, the player needs to buy advances instead:

With 'Seaworthy vessels' [S], the shipping display marker is immediately placed in the 'Seaworthy vessels 10' box in the middle row. All galley upgrades bought so far are lost!

With 'Ocean navigation' [T], the shipping display marker is immediately placed in the 'Ocean navigation 1' box in the bottom row. Again, all upgrades bought so far become useless as the whole fleet is scrapped and replaced by new ships.

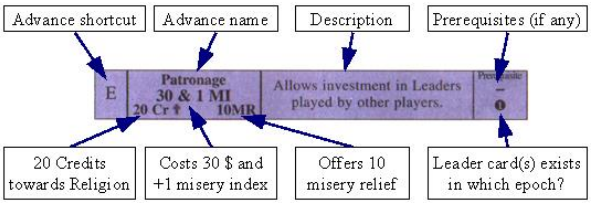
Each ship upgrade costs $10. Only one upgrade can be bought per turn and player.

### 5.5.2 Advances

#### 5.5.2.1 Advance description

On the backside of the original manual, as well as on every advance sheet, a short description of all advances can be found.

The description of an advance consists of the following elements:




- Shortcut letter for the advance
- Name
- Description
- Prerequisites (shortcut letter), or '-' if none.
- Amount of credit and towards which advance category.
- Cost in $ and misery increase. All advances cost money, but only religion advances increase misery by one index.
- Amount of misery relief offered
- Whether leader cards are available for this advance, and in which epoch.

A player purchasing 'Human body' [B] immediately improves his or her standing on the misery index by one space.

#### 5.5.2.2 Pre-requisites

Some advances require the player to own other advances before. It is possible to buy both the desired advance and the pre-requisite within the same turn.

Example:
In order to buy 'Printed Word' [O], a player needs to hold 'Written Record' [N]. It's possible to buy 'Written Record' and then 'Printed Word' during the same turn.

'Improved Agriculture' [K] is required to purchase 'Interest & Profit' [L] and 'Middle Class' [Z]

#### 5.5.2.3 Discounts

Discounts are offered by leader cards, and reduce the price of an advance. See 5.4.3 for details on discounts and patronage.

Example:
During the previous 'Play cards' phase, two leader cards have been played:
Anne has played Charlemagne (offers a discount of $20 for 'Nationalism' [W]) first, so the card was placed in the 1st leader card box.
Greg has then played Walter the Penniless (offers a discount of $20 for 'Overland east' [R], increased to $30 if the 'Crusades' card is played during the same turn). Since he knows that Anne has 'Patronage' [E], he decided to put $10 on the card as protection.
Anne can now decide to buy 'Nationalism' [W] for $40 instead of $60, using the discount Charlemagne offers. She can also choose to pay $10 to Greg, and then use the discount of $20 that Walter the Penniless offers. Then she would get 'Overland East' [R] for only $20 instead of $40 (plus the $10 she had to pay to Greg).
In a turn where the Crusades card has been played, Anne would only play $10 for 'Overland East' [R]!
Greg can also use the discount offered by Walter the Penniless for 'Overland East' [R], but cannot use the discount offered by Charlemagne for 'Nationalism' [W], because the card is protected for patronage claims as the first leader card played during the turn.

#### 5.5.2.4 Credits

Advances bought in **previous** turns can further reduce the price of an advance.
Normally, Credits are noted on the bottom left of the short description, and apply for other advances of the same category (as indicated by the symbol).
Sometimes, further Credits are noted within the text description (as in 'Institutional Research' [X], which provides 10 Credits to all advances except Civics and Religion).

Example:
To continue the example from above: If Anne already held 'Urban Ascendancy' [V] from the previous turn(s), the price for 'Nationalism' [W] would be further reduced by $10 (because 'Urban Ascendancy' offers '10 Cr').
In total, considering the leader discount, she would only pay $30 instead of the total price of $60.
And assuming she also held 'Institutional Research' [X], she would get 'Nationalism' [W] for free!
$20 from leader discount
$10 from 'Urban Ascendancy' [V], and
$30 from 'Institutional Research' [X] makes
$60, which pays the whole price.

