



Lorenzo il Magnifico

Rulebook

In *Lorenzo il Magnifico*, each player takes the role of a head of a noble family in Florence during the Renaissance. You must accumulate prestige and fame to gain more Victory Points than the others. To do so, you will send your family members to different areas of the city where they can attain various achievements. In some areas, you will get useful resources. In others, you will get development cards representing new territories, sponsored buildings, influenced characters or encouraged ventures. Elsewhere, you can activate the effects of these cards. Family members are not identical. At the beginning of each round, 3 dice are rolled to determine the family members' value. You must carefully choose where to send your family members with a higher value.

There are several ways to gain Victory Points, but you must also pay attention to your relations to the Church. The game is divided into 3 periods, each formed by 2 rounds. At the end of each period, players must show their faith. Anyone who hasn't prayed enough will suffer harsh penalties. After 6 rounds, you will calculate your final score and the player with most Victory Points will be the winner.

Components

1 Board



Wooden resources:



Wood
(16 small,
4 large)



Stone
(16 small,
4 large)



Servant
(18 small,
5 large)



4 Covering Tiles



4 Personal Boards



16 Family Members
(each player has 3 colored pawns and
1 uncoloured pawn)



21 Excommunication Tiles



96 Development Cards
(numbered from 1 to 96)



4 Personal Bonus Tiles



Coins (1, 5)



3 Dice
(white, black, orange)

12 Excommunication Cubes
(3 for each player color)



16 Marker Discs
(4 for each player color)



16 stickers
Rules



20 Leader Cards

Before the first game, you have to apply stickers to the Family Members (cylindrical pawns). Stickers have the same background color as the players' colors. Apply the stickers with a colored die on the colored pawns of each set. Apply the stickers with the neutral die and a 0 on the 4 uncolored pawns.

Setup

- 1** Place the Board in the center of the table.
- 2** Separate the Development Cards by type and period (*color and back number*). Shuffle each deck (*formed by 8 cards*) separately. Create 4 different decks (*one for each type of card*) by placing third period cards on the bottom, second period cards in the middle, and first period cards on the top. Place the decks next to the board, near the towers.
- 3** Separate the Excommunication Tiles by period (*back number*), shuffle them separately, then draw one tile from each stack and place them in the appropriate space on the board. (*Place the leftover tiles back in the box.*)
- 4** Place the resources and coins next to the board. They form the general supply. Small resources count as 1. Large resources count as 5. Resources are considered to be unlimited. (*If you run out, find a way to take note of the resources you receive.*)



- 5** Place the 3 Dice next to the Board.



- 6** In a 2-player game, place all the Covering Tiles in the appropriate spaces (*with the ♀ and ♂ symbol*).

In a 3-player game, place the 2 small Covering Tiles in the appropriate spaces (*with the ♀ symbol*).





7 Each player chooses a color and receives:

a A Personal Board



b 1 Personal Bonus Tile. (*In the basic game, all players use this side.*)

c 3 Family Members of their color and the uncolored Family Member with the sticker of their color

d 3 Excommunication Cubes

e 4 Marker Discs. Place 1 disc each on the 0 step of the Victory Points track, Military Points track, and Faith Points track, respectively. Place the last disc on the Turn Order track.



Victory Points track



Military Points track



Faith Points track



Turn Order track

f 2 wood, 2 stone, 3 servants

8 Randomly choose the turn order and place the marker discs on the Turn Order track.

9 The first player receives 5 coins, second player receives 6 coins, third player receives 7 coins, fourth player receives 8 coins.

Lorenzo il Magnifico is a complex strategic game. Here we present the rules for the basic game to introduce play. To play a full game, read the Advanced Rules section on page 12 and integrate them with the basic rules.

The Game

Lorenzo il Magnifico is played in 3 periods, each divided into 2 rounds, for a total of 6 rounds. Each round is divided into 4 phases.

A Round Setup

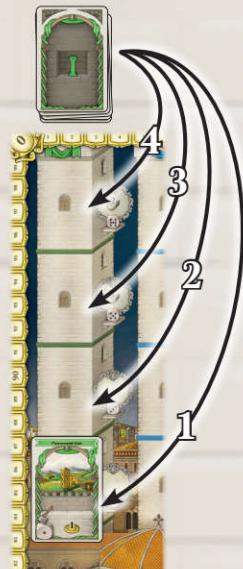
B Actions

C Vatican Report (only during round 2, 4, 6 at the end of a Period)

D End of the Round

A Round Setup

- Draw 4 Development Cards from the top of each deck and place them in the appropriate spaces of the board, from bottom to top.



- The First player rolls the dice and places them on the appropriate spaces on the board.



B Actions

Following Turn Order, players must take their actions.

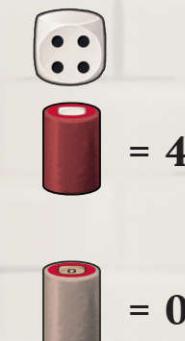
To take an action, you must place one of your Family Members in an action space and perform the corresponding action.



On top of each Family Member, there is a symbol (*a colored or a neutral die*). This symbol is related to the value of the corresponding die.



Each Family Member can perform an action at the value of its corresponding die (*for example, if you rolled a 4 on the white die, all Family Members with the white die symbol on top will have a value of 4 during the current round*). The neutral Family Members have a value of 0. (*The colored sticker reminds that an uncolored Family Member belongs to a certain player.*)



For some actions, you will need a Family Member of value 1. For other actions, you will need higher values. Some actions allow you to decide your Family Member's value depending on your needs. The minimum value needed for every action is depicted inside the die symbol under the action space.



Note: A Family Member with a certain value can always take an action that requires a lower value.

