

INTRODUCTORY 3 or 4 PLAYER GAME

Read this First to learn how to play LORDS of the RENAISSANCE!

OBJECTIVE: The winner is the surviving player with the most gold when the games ends.

OVERVIEW: Each player starts as a minor lord who advises an emperor in matters of the silk trade with the Orient. Each player has a bank counter, a leader counter, and an emperor counter. Each player will move the caravans and ships of his empire to set up a trade route between his bank and the silk sources of either Azov or Erzurum in the upper right corner of the map. To set up a route, each duchy or sea in a path from his bank to the silk source must be occupied by a cooperating caravan, ship, or army. He will likely cooperate with other empires in setting up this route, so that all may profit.

CALENDAR SET UP: Find as many pennies as you can and put them into a bowl representing the treasury. A six sided die is also needed.

- Cards. Remove all the green cards from the deck. Find the ones labeled (in the upper left corner) L13, L4, and C4. Give these to one player, who is now the Burgundy player. Another player gets L12, L6, and C6; he is the White Sheep player. Another player (the Venetian) gets L16, L5, C5, and C7. The last player (the Genoese) gets L14, L3, C3, and C8. Skip the Genoese player in a three player game.

NOTE: The L12, L13, L14, and L16 cards represent both the player's personal identity, and his bank. The L3, L4, L5, and L6 cards represent the emperor that the player is advising. The C3, C4, C5, and C6 cards represent the treasury of the empire.

- Calendar. Each player is given a calendar, and puts his personal L card on the number two spot (bottom row). He puts his emperor L card on the number 4 spot. He puts his C card(s) in the central square labeled "C or M Cards".
- Give all the orange counters to Burgundy. These are the Holy Roman imperial forces. The White Sheep player gets all the black (Ottoman) counters, Venice gets all the white (Papal) counters, and Genoa gets all the purple (Aragón) counters. The counters of France and Britain are uncontrolled in this game.
- Coins. Every player is given two coins as starting capital. These coins may be kept on the player's calendar.
- Turn Marker. Each player puts a spare counter of his color in the "Spring 1" square of his calendar.

MAP SET UP: Find the orange counter labeled "Habsburg" and four orange camels and put them in Salzburg (near Austria). (The other side of the Habsburg counter says "Habsburg Heir".) Find the black counter labeled "Sultan", and put it in Constantinople along with one black camel. The white counter labeled "Pope" is put into Rome, along with four white "galley" ship counters. The purple "Aragón" counter and four purple "galley" ship counters are put in Barcelona (Spain). The red "Lancaster" counter goes into London, plus six "round ships" into Southampton. And the "France" counter and eight blue camels go into Paris. All these counters are shown on the map for ease in setting up.

- Banks. Place an orange bank counter in Antwerp, Flanders; this is the Burgundy bank. Put a black bank in Granada (south Spain), this is the White Sheep bank. Put a white bank in Venice, and a purple bank in Genoa.
- Personal Leaders. Find the following gray counters, labeled "Stature 2": Burgundy, White Sheep, Venice, and Genoa. The Burgundy counter is placed on Dijon, in Burgundy (next to the Swiss Confederation). The White Sheep counter is placed in Aleppo, Mesopotamia. The Venice counter is placed in Venice, on the Adriatic Sea. The Genoa counter is placed in Genoa, on the Ligurian Sea. Normally, one would put all the

rest of the stature two leaders on the map, but we are going to skip that in this Introductory Game.

- Pirates. The gray ship counter labeled "Venice" is put in Venice, and the gray ship labeled "Genoa" goes into Genoa.
- Pink Cards. The deck of pink cards is shuffled and four are placed face down on each of the ten squares on the bottom row of the map.

SPRING 1 (auction): Refer to your calendar, and see that the first round of the first turn is "Spring 1" of the year 1460. Turn over the top card of the leftmost stack on the map. Each player may bid for the revealed card by putting one of their two gold pieces on it. If more than one player wants the card, the contestants should either roll off or put another gold piece on the card. Losers get the money back. See 5.2.2 for more on auctions.