However, even if your discounts and credits combine for **more** than the total price, no cash is returned (other than with Rebates, see 5.4.3.2)

#### 5.5.2.5 Misery relief

Advances can reduce the price of misery relief (see 5.5.4). Excess misery relief cannot be turned into cash!

### 5.5.3 Stabilization

Depending on the number of history cards a player holds, stabilization must be paid to avoid misery gain.
The cost for stabilization is:

- 0 cards: $0
- 1 card: $1
- 2 cards: $3
- 3 cards: $6
- 4 cards: $10
- 5 cards: $15
- 6 cards: $21
- 7 cards: $28
- 8 cards: $35

etc.
Partial payment is not allowed – it's either all or nothing. If unpaid, the player's misery marker will be moved up by so many boxes in the misery index, that the full cost of stabilization is paid for in misery. If the step to the next misery box is 10, and the player fails to pay even $1 in stabilization, he or she will gain 1 misery index. If the stabilization cost is $15, the marker is moved by two boxes.
If already high in misery, the refusal to pay even minimal stabilization costs can increase misery by a whopping 50 or even 100!
The advance 'Middle Class' [Z] halves the stabilization cost (round up fractions).

### 5.5.4 Misery relief

Once a player has one tier of advances (at least one advance of every category), misery relief can be purchased. For every tier of advances, the player can 'buy back' one misery index per turn.
To buy back, the difference between the values in the two misery boxes must be paid. Advances which offer 'misery relief' (MR) purchased during this turn reduce the cost of misery relief by the given amount.

Example:
A player buys 'Urban Ascendancy' [V], thereby completing his first full tier of advances. He immediately decides to purchase misery relief. Since his misery index marker is on the '80' box, buying back to the '70' box costs $10. However, 'Urban Ascendancy' offer 5 MR, so the price is reduced to $5.
Had the player purchased a second advance which offers 5 MR, he would have gotten the misery relief for free!

If the total 'MR' offered by advances is more than the player can use this turn (due to tier restrictions), the excess is lost.
Players holding 'Enlightenment' [D] can purchase misery relief at half the normal price.

## 5.6 Expansion

Expansion allows the players to open and control new markets, or compete for ones already held by another player.
Players may use tokens to

- Expand into empty provinces
- Add tokens to provinces where they already had some tokens from previous turns
- Try to take over a province from another player
- Buy history cards

At the start of the expansion phase, each player holding 'Holy Indulgence' [F] receives two extra expansion tokens for each non-owner. If lacking tokens in stock, $1 per token is collected from the bank instead.
The poor non-owners have to return two tokens from expansion to stock for each owner. If lacking expansion tokens, they have to pay $1 per token instead.
This does not affect the turn order.

A player affected by the **EVENT CARD** 'Civil war' becomes the last player in turn order at the beginning of the expansion phase.
The advance 'Renaissance' [Q] can be used to switch turn order **after** this effect.

### 5.6.1 Market influence and dominance

Market **DOMINANCE** is what the expansion phase is all about. The more markets dominated, the higher the income at the end of the turn, and the higher the potential income when a commodity card is played during the play cards phase.

#### 5.6.1.1 Markets and satellites

Only provinces with number inside a circle are **MARKETS**, and yield income and commodities. Provinces with a '1' inside a square are called satellites. They can help in the defense (and later also the attack) of adjacent markets, but in any case it is often necessary to take a satellite in order to reach faraway markets in future turns.

#### 5.6.1.2 Gaining market dominance

To dominate a market, a player must have an amount of tokens (☐ and ■) equal or exceeding the **MARKET NUMBER** of the province. The market number is written inside a circle for each province, and range from 2 to 5.

Example:
Toledo has a market number of '3', therefore a player needs three tokens (☐ or ■) to gain dominance.

Once a player has placed enough tokens into the province, they are replaced by a single round ❍ marker.
**This way of gaining dominance works only for uncontested markets**, i.e. markets where no other player has any tokens or dominance markers. Conflicts – taking over markets from other players – are discussed later.