Before placing a Family Member, you can always spend servants to increase the Family Member's value, in a 1:1 ratio, without limit. (*For example, you can spend 3 servants to increase your uncolored Family Member's value to 3.*)



There are 5 different areas where you can place your Family Members. Different rules are applied to the action spaces in different areas.

Towers for Development Cards

There are 4 Towers, each with 4 floors. On every floor, there is an action space that allows the player to take the corresponding card and, if present, some bonuses.

The Cards

There are 4 different types of Development Cards: Territories (green), Buildings (yellow), Characters (blue), and Ventures (purple).

All cards, Territories excepted, have a cost indicated in their upper left corner. When you have to take a card (*as an effect of a Family Member placed or another card's immediate effect*), you must always pay its cost.

Most cards have an immediate effect. This is indicated in the middle part of the card, beside the flash symbol. You may receive resources, Points (*Victory, Military or Faith*) or bonus actions. These bonus actions could be taking a card without placing a Family Member or performing a Harvest/Production action. (*See page 8*.)

Most cards have a permanent effect. This is indicated in the lower part of the card. Each type of card has a permanent effect that is activated in a different way.



Territories

Territories don't have a cost, but it is not that simple to conquer new territories. To take a new Territory Card, you must place it in the first free space on the left of your Personal Board (*in the lower line*).



The first 2 spaces are always available. The others will become available when your military power increases. On every space of the lower line of your Personal Board (*except the first 2*), you can see the number of Military Points required to place a card there. You don't have to spend Military Points. You only have to have them in the moment you place the card. (*After you have placed a card, the requirement is covered and you can forget it.*)



Territories are an important source of goods. Their permanent effects are activated with a Harvest action. (*See Activating permanent effects at page 8.*)

In addition, they provide Victory Points at the end of the game in relation to the total number of Territory Cards you have. (*See End of the Game and Final Scoring on page 11.*)

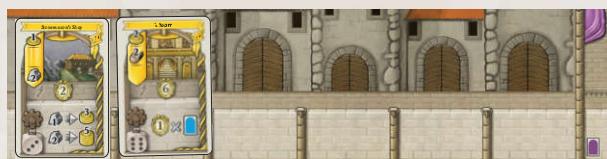
	= Take the depicted number of resources or Points		= Perform a specific action at a specific value without placing a Family Member
	= Pay the resources or Points on the left to receive the resources or Points on the right, only one time per activation (if there are two arrows, you must choose which one to execute)		= Receive the coins or Victory Points on the left for each number of Cards or Military Points on the right you have
	= You get a discount of the resources on the right when you take a specific type of Card		= When you are performing a specific action (Harvest, Production, or Taking a specific Card), increase your action value by the depicted number of dots

Buildings

Buildings always cost resources (*wood, stone, servant, coin*). When you acquire a Building Card, you must spend the required resources and return them to the general supply. If you don't have the required resources, you can't take the card.



Place the Building in the appropriate space on your Personal Board (*in the upper line*) from left to right.



Buildings provide resources or allow you to exchange a resource for either another resource or Points. Their permanent effects are activated with a Production action. (*See Activating permanent effects on page 8.*)

Permanent Effects examples:



Pay 1 wood to receive 3 Victory Points OR
Pay 3 wood to receive 7 Victory Points



Gain 1 Victory Point for every Character Card you have next to your Personal Board



Pay 4 coins to receive 3 wood and 3 stone



Pay 1 wood OR 1 stone to receive 2 Faith Points

Characters

Characters only ever cost coins. When you acquire a Character Card, you must spend the required coins and return them to the general supply. If you don't have the required coins, you can't take the card.

Place the card in a line beside your Personal Board (*in the lower right corner*).



Some Characters' immediate effects may give you the ability to perform a bonus action without using your Family Members. In this case, all rules are applied normally to that action.

Immediate Effects examples:

Receive 1 Faith Point. In addition, you can perform an action at value 4 to take a card of any type without placing a Family Member. (You can change the action value with servants and cards effects.) Pay 3 additional coins if the tower is already occupied and take the bonus resources from the third/fourth floor. (See page 7.)



Perform an action at value 6 to take a Building card without placing a Family Member. (You can change the action value with servants and cards effects.) The cost of the card you take is reduced by 1 wood and 1 stone. Pay 3 additional coins if the tower is already occupied and take the bonus resources from the third/fourth floor. (See page 7.)



Receive 2 Faith Points. In addition, you can perform a Harvest action at value 4 without placing a Family Member. You can pay servants to increase the action value. (If you have cards that modify the Harvest value, calculate that bonus.)



Receive 2 Victory Points for each Character Card next to your Personal Board, including this one.



Receive 3 different Council Privileges.



Characters' permanent effects are activated in specific circumstances (*usually when you are performing another action*). Some of them give a bonus to the action value, some provide a discount on the costs.

Permanent Effects examples:

Whenever you perform an action to take a Character card (through a Family Member or as an effect of another card), increase the value of the action by 2. In addition, the cost of the card you take is reduced by 1 coin.



Whenever you perform a Harvest action (through a Family Member or as an effect of another card), increase the value of the action by 2.



You don't take the bonuses when you take a Development Card from the third and the fourth floor of the towers (through a Family Member or as an effect of another card.)



In addition, Character Cards provide Victory Points at the end of the game in relation to their total number. (*See End of the Game and Final Scoring on page 11.*)

VENTURES

Ventures cost resources or Military Points. Some Venture Cards have a double cost, which means you can choose which cost to pay. If you don't have the resources or Points required, you can't place the Family Member to take the card.

This symbol means that you must pay 2 Military Points and may do so only if you have at least 4 Military Points before taking the card. (Move your disc back on the Militaty Track.)