- P or L Cards. P cards are never bid upon, instead follow the instructions. In this game, L cards are not bid on either.
- M Cards. Cards that have an "M" in the upper left corner are "Machiavellian". Players can use these cards to play against an opponent, see the instructions on the card or 5.14.
- E, R, or G Cards. If the card says "immature" in the upper right corner, then this card will require extra money to build or develop. Do not buy the card unless you have access to six gold coins (3 for each of the next two years). If the card location is within an empire, imperial money can be used to build the card. This is important, because empires are usually rich, and players poor. Once built, these cards will give three gold per year to the owner if they are part of a trade route, see 5.11.2 through 5.11.4.
- C Cards. These cards indicate talented Renaissance individuals for hire. Engineers can help in sieges. Inventors increase the profits of guilds. Explorers & Cartographers can change the silk source from the northeast corner to the southwest corner of the map per 6.1. Pirates give you an extra ship, but note that pirate galleys need yearly money to maintain, while round ships do not.

SPRING 2 & 3 (purchases): Everyone advances their turn marker to the second round, labeled "Spring 2". During this round, players can use their personal money to buy gray (pirate) ship counters or gray (mercenary) armies. They can also use imperial money to buy counters (caravan, ship, army) of the imperial color. However, no one has enough money yet to buy anything, so skip the 2nd and 3rd spring rounds for the first year.

SPRING 4 (naval): Venice and Genoa can move both their personal and imperial ship counters up to five sea zones. It is recommended that they send ships to occupy every sea zone from their bank to the Sea of Marmara.

- To leave port into the surrounding sea takes a movement point. For instance, the Genoa round ship can use its 5 movement points (MPs) to enter the Ligurian, Tyrrhenian, Ionian, Aegean, and Marmara seas.
- Ships cannot move into the Black Sea this round, because of bad weather north of the red dotted line called the tempest line.
- Galleys must enter a port at the end of their move, this needs no MPs. Ports are any city on the coast whose block covers partly land and sea.

SUMMER 5 (auction): Same as Spring 1.

SUMMER 6 (taxes): Each player gets one coin for the city that his leader counter is occupying. The empires, however, get one coin for each city in their realm. This is listed upon the map, for instance England gets six coins. These are placed on the map within the empire.

- The coins on England and France are not player-controlled in this game, but get spent each "Spring 3" round per 5.5.

NOTE: Players control the imperial funds, but do not own them.

SUMMER 7 (immature projects advanced): Read 5.10, if anyone has any immature cards.

SUMMER 8 (naval & land): Land and sea units can move now.

The player holding the most M cards moves first. In the likely event of ties, the player with the lowest personal L card goes first. That would be the White Sheep, with card L12.

- Players are allowed to skip their move, reserving the right to move unmoved units at the end of the turn. The White Sheep should do this, in hopes that later this round he can use the naval capacity of other players to move his caravan.
- Burgundy (L13) is next. Burgundy may try an overland route from Antwerp bank to Azov. If so, it should send its four caravans from Salzburg to Moldavia as follows: Bavaria, Austria, Hungary, Wallachia, Moldavia. (Caravans, like ships and armies, have 5 movement points.) On the spring of the following year, the Holy Romans should build armies or more caravans. On the next summer move, caravans should be deployed to occupy Circassia, Krim Tartary, Jedisian, and Lithuania. Eventually, Galacia, Poland, Brandenburg, Germany, Utrecht, Brabant, and Flanders will be occupied by armies or caravans to get this route established. The Habsburgs may want to seize cities in the Lowlands or Poland to secure their route. Perhaps the Churchlands in Germany and Brandenburg can be occupied with armies as well. This will reduce the tax base and customs of the Papal States.
- Genoa (L14) is next. For a Genoese trade route to be established, there must be a cooperating ship in each of the eight seas between Genoa and Azov. Venice needs seven ships for her route. If Genoa and Venice wish to cooperate, sharing ships, they can get a route going this turn. If not, then they should have their empires build more ships next Spring.
- Assuming cooperation, Genoa and Venice should put one ship (minimum) of any color per sea from Azov to the Ionian. Venice should put a ship of hers in the Ionian, Genoa should put a ship of hers in the Tyrrhenian and Ligurian. It is safest for the Genoa round ship to operate north of the tempest line, as galleys tend to sink there.
- The White Sheep must get a caravan or army to Granada (where their bank is) to get their route established. They should pay the Genoese player to allow the use of his ships to transport the caravan in Constantinople to Marseille, Provence. Assuming this is arranged, the caravan moves steppingstone fashion over the ships in each of the five seas, debarking in Provence. If the Genoese are uncooperative, it has to move overland, perhaps into the Stara Planina mountains. If so, it should move into the city of Adrianople to avoid paying winter maintenance costs.