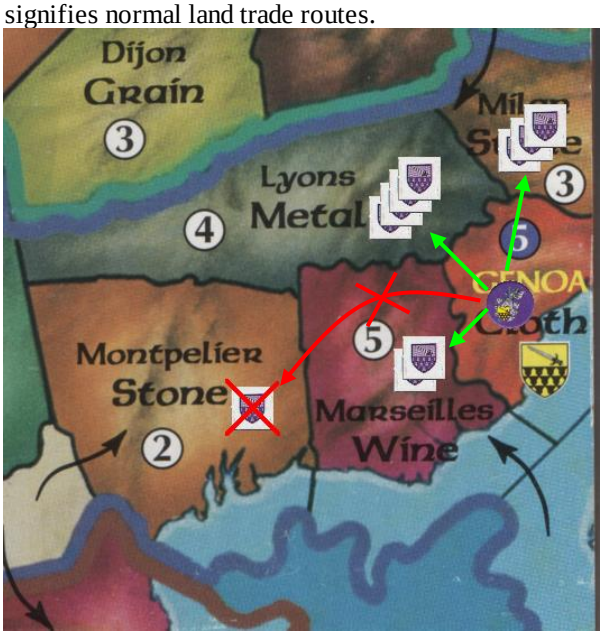
Note that once a round dominance marker (❍ or ●) is inside a province, **NO ADDITIONAL TOKENS** (☐ or ■) can remain in the province.

### 5.6.2 Placing tokens on the map

Players expand from controlled territory, i.e. provinces where they have tokens or dominance markers colored side up (■ or ●), or from their capital province (even when it is held by another player).
All tokens and dominance markers added this turn are placed white side up (☐ or ❍), and indicate expansion territory. Satellite provinces (gray provinces with a market number of '1') can only hold one square ☐ or ■ token, never a round ❍ or ● marker.
Players may add ☐ and ❍ only at a certain distance from controlled territory, depending on their trade fleet capacities and advances.
Only players holding the 'Overland east' [R] advance are allowed to expand into Area V. For players holding the advance, other restrictions still apply, however.

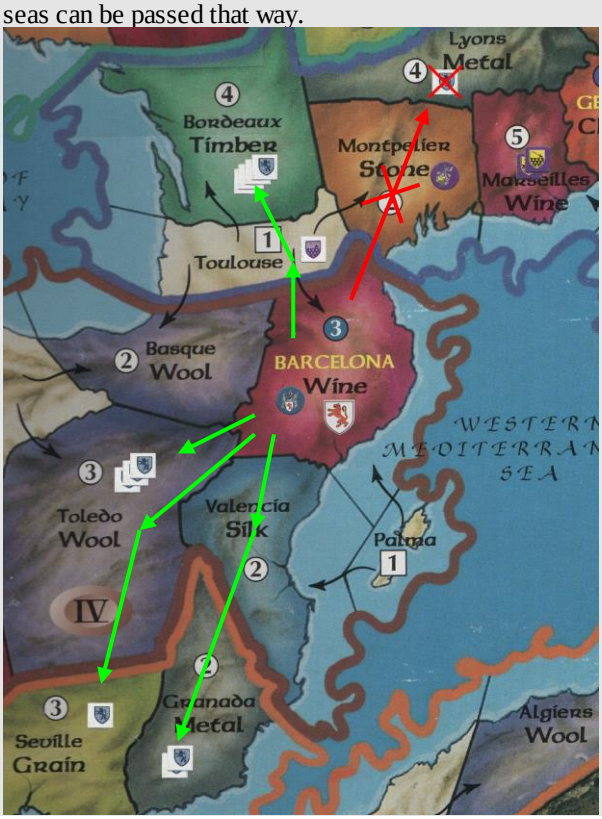
#### 5.6.2.1 Overland expansion

☐ and ❍ can always be placed into provinces adjacent to controlled territory, i.e. provinces that share a common land border with a controlled province. This signifies normal land trade routes.




Example:
In the map above, player Genoa can expand into Milan, Lyons and Marseilles because they are adjacent to the province of Genoa. No overland expansion is possible into Montpelier because it is not adjacent to Genoa.
Notice that in this example, player Genoa could even expand if there was no ● in the province of Genoa, because a player can always expand from the capital province.
In the above example, the ☐ in both Lyons and Milan would be converted to a single ❍ immediately, because their amounts equals the market numbers of the respective provinces.