OR pay using resources.

Place the card in a line next to your Personal Board (*in the upper right corner*).



Ventures' permanent effects are always activated at the end of the game, when you calculate the final scoring. (*See End of the Game and Final Scoring on page 11*.)

Rules for placing a Family Member on a tower

➊ The Family Member you want to place here must have a specific value, depending on the floor where you will place it:



On the first floor, you must place Family Members of value 1 or more.



On the second floor, you must place Family Members of value 3 or more.



On the third floor, you must place Family Members of value 5 or more.



On the fourth floor, you must place a Family Member of value 7 or more. To place here, you must spend at least 1 servant or have a card power that increases a Family Member's value.

➋ There is no rule regarding the placement order on the floors. (*Players don't have to place on the first floor first.*)

➌ Beside the action spaces on the third and fourth floor, you will find some bonuses: *1 or 2 wood, 1 or 2 stone, 1 or 2 Military Points, 1 or 2 coins*. When you place a Family Member in one of these spaces, immediately receive the bonus.



You may use this bonus to pay the cost of the card you want to take.

➍ If there are Family Members (*one or more, yours or of other players*) already present in the same tower where you want to place your Family Member, you must pay 3 coins to the supply before placing it. If you place in a space that gives coins as a bonus, you can't use them to pay these 3 additional coins.



➎ There can't be two Family Members of the same color in the same tower. Uncolored Family Members are considered to be of a neutral color. (*A single player can take 2 cards from the same tower in the same round, but only using their uncolored Family Member or using a card effect.*)



➏ After taking a card, place it in the corresponding space of your Personal Board: Territories on the lower line, Buildings on the upper line, Characters on the lower right, Ventures on the upper right. If the card has an immediate effect, resolve it now.

➐ You may not have more than 6 cards of the same type on your Personal Board.

Recap: Place a Family Member on a tower floor. (*It must have a value equal to or higher than the value required by the action space. If there are already Family Members in the same tower, pay 3 additional coins to the supply. There can't be 2 Family Members of the same color in the same tower.*) Take the bonus if present. Pay the cost of the card (*and if it is a Territory, you must have the Military Points required.*) Take the card and place it on your personal board. Apply the immediate effect of the card if present.

Harvest and Production Area

Both of these areas are divided into two action spaces. The first action space on the left may contain only one Family Member. The larger action space on the right may contain any number of Family Members. (This space is not available in 2-players games.)



⦿ The Family Member you want to place here must have a value of 1 or higher. The second section gives a penalty of -3 to the action value. To place a Family Member here, you must activate an action at value 1 or higher.

Players may not place two of their colored Family Members in the two action spaces of each area, but they can place a colored and the uncolored Family Member.



The value of the Family Members you place here determines the value of the action. Their value can be increased by spending servants or by cards' effects.

⦿ Harvest activates the corresponding personal bonus and the permanent effects of all Territories on your Personal Board, but only of those Territories that have a value equal to or lower than your Harvest action value.

⦿ Production activates the corresponding personal bonus and the permanent effects of all Buildings on your Personal Board, but only of those Buildings that have a value equal to or lower than your Production action value.

⦿ Personal bonus is indicated on your Personal Bonus Tile beside your Personal Board. This bonus is activated with an action at value 1, so it is always activated when you perform a Harvest/Production action.



Activating permanent effects

When you activate a line of Territories, you receive resources and Points from the activated cards. In addition, you receive bonuses from your Personal Bonus Tile.



You place a Family Member with a value of 3 on the first Harvest action space. You have 2 servants in your personal supply and decide to spend them to increase your action value up to 5. You receive 1 wood, 1 stone, and 1 servant from your Personal Bonus Tile; 3 wood from the Forest; 2 Military Points and 2 servants from the Manor House; and 1 Victory Point and 2 stone from the Marble Pit.

You don't receive bonuses from the Monastery because it has an activation value of 6 and your action has a value of 5.

When you activate a line of Buildings, you activate their permanent effects. In addition, you receive bonuses from your Personal Bonus Tile.

All the resources you want to use to activate the exchanging effects (*those effects that change a resource into another*) must already be present in your personal supply before starting the activation. (*You can't use resources that you received from a permanent effect for another building's permanent effect.*) To remember, place the resources you want to use from your personal supply on the cards that will use those resources before activating.



You place a Family Member with a value of 6 on the second Production action space, so your action has a value of 3. You can decide

- not to spend servants and activate only the Treasury and the personal bonus. You gain 1 Military Point and receive 2 coins from the Personal Bonus Tile and you spend 1 or 2 coins to gain 3 or 5 Victory Points
- to spend 1 servant to also activate the Carpenter's Shop. You spend 1 wood to receive 3 coins or 2 wood to receive 5 coins
- to spend 2 servants to also activate the Fortress. You receive 1 Council Privilege and gain 2 Victory Points

In any case, you can't use the coins you receive from the Personal Bonus Tile (or from the Carpenter's Shop) to activate the Treasury. You must already have the coins in your personal supply before the activation.

The Market



There are 4 action spaces in the Market. (*The 2 spaces with this symbol 4 are only available in 4-players games.*)

- ➊ Each space may contain only 1 Family Member. There can be any number of Family Members of the same color in the Market area. (*A player can place a Family Member in more action spaces here.*)
- ➋ The Family Members you want to place here must have a value of 1 or higher.

Spaces are:



Receive 5 coins.



Receive 5 servants.



Gain 3 Military Points and receive 2 coins.



Receive 2 different Council Privileges. (You may not take the same bonus twice.)

When you receive resources, take them from the general supply and place them in the appropriate spaces on your Personal Board. When you gain Points, move your Marker Disc on the appropriate track.