FALL 9 (auction): Same as Spring 1.

FALL 10 (trade routes): Assuming there is a cooperating ship in every sea from the St. George bank of Genoa to the silk port of Azov, the Genoese player is personally paid 3 gold from the treasury. Venice may agree to forgo fees for use of its ships in return for a similar agreement from Genoa.

- Custom Fees. The Genoa player specifies which ships are used as part of the trade route. For instance, if there is a galley in Modon and Taranto in the Ionian sea, he chooses which port is used. One coin is put on the map at every such port in the route, paid from the treasury. Examine the example on the last page of the rules for details on this.
- If any ports used in a trade route are part of an empire, customs collected there go into the treasury of that empire. For instance, customs collected in the port of Taranto (Italy) go to Aragón.
- Satellite Cities. If the port of Caffa (on the Euxine) contains a galley used in the trade route, customs fees collected there are

paid to the Genoese player. Similarly, the city of Modon in the Ionian pays to Venice. Other satellites are listed in 5.11.7.

- Home City. Customs collected at a player's home city (listed on his card) go directly to that player. For instance, customs collected at Genoa and Venice go to those players respectively. However, customs collected at Antwerp do not go to the Burgundy player, because his home city is in Dijon. He may move his leader (with 10 MPs) to Antwerp, or anywhere else outside an empire, to make that his new home city. This forfeits his title (see 6.2.2).

FALL 11 (storms): Every ship that is north of the tempest line (red dotted line) must roll a risk on a 1d6 die. Each galley rolls twice, each round ship rolls once. Each "1" rolled scores a depletion, which inverts the ship to its "crossed out" side. A second depletion on a ship sinks it.

FALL 12 (land movement): The White Sheep may move its Ottoman caravan out of Marseille into Provence, then into Roussillon. Unfortunately, it has not enough MPs to enter the Pyrennes, since mountainous Duchies require 4 MPs to enter. It will take three more movement rounds to get it into Granada.

WINTER 13 (auction): Same as Spring 1.

WINTER 14 (maintenance): All galleys must be maintained by spending a coin, otherwise they are depleted. The Venetian player and the Genoese player each pay four coins of imperial money to maintain their respective imperial fleets. The Venetian player should pay one coin of personal money to maintain its galley counter. The Genoese do not need to spend anything for their round ship.

- Any caravans that are outside cities in the mountains are depleted unless a coin is paid. Cities may maintain one army each, any more than that stacked within also are depleted unless a coin is paid.

YOU HAVE COMPLETED THE FIRST YEAR; THE NEXT YEAR IS SIMILAR. PLAY UNTIL A TIME LIMIT IS REACHED, OR THE YEAR 1479, THEN SEE WHO HAS THE MOST PERSONAL GOLD.

SUPPOSING THINGS GET NASTY...

How do I build armies? Pay 5 gold to the treasury during spring recruitment. Five coins of personal gold buys a mercenary at a city in your Duchy. Five coins of imperial money buys imperial troops at an unoccupied city within the empire.

How can I expand my aligned empire? Lead imperial armies using the emperor counter or your personal counter into foreign cities. Any city occupied by imperial troops is considered part of the empire and adds to the tax base. Note that armies (imperial or mercenary) must be led by leaders to move. Leaders can pick up and drop off armies, see 5.7.4. Should combat occur, see 5.8.

How can the White Sheep overcome their initial disadvantage? He can have an Ottoman army recruited at Constantinople, and asks for bribes to keep the straits open per 5.11.8. Or he can turn the Black Sea into an Ottoman lake.

How can I loot money that is sitting on the map? Lead a mercenary army or pirate ship to that location and take it, see 5.8.9. If it is 5 coins or more, it will automatically conscript an army to defend per 5.7.11. Half of looted money is lost to debauchery.

How can I become emperor? Go lead mercenaries to the emperor's location and kill him. If you are aligned with the empire, it is first necessary to announce that you are disaligning from that empire (5.14.3). Choose an unclaimed empire (England or France) to align with. Then check 6.2.5 to see who becomes the new emperor. Other players may align with the empire you have abandoned, if they wish.