If a player holds the 'Caravan' [I] advance, he or she may also place ☐ or ❍ two provinces away from a controlled province, if the connecting province is not controlled by another player (i.e. has no ■ or ● of other players). Caravan expansion only works over land, no seas can be passed that way.

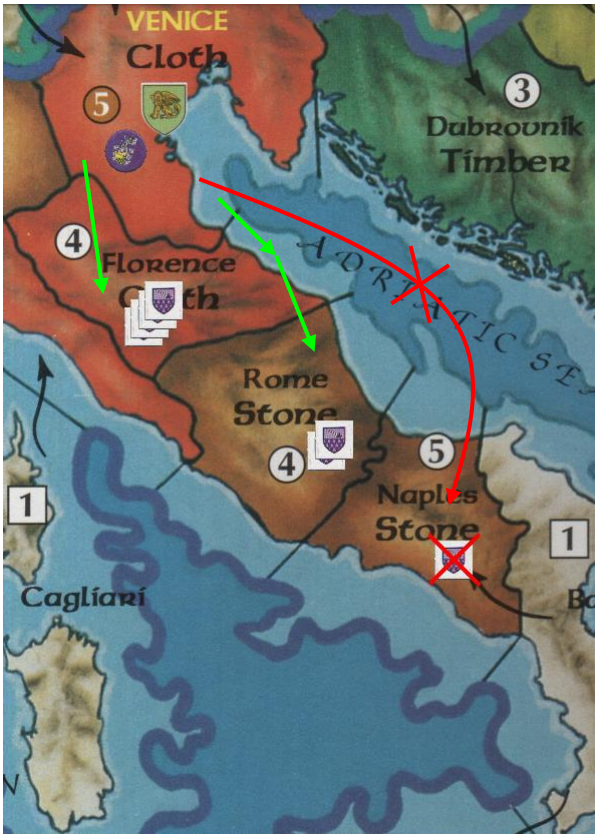



Example:
Suppose player Barcelona owns 'Caravan', and decides to expand from the province of Barcelona.
Expansion into Toledo works with normal overland expansion (without Caravan), because Toledo is adjacent to Barcelona.
The caravan can reach the provinces Grenada (passing through empty Valencia) and Seville (passing through Toledo, Barcelona's three ☐ there don't matter).
To the north, the caravan can reach Bordeaux, although player Genoa has a ☐ there. However, since the token is white-side up, the province is not considered controlled territory, and the caravan can pass through.
On the other hand, the caravan cannot pass through Montpellier, because another player has a ● or ■ marker there (in this case a round dominance marker).
And, of course, the caravan cannot reach the island province of Palma, because there is no land connection.

### 5.6.2.2 Using trade fleets

Players with trade fleets can also establish sea trade routes, thereby expanding to oversea provinces, or longer distances along the coastline. This depends on the trade fleet capabilities:

**With** GALLEYS **(top row of the shipping display), both the distance and number of tokens to transport are limited. After buying the first trade fleet ('2' on the top row), a player is capable of shipping two tokens** INTO EACH PROVINCE THAT IS WITHIN REACH**, i.e. no further away that two spaces from a controlled province. In addition,** GALLEYS **can only pass through the bright blue sea spaces, i.e. they have to hug the coastlines. After upgrading galleys to '4', the player can now ship up to four tokens up to four spaces away from controlled territory, but still has to keep to coastal waters.**




Example:
In the above map, let's assume purple player has galleys 2 and no caravan advance.
Florence can be reached over land, so the player can place any number of tokens, although the galleys could only transport up to two.
This restriction comes into play when going for Rome: Although the province is in reach (2 spaces away from Venice), the number of tokens the player can place is limited to two.
Napels cannot be reached at all, because galleys two can only travel two spaces maximum. The shortcut over the Adriatic sea is not possible, because galleys can only travel coastal (bright blue) waters.

Note:
Both Iceland and West Africa cannot be reached through coastal waters.

Once a player holds the 'The Heavens' [A] advance, the trade fleets may pass through one sea (medium blue waters) when shipping tokens to a province. Thereby, it is also possible to reach the provinces 'Iceland' and 'West Africa'.