The Council Palace



There is one action space in the Council Palace.

- ➊ This space may contain any number of Family Members. There can be more than one of any color of Family Member in the Council Palace. (*A player may place multiple Family Members in this action space.*)
- ➋ The Family Member you want to place here must have a value of 1 or higher.
- ➌ When you place in the Council Palace,, place the Family Members in order from left to right.



- ➍ Immediately receive 1 Council Privilege and 1 coin.

Note: At the end of each round, Turn Order changes in relation to the order in which Family Members are placed in the Council Palace. (*See End of the Round at page 11.*)



Council Privilege is a bonus of your choice between:



1 wood and 1 stone / 2 servants / 2 coins / 2 Military Points / 1 Faith Point



Vatican Report

This phase only occurs in rounds 2/4/6. There is no round marker in the game. You must look at the Development Cards to calculate the round, if you don't remember it. If the cards on the top of the decks are a different period than the cards on the board, then it is an even round.

During this phase, players must show their support to the Church through their Faith Points.

Each period has a certain amount of Faith Points required: 3/4/5 Faith Points for Period 1/2/3, respectively. This is indicated on the Faith Points track.



There are 3 different possibilities:

- If a player does not have the Faith Points required at the end of a Period (*their marker on the Faith track isn't on the required step*), they are not able to support the Church and will suffer an Excommunication. Excommunicated players must place one of their cubes on the Excommunication Tile of the current period. From now on, they will suffer the negative effects of their excommunication. They leave their disc on the Faith Points track where it is.



If a player does have the Faith Points required at the end of a Period (*their marker on the Faith track is on the required step or further*), they can decide to support or not to support the Church.

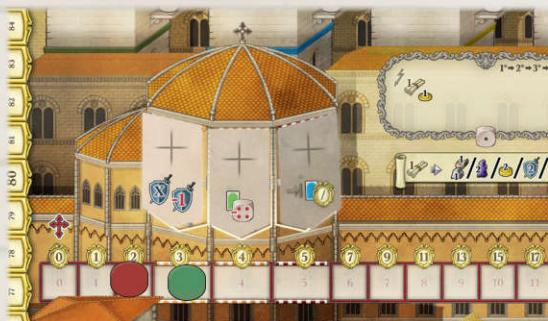
- If they decide not to support it, they will suffer an excommunication as if they did not have the required level of Faith Points. They must place their cube on the Excommunication Tile of the current Period and suffer the negative effects of their excommunication from now on. They leave their disc on the Faith track where it is.

If they decide to support the Church, they must spend all their Faith Points to prevent themselves from receiving an excommunication. However, the Pope will thank them with a certain amount of Victory Points. The players receive the Victory Points indicated on the step of the Faith track they are currently on. Then they move their marker back to the first step of the Faith track.



(Suffering an excommunication will give you negative effects for the rest of the game, but it preserves your Faith Points.)

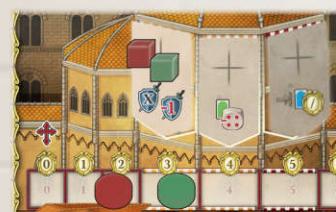
At the end of the 6th Round, the players who do not have the Faith Points required, after suffering excommunication, gain the Victory Points indicated on the step of the Faith track they are currently on. Then they move their marker back to the first step of the Faith track. For a detailed description of Excommunication Tiles, see the Quick Reference Guide.



After the Actions phase of round 2, the red player has 2 Faith Points and does not have the 3 Faith Points required by the first Period Vatican Report. They suffer the first Period Excommunication. They leave their disc where it is.

The green player has 3 Faith Points and can decide whether or not to support the Church.

If not, they suffer Excommunication and leaves their disc where it is.



If they support the Church, they gain 3 Victory Points and move their disc back to the 0 space of the Faith track.



D End of the Round

At the end of the round, perform the following actions.

- ➊ Take all the faceup Development Cards from the board. They won't be used again in this game.
- ➋ Change the Turn Order following the order of the Family Members placed in the Council Palace. The player who placed first becomes first player for the next round. Place their disc on the first space of the Turn Order, and so on with other players. If some players didn't place a Family Member in the Council Palace, they remain in their relative order. Uncolored Family Members count for the Turn Order as well. If a player placed more Family Members here, the first on the left is counted for Turn Order. If there are no Family Members in the Council Palace, leave the Turn Order as it is.



- ➌ Players then move their Family Members from the Board to their Personal Board.

You are now ready to start the following round.

End of the Game and Final Scoring

The game ends at the end of the sixth round, after the End of the Round phase. You can now calculate the Final Scoring.

Players will score Victory Points for the following results, indicated by this symbol ➡.

Thanks

Virginio and Flaminia: We would like to thank everybody who played the game and helped in making it better, in particular: Marco Pranzo, Gabriele Ausiello, Tommaso Battista, Davide Pellacani, Davide Malvestuto, Jamil Zabarah, Riccardo Rabissoni, Francesca Vilmercati, Filippo Di Cataldo, Luca and Livia Ercolini, Alessandro Lansuisi, Carlo Lavezzi, Claudia Dini, Walter Nuccio. Special thanks to Antonio Tinto and Stefano Luperto: together with them in Acchittocca, we learned to create games.

➊ Conquered Territories: 1/4/10/20

Victory Points for 3/4/5/6 Territory Cards on your Personal Board.



➋ Influenced Characters: 1/3/6/10/15/21

Victory Points for 1/2/3/4/5/6 Character Cards next to your Personal Board.



➌ Encouraged Ventures: The sum of all Victory Points on the Venture Cards next to your Personal Board.