With **SEAWORTHY VESSELS** (center row on the shipping display), any province on the map as well as Iceland and West Africa can be reached, but the

number of tokens that can be shipped is still limited by the number on the shipping display.
However, the overseas provinces (East Indies, India, China, North America and South America) cannot be reached.
With **OCEAN NAVIGATION** (bottom row on the shipping display), any province on the map can be reached with any number of tokens. In addition, the East Indies, India and China can be reached, but the number of these overseas provinces held is limited by the number on the shipping display (e.g. at first, with '1' on the shipping display, only one oversea province can be held).
Players holding the 'New world' [U] advance may also control provinces in America, however the shipping display still limits the total number of overseas provinces a player can hold.

Example:
A player with ocean navigation and a '2' on the shipping display (bottom row) may hold any two of the East Indies, China and India.
A player with ocean navigation, new world and a '3' on the shipping display may hold any three of the East Indies, China, India, North America and South America.

### 5.6.3 Competition - Conflicts

When you want to expand into a province where another player already as tokens or a dominance marker, this may trigger a **MARKET COMPETITION**.
As long as the total number of tokens in the province does not exceed the market number, they **CO-EXIST** and no conflict is triggered.
However, if a player expands into a province that already has a dominance marker (● or ❍) inside, or the total number of tokens will exceed the market number after the expansion, the player wishing to expand must attempt a competition.

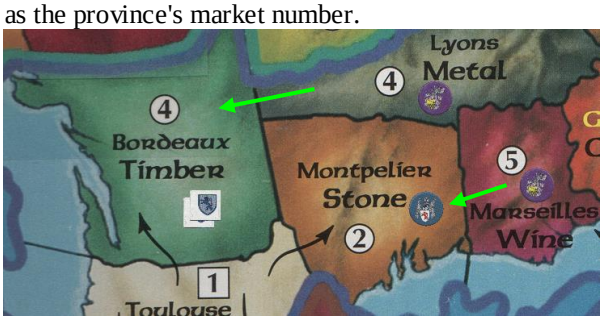
#### 5.6.3.1 Requirements

A competition attempt requires the attacking player to move a certain amount of tokens into the province (the exact number is explained below).
If for some reason, the player does not have enough tokens left, or is unable to transport enough of them to the province, the player is not allowed to attack.
When tokens are transported using ships, remember the maximum number of tokens the ships can transport to a single province **PER TURN**.

Example:
A player has Seaworthy Vessels with a transport capacity of 10, and wishes to attack a province using those fleets.
If the player needs 4 tokens to attempt competition, two competition attempts are possible, i.e. the player may try to attack the province, and, if the attack fails, may try a second time. A third attack is not possible, because the total number of tokens transported would exceed the transport capacity (10).

#### 5.6.3.2 Required amount of tokens

The base amount of tokens required to attempt a competition is:
**(MARKET NUMBER + # OF TOKENS ALREADY THERE)**
If there is a dominance marker in the province, the number of tokens required for a competition attempt is
**(2X MARKET NUMBER)**
because a dominance marker is worth as many tokens as the province's market number.




Examples:
The player of Genoa (purple) wants to move into two provinces currently held by Barcelona (blue).
1) When moving up to two tokens into Bordeaux, they would co-exist, and no competition would be triggered. If the purple player would like to trigger a competition in Bordeaux, a total of 6 tokens would be required (market number of 4 + two tokens already present).
2) When moving into Montpelier, a competition must be triggered, because it is already occupied by a dominance marker. In this case, 4 tokens would be necessary (2x the market number of 2).

However, there are further **MODIFIERS** that can increase or decrease the amount of tokens necessary. The following modifiers indicate how many tokens an attacker needs to trigger a competition attempt. A modifier of +1 would mean the attacker needs one additional token, a modifier of -1 would mean one less token is required.
However, no matter what the modifiers, the attacker must always have an amount of tokens equal or higher than the market number of the target province.

#### 5.6.3.3 Conflict modifiers: Satellites

Satellites which are controlled (■) can help adjacent provinces with dominance markers (● or ❍) of the same player. Normally, they only help in defense.
A province is supported by a satellite only if an arrow points from the satellite to the province.
For each satellite that supports a dominance marker, a modifier of +1 applies to the attacker.