➍ Military Strength:

If there is a tie between first players, they all gain 5 Victory Points and nobody gains 2 Victory Points. If there is a tie between second players, they all gain 2 Victory Points.



➎ Collected Resources: 1 Victory Point for every 5 resources of all types. (Add all the resources together, then divide the result by 5.)



The player with most Victory Points is the winner.

In case of a tie, the player more advanced on the Turn Order is the winner.

Simone: I would like to thank Samantha Milani, Marco & Simona, Francesco Stifani, Andrea Frizzo, Roberto Pellei and Simone Scalabroni, Rolling Gamers and Spazio Ludico associations; special thanks to Daniel Marinangeli for his many playtests and to Ido Traini for the “fourth Family Member” rule.

Cranio Creations: We would like to thank Paolo Mori who let us use the “Lorenzo il Magnifico” name; special thanks to Alessandro Corsi who took care of the historical review and prepared the Leaders’ description.

Advanced Rules

To play the full game, add these advanced rules. A setup rule provides the ability to customize your Personal Bonus Tile. Then, an important element of the game is introduced: the Leader Cards. These cards are used in the Actions phase. They have strong special abilities, but you will need to satisfy some requirements to play them.

Setup

Instead of taking a Personal Bonus Tile, place them with the advanced side faceup on the table. In a reverse turn order, each player chooses a Personal Bonus Tile and places it next to their Personal Board.



Shuffle the Leader Cards and give 4 cards to each player. Choose 1 card to keep and pass the others to the player on your right. Continue drafting cards until each player has 4 cards.

Leader Cards

Each Leader card has some requirements you must satisfy to play it. These are indicated in the upper part of the card. Requirements are not costs. You don't have to pay them. You only need to have them when you play the card. (It doesn't matter if you lose some requirements afterward.)



Each Leader has a special ability that is either Once Per Round or Permanent, indicated in the lower part of the card.

Once Per Round abilities give you bonuses when you activate it with a Leader Action (see below). These effects can be activated only once per round.

Permanent abilities usually have effects that are applied in specific circumstances, so they can be applied more than once per round.

(For a detailed description of Leader cards, see the Quick Reference Guide.)

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Leader Actions

During their Actions Phase, players may perform one or more special actions without placing a Family Member. These instant actions can be performed at any time, before or after placing their Family Member.

Discarding a Leader Card

You can decide to discard a Leader card from your hand. If you do so, you immediately receive a Council Privilege. You may do this more than once per turn.



Playing a Leader Card

You can play a Leader Card from your hand if you satisfy the Leader requirements. Place the Leader card face up next to your Personal Board. You may do this more than once per turn.



Example: The moment you have 10 wood in your personal supply, you may play this Leader Card.

Activating a Leader's Once Per Round Ability

Turn the Leader Card face down and resolve its "Once Per Round" Ability. You may activate more than one card per round.



End of the Round

Turn facedown Leader cards faceup.

We dedicate this game to the loving memory of Harald Bilz. We owe him limitless gratitude for his constant support, for his passionate advices and for the motivation he gave us through the years. You will stay forever in our hearts.



Leaders Cards

Francesco Sforza

E per dirlo ad un tratto non ci fu guerra famosa nell'Italia, che Francesco Sforza non vi si trovasse, e le Repubbliche, Prencipi, Re e Papi andavano a gara per haverlo al suo sevizio.

Requirement: 5 Venture Cards

Once Per Round ability: Perform a Harvest action at value 1. (You can increase this action value only by spending servants; you can't increase it with Farmer or Peasant Development Cards.)

Ludovico Ariosto

Io desidero intendere da voi Alessandro fratel, compar mio Bagno, S'in la Cort'è memoria più di noi; Se più il Signor m'accusa; se compagno Per me si lieva.

Requirement: 5 Character Cards

Permanent ability: You can place your Family Members in occupied action spaces.

Filippo Brunelleschi

[...] sparuto de la persona [...], ma di ingegno tanto elevato che ben si può dire che e' ci fu donato dal cielo per dar nuova forma alla architettura.

Requirement: 5 Building Cards

Permanent ability: You don't have to spend 3 coins when you place your Family Members in a Tower that is already occupied.

Sismondo Malatesta

Era a campo la maistà del re de Ragona. [...] el fè levar de campo cum la soe gente e cum lo altre di fiorentini, cum gram danno e poco onore del re.

Requirement: 7 Military Points and 3 Faith Points

Permanent ability: Your uncolored Family Member has a bonus of +3 on its value. (You can increase its value by spending servants or if you have Character Cards with this effect.)

Girolamo Savonarola

Che se possibile sempre ruminare qualche cosa divota, et quando mangiate, et quando lavorate, et quando camminate; [...] et sentirete nel core uno continuo ardore di fiamma di carità.

Requirement: 18 coins

Once Per Round ability: Gain 1 Faith Point.

Michelangelo Buonarroti

Dai quali tutti Michelagnolo molto era accarezzato, et acceso al honorato suo studio, ma sopra tutti dal Magnifico, il quale spesse volte il giorno lo faceva chiamare monstrandogli sue gioie [...].

Requirement: 10 stones

Once Per Round ability: Receive 3 coins.

Giovanni dalle Bande Nere

Egli apprezzava più gli huomini prodi che le ricchezze le quai desiderava per donar a loro.

Requirement: 12 Military Points

Once Per Round ability: Receive 1 wood, 1 stone, and 1 coin.

Leonardo da Vinci

Ognomo senpre si trova nel mezo del mondo en essotto il mezo del suo emisperio e sopra il ciento desso mondo.

Requirement: 4 Character Cards and 2 Territory Cards

Once Per Round ability: Perform a Production action at value 0. (You can increase this action value only by spending servants; you can't increase it with Artisan or Scholar Development Cards.)

Sandro Botticelli

[...] ancora che agevolmente apprendesse tutto quello che e' voleva, era nientedimanco inquieto sempre, né si contentava di scuola alcuna [...].

Requirement: 10 woods

Once Per Round ability: Gain 2 Military Points and 1 Victory Point.

Ludovico il Moro

Ludovicum Sforiam Mediolanensem principem, cui Moro cognomen fuit, nequaquam a suscine oris, quod esset aequo pallidior ita vocatum ferunt, quod pro insigni gestabat Mori arboris.

Requirement: 2 Territory Cards, 2 Character Cards, 2 Building Cards, and 2 Venture Cards

Permanent ability: Your colored Family Members has a value of 5, regardless of their related dice. (You can increase their value by spending servants or if you have Character Cards with this effect.)

Lucrezia Borgia

Donna Lucretia, benché avezza homai a mutar mariti secondo il capriccio et interesse dei suoi, [...] si trattene fin che il tempo unico medico di queste passioni le fece volger l'animo a più soavi pensieri.

Requirement: 6 Development Cards of the same type

Permanent ability: Your colored Family Members have a bonus of +2 on their value. (You can increase their value by spending servants or if you have Character Cards with this effect.)

Federico da Montefeltro

[...] la gloriosa memoria del Duca Federico, il quale a di suoi fu lume della Italia. Né quiivi [Urbino] cosa alcuna volse, se non rarissima et eccellente.

Requirement: 5 Territory Cards

Once Per Round ability: One of your colored Family Members has a value of 6, regardless of its related die.

Lorenzo de' Medici

Vir ad omnia summa natus, et qui flantem reflantemque tolens fortunam usque adeo sit alterna velificatione moderatus.

Requirement: 35 Victory Points

Permanent ability: Copy the ability of another Leader Card already played by another player. Once you decide the ability to copy, it can't be changed.

Sisto IV

[...] secretamente trattò, che per mezzo di una congiura fussero ammazzati Lorenzo e Giuliano de' Medici fratelli, e si riordinasse poi quella Repubblica a sua volontà.

Requirement: 6 wood, 6 stone, 6 coins, and 6 servants

Permanent ability: You gain 5 additional Victory Points when you support the Church in a Vatican Report phase.

Cesare Borgia

Cesarem Borgiam, qui sanguinario ingenio, immanique saevitia veteres tyrranos aequasse censeri potest, viroso sanguine, execrabile semine progenitum ferunt.

Requirement: 3 Building Cards, 12 coins, and 2 Faith Points

Permanent ability: You don't need to satisfy the Military Points requirement when you take Territory Cards.

Santa Rita

Fu talmente abbracciata la santa astinenza, e l'aspro vestire dalla nostra Beata Rita, che chi la mirava, restava meravigliato, e quasi fuor di se stesso rimaneva.

Requirement: 8 Faith Points

Permanent ability: Each time you receive wood, stone, coins, or servants as an immediate effect from Development Cards (not from an action space), you receive the resources twice.

Cosimo de' Medici

Debebunt igitur Medici magno Cosmo omnis Medicea, et Florentina posteritas.

Requirement: 2 Character Cards and 4 Building Cards

Once Per Round ability: Receive 3 servants and gain 1 Victory Point.

Bartolomeo Colleoni

Et era allhor frequente per le bocche del volgo un sì fatto motto: «Havere il Coglione allo Sforza, il gioco di maniera in man concio, che non facendo ei torto alle carte più non potea perdere».

Requirement: 2 Venture Cards and 4 Territory Cards

Once Per Round ability: Gain 4 Victory Points.

Ludovico III Gonzaga

[...] la qual cosa sopportava con sdegno Lodovico, parendogli che nota infame gli fosse l'essergli preposto dal padre il fratello, il quale veramente odiava.

Requirement: 15 servants

Once Per Round ability: Receive 1 Council Privilege.

Pico della Mirandola

Ioannes Picus Mirandula merito cognomine phoenix appellatus est, quod in eum, Dii superi, supra familae claritatem, omnis corporis, ac animi vel rarissima dona contulerint.

Requirement: 4 Venture Cards and 2 Building Cards

Permanent ability: When you take Development Cards, you get a discount of 3 coins (if the card you are taking has coins in its cost.) This is not a discount on the coins you must spend if you take a Development Card from a Tower that's already occupied.

Excommunication Tiles

I



Each time you gain Military Points (*from action spaces or from your Cards*), gain 1 fewer Military Point. (*If you have more Cards that give you Military Points, consider each Card a single source, so you gain -1 Military Point for each card.*)



Each time you receive coins (*from action spaces or from your Cards*), you receive 1 fewer coin. (*If you have more Cards that give you coins, consider each Card a single source, so you receive -1 coin for each card.*)



Each time you receive servants (*from action spaces or from your Cards*), you receive 1 fewer servant. (*If you have more Cards that give you servants, consider each Card a single source, so you receive -1 servant for each card.*)



Each time you receive wood or stone (*from action spaces or from your Cards*), you receive 1 fewer wood or stone. (*If you have more Cards that give you wood and stone, consider each Card a single source, so you receive -1 wood/stone for each card.*)



Each time you perform a Harvest action (*through the action space or as a Card effect*), decrease its value by 3. You may still spend servants to increase the action value and you must apply your Card's effects. (*If you place in the second action space, your action value is decreased by 6.*)



Each time you perform a Production action (*through the action space or as a Card effect*), decrease its value by 3. You may still spend servants to increase the action value and you must apply your Card's effects. (*If you place in the large action space, your action value is decreased by 6.*)



All your colored Family Members receive a -1 reduction of their value each time you place them. (*For example, if you roll a 5 on the black die, your Family Member with the black die symbol has a value of 4.*) You may still spend servants to increase their value and you must apply your Card's effects.