Example:
In the above example, player Genoa (purple) invades Montpellier (blue). If blue player has controls the province of Toulouse (with a ■), this satellite can support Montpellier in the defense.
In this case, Genoa would need 5 instead of 4 tokens to trigger a conflict.

Even if the defending player loses the competition, supporting satellite tokens are **NOT** removed! Instead, an attacking player might consider attacking the satellite provinces first, to 'soften' the defense.

If a player holds 'Cosmopolitan' [Y], controlled satellites can also support an attack. In this case, a modifier of -1 is applied for every satellite controlled by the attacking player, and pointing to the attacked province.

Notice that satellites must be controlled and only help dominance markers, not tokens.

#### 5.6.3.4 Conflict modifiers: Player capital

In a player's capital, his or her tokens count double for the purpose of both defense and attack.

Examples:
1) Venice is attacked in its own capital, where it has a dominance marker (❍ or ●). The attacker needs a total of 15 tokens: 5 for the market number, and 2x5=10 for the dominance marker (which counts for 5 tokens and is doubled in value).
2) Player Genoa has conquered the province of Barcelona, and now holds it with a dominance marker (❍ or ●). If the player of Barcelona wants to re-take it, he only needs 3 tokens for an attempt. Normally, 6 tokens would be required (2x the market number of 3), but attacking his own capital, the tokens count double.

#### 5.6.3.5 Conflict modifiers: Event cards

Four event cards offer a **MILITARY ADVANTAGE** (Stirrups, Armor, Long bow and Gunpowder) modify conflict resolution. A player who has played one of those cards needs one token less when attacking (a -1 modifier) and an attacker attempting a competition with such a player need an additional token (a +1 modifier). The effect of the cards is limited to the current game turn.

Example:
Paris has played 'Stirrups' during the play cards phase. In the subsequent expansion phase, attacks from player Paris against all other players require one less token each, and attacks of other players against Paris require one extra token each.

Note that some of these cards cancel the effects of earlier cards. For example, once 'Long bow' has been played, 'Armor' or 'Stirrups' can no longer be used.
However, if 'Armor' is played first, and 'Long bow' is played later in the same play cards phase, the Armor card is still effective, except against the player with 'Long bow'

Example:
Paris has played 'Armor' during the play card phase. Hamburg has played 'Stirrups', then London has played 'Long bow'.
1) When Paris and Hamburg fight each other, the advantage goes to Paris (Armor cancels Stirrups).
2) When London fights any other player, including Paris or Hamburg, player London has a +1 military advantage (1 less token required in attacks, one extra required for attackers against London).
London has this advantage even against Paris and Hamburg because Long bow cancels Stirrups and Armor.
3) When Paris or Hamburg fight any other player (Barcelona, Venice or Genoa), they have a +1 military advantage because Armor / Stirrups are effective against those players.

#### 5.6.3.6 Nationalism

A player holding 'Nationalism' [W] has an advantage in all conflicts fought in the same area as his capital. This would be area VII for both Venice and Genoa, area IV for Barcelona, area III for Paris, area II for London, and area I for Hamburg.
Nationalism causes a -1 modifier when attacking, and a +1 modifier when defending. If both Venice and Genoa hold the advance, the effects cancel each other.

Example:
Montpelier is within area VII, the home area of players Venice and Genoa.
1) If Genoa holds Nationalism and attacks Barcelona in Montpelier, one less token will be required for the attack, no matter whether Barcelona has Nationalism or not (it's not their home turf after all).
2) If Venice attacks Genoa in Montpelier, it all depends on who holds Nationalism and who does not, because both sides can gain a modifier advantage in Montpelier.
2a) If only Venice has Nationalism, one less token is required for the attack.
2b) If only Genoa has Nationalism, one extra token is required for the attack.
2c) If both or neither has Nationalism, no modifiers are applied.

#### 5.6.3.7 Attacker's tokens in a province

If an attacker already has tokens in the province he or she wishes to attack, these can be used for the first competition attempt. If this attempt is unsuccessful, however, they must be removed.

#### 5.6.3.8 Multiple defenders

If more than one player has tokens inside a province, they must be attacked together, simply adding up all other player's tokens and adding the province's market number as usual.
Modifiers are applied in favor of the defenders:

- Plus-Modifiers (working against the attacker) are applied if caused by any of the defending players
- Minus-Modifiers (working for the attacker) are applied only if they would apply against each player individually.