II



Each time you take a Territory Card (*through the action space or as a Card effect*), your action receives a -4 reduction of its value. You may still spend servants to increase the action value and you must apply your Card's effects.



Each time you take a Building Card (*through the action space or as a Card effect*), your action receives a reduction of -4 of its value. You may still spend servants to increase the action value and you must apply your Card's effects.



Each time you take a Character Card (*through the action space or as a Card effect*), your action receives a -4 reduction of its value. You may still spend servants to increase the action value and you must apply your Card's effects.



Each time you take a Venture Card (*through the action space or as a Card effect*), your action receives a -4 reduction of its value. You may still spend servants to increase the action value and you must apply your Card's effects.



You can't place your Family Members in the Market action spaces.



You have to spend 2 servants to increase your action value by 1 (and 4 servants to increase it by 2, and so on...).



Each round, you skip your first turn. (*When you have to place your first Family Member, you have to pass.*) You start taking actions from the second turn (*in the appropriate turn order*). When all players have taken all their turns, you may still place your last Family Member.

III



At the end of the game, you don't score points for any of your Influenced Characters.



At the end of the game, you don't score points for any of your Encouraged Ventures.



At the end of the game, you don't score points for any of your Conquered Territories.



At the end of the game, before the Final Scoring, you lose 1 Victory Point for every 5 Victory Points you have. (*For example, if you have 26 Victory Points before the Final Scoring, you lose 5 Victory Points.*)



At the end of the game, you lose 1 Victory Point for every Military Point you have. (*For example, if you end the game with 12 Military Points, you lose 12 Victory Points.*)



At the end of the game, you lose 1 Victory Point for every wood and stone on your Building Cards' costs. (*For example, if all your Building Cards cost 7 wood and 6 stone, you lose 13 Victory Points.*)



At the end of the game, you lose 1 Victory Point for every resource (wood, stone, coin, servant) in your supply on your Personal Board. (*For example, if you end the game with 3 wood, 1 stone, 4 coins, and 2 servants, you lose 10 Victory Points.*)



Lorenzo il Magnifico

Houses of Renaissance Expansion Rulebook

In this expansion, players have new possibilities to expand their family's influence throughout Italy during the Renaissance. You will have access to your family power, as well as the ability to conquer new territories, influence new characters, sponsor new buildings, and encourage new ventures. You will also have new leaders to call on for support. Furthermore, you will have a new player in the game! These new mechanics will greatly change the game each time you play.

Components

Components for the 5th player



1 Player Board



4 Family Members
(3 colored and 1 uncolored pawn)



5 Auction Tiles



1 Council Tile



2 Adaptation Tiles



1 Special Tower Tile



3 Excommunication Tiles



4 Marker Discs



30 Special Tokens



48 Special Development Cards
(numbered from 97 to 144)



30 Resources
(wood, stone, servants)



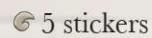
20 Leader Cards



10 Family Tiles



3 Special Faith Tiles



5 stickers

Before the first game, you have to apply stickers on the new Family Members (cylindric pawns). Apply 3 stickers with a colored die on the 3 pink pawns. Apply the sticker with a neutral die and a 0 on the uncolored pawn. Apply the sticker with a brown background and a 3 on the brown pawn.

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To play *Lorenzo il Magnifico Houses of Renaissance*, follow the base game setup with the following changes.

Setup

- 1** Place the Special Tower Tile next to the board. Place the New Council Tile on the board, creating a new Council Row.

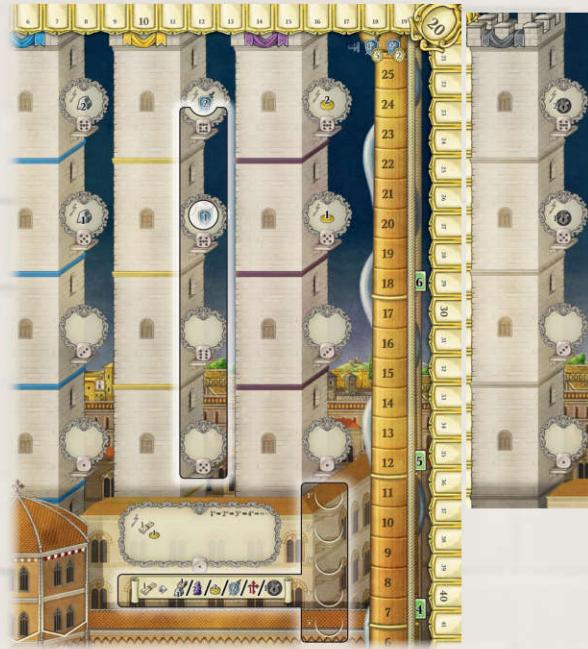


- 2** Separate the Special Development Cards by Period (*the number on their back*) and draw 8 random cards for each Period. Prepare the Special deck as usual (*third Period cards on the bottom, second Period cards in the middle, and first Period cards on the top*). Place the Special deck next to the Special Tower Tile.

- 3** Add the 3 new Excommunication Tiles to the base game tiles before drawing which ones you will play.

- 4** Place the Special Tokens facedown next to the supply.

- 5** In a 2-4 players game, use the **2 3 4** tile. In a 5 players game, use the **5** tile. Draw a leftover Special Development Card. Place the Adaptation Tile on the corresponding Tower on the board.



In this example, you draw a building in a 5-player game. Place the Adaptation Tile in the yellow tower.