Examples:
1) If one of the defenders has an active military advantage (e.g. Armor), the +1 modifier applies.
2) If the attacker has Nationalism (and attacks within this area), and none of the defenders has Nationalism for this area, the -1 modifier applies. But if even one of the defenders has Nationalism within this area, the effect is not used for the whole attack.

#### 5.6.3.9 Resolving a competition attempt

Once the attacker has determined that required amount of tokens, and removed them from the expansion area, he or she may try to take over the province.

To resolve the conflict, roll the three dice.
The attacker wins if

- The black die shows a higher value than the white die, or
- The green die shows a higher value than the attacking player's position on the turn order display (**NOT** the position as such, e.g. the 3rd of 4 players, but the number indicated in the box, i.e. 5th in the above example)

If the attacker wins, all of the defender(s) tokens or dominance markers are removed, and replaced by an expansion dominance marker (❍) of the attacker.
If the defender wins, all of the attackers's tokens are returned to the player's stock.
A player holding 'Cathedral' [H] may choose to automatically win one competition per turn against each non-owner. The usage of Cathedral must be declared before the die roll is performed.
It can be used both in offense and defense.
'Cathedral' can only be used against a province with multiple players inside if none of the defending players holds it.

Once per turn, immediately after a successful province takeover, a player with 'Wind/Watermill' [J], can attempt to trade a history card with the beaten player.
The winner must play expansion tokens (□) equal to the province's market number, and roll a die equal or below the market number.
If successful, the winner chooses one card to give to the other player, and draws one of the other player's cards randomly.
Note that this attempt is only possible if the defending player previously **CONTROLLED** the province with a dominance (● or ❍) marker.

### 5.6.4 Buying cards

Instead of placing tokens on the map, each player can decide to buy one extra history card with expansion tokens.
The price increases with each card bought during the phase:

- 1st card: 3 tokens
- 2nd card: 6 tokens
- further cards: 9 / 12 / 15 / 18 tokens

## 5.7 End of turn

### 5.7.1 Expansion bonus

The player with the most expansion dominance markers (❍) on the map receives an extra history card. Ties are resolved in favor of the player moving first.

### 5.7.2 Interest and Profit

The advance 'Interest & Profit' [L] doubles the cash held by the player, up to the income (see 5.7.3) of the player. The income of the current turn is NOT doubled.

### 5.7.3 Income

Income is determined by the number of provinces held, and can be read off the player mat (see 3.14).
The 'Middle Class' [Z] advance increases the income by $10.

### 5.7.4 Reduce misery

Players holding the 'New world' [U] advance reduce misery by one space.

### 5.7.5 Roll shortage / surplus

Existing shortage / surplus markers are removed.
All three dice are rolled twice. Each roll determines one shortage or surplus:
Adding the black and white die determines the commodity. A 12 affects both gold and ivory.
If the colored die shows 1 to 3, the commodity is in shortage. If it shows 4 to 6, it is in surplus.
A shortage and surplus for a single commodity cancel each other. A double shortage or surplus is kept (see rules for playing commodity cards, 5.4.1).

#### 5.7.5.1 Majority holder

If a player controls **more provinces providing a commodity than any other player**, he or she is the majority holder. If two or more players have the same number of provinces, no one is the majority holder.
In case of a shortage, the majority holder draws one extra history card.
In case of a surplus, the majority holder must pay $1 for each province held providing this commodity.

# 6 End of the game

The game ends after a turn where one of three conditions is met:

1) A player has bought all 26 advances
2) The last card of the history deck is drawn, and the agreed-upon number of epochs has been played through.
3) An agreed-upon time limit has been reached

## 6.1 Last turn

The last turn ends with the End of turn phase (5.7). No order of play is determined.
Before ending the game, however, a final card play phase is performed.

### 6.1.1 Final card play

All drawn but unplayed cards **must** be played, using the same order of play as for the final turn. Note that new shortages and/or surpluses have been rolled, but that no player had the opportunity to buy removal.

## 6.2 Victory

Each player adds the value of all acquired advances and cash on hand, then subtracts misery to gets the final score. The higher the better!

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