Place the remaining Special Development Cards in the box, you won't use them.

Each player chooses a color and receives the starting components of that color.

Players DON'T receive resources (wood and stone).

- 6** The first player receives 0 coins, the second player receives 1 coin, the third player receives 2 coins, the fourth player receives 3 coins and the fifth player receives 4 coins.

In *Houses of Renaissance* you will find new components, each with specific rules.

Family Tiles

In this expansion, each player starts the game with a Family Tile. These represent your family and give you a special ability during the game. (*For a detailed description of Family Tiles, see the Quick Reference Guide.*) Before the first round, players will hold an auction to determine which Family Tile they receive. The auction also determines their starting resources.

Draw a number of Family Tiles and Auction Tiles

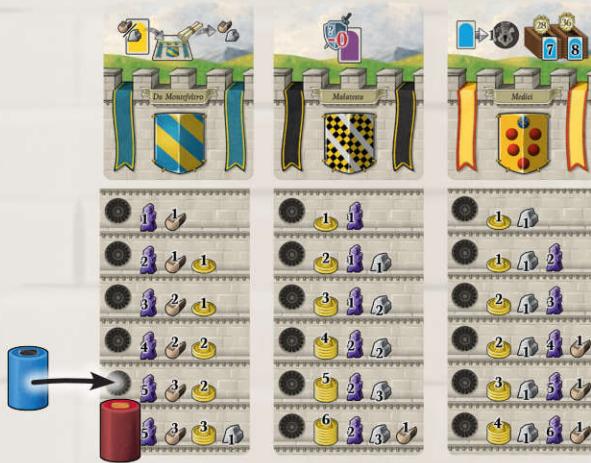
equal to the number of players. Randomly place each Family Tiles over an Auction Tile. Auction Tiles show 6 offering lines, each with an offering space and the related starting resources.

Going in Turn Order, **each player makes an offering**. To make an offering, place 1 of your Family

Members (*no matter which one*) in a free offering space on an Auction tile.

Rules for placing your Family Member are as follows:

- If the Auction Tile is empty, you can place your Family Member in any space you want.
- If the Auction Tile is already occupied by another Family Member, you must place yours in a higher offering space. In this case, the other player must immediately move their Family Member in another offering space (*on the same or another Auction Tile*), following the same rules. This can cause multiple movements.



The red player makes an offering for this Family Tile. Then, the blue player makes a higher offering for the same Family Tile. The red player must immediately make another offering. They can decide to place their Family Member in a higher offering space on the same Auction tile, or they can place it in an offering space of their choice on another Auction tile.

Note: If a player places their Family Member in the highest offering space of an Auction Tile, they are sure to get the related Family Tile.

Offerings continue until every player has their Family Member on a different Auction Tile.

Every player receives the Family Tile and the starting resources indicated by the offering line where they have their Family Member.



In this example, the red player receives 4 servants, 2 wood, and 2 coins. The blue player receives 5 coins, 2 servants, and 3 stones. The pink player receives 2 coins, 1 stone, 4 servants, and 1 wood.

New Leaders

Add the new Leader Cards to the cards of the base game, or decide which set to be used. Draft the Leader Cards following the advanced rules in the base game.

(For a detailed description of new Leader Cards, see the Quick Reference Guide on page 19.)

In this expansion, some Leader have a new special ability: **the action ability**. These Leaders provide an action space that only the player who has played the Leader Card can use. The Leader action spaces follow all the basic rules for placing Family Members.

Special Tokens



This expansion introduces a new type of resource: the Special Tokens. Special Tokens are considered to be a resource like any other (wood, stone, servants, coins). Every time an action, an immediate effect or a permanent effect give you 1 or more Special Tokens, draw them from the supply and place them in front you. You are allowed to look at what is on the token, but you don't have to show the other players until necessary.

Note: You can now receive a Special Token as a Council Privilege.

During your turn, before or after placing your Family Member, **you may discard any number of Special Tokens to immediately receive the bonus listed on them**. Discarded tokens are placed faceup in a separate area of the supply. If you draw the last token from the supply, shuffle all discarded tokens and form a new facedown supply.

Some Special Development Cards have Special Tokens as a cost. Some have them as a resource you have to pay in their permanent effect. In both cases, simply pay the number of Special Tokens needed, no matter what symbol is on it. Some Leader Cards have Special Tokens as a requirement. Here you just need to have them in your personal supply.

At the end of the game, Special Tokens in your supply aren't worth Victory Points on their own. Just remember to discard them to receive what is shown on them before the final scoring. (You cannot discard Special Tokens that have been placed on the cards.)

Special Tower

The Special Tower Tile provides 4 new action spaces to gain Special Development Cards. The Tower follows all the rules of the base game. During the Round Setup Phase, draw 4 Special Development Cards from the top of the corresponding deck and place them in the appropriate spaces of the Tower, from bottom to top. During the Action Phase, players can place their Family Members in the action spaces of the Special Tower, following all the basic rules (*if you place on the third and fourth floor, you immediately receive 1 or 2 Special Tokens*). During the End of Round Phase, discard all the Special Development Cards remained on the Tower.



The Adaptation Tile

The Adaptation Tile is placed over the action spaces of a Tower at the beginning of the game (see *Setup*), and it moves on another Tower at the end of each round. It changes the minimum values needed to perform certain actions. In a 2-4 players game, new values are higher than the base game. In a 5 players game, the new values are lower.



During the End of Round Phase, **move the Adaptation Tile** onto the Action Spaces of the Tower immediately on the right of where it currently is. If it is on the Ventures Tower (*rightmost Tower*), it will wrap around to the Territories Tower (*the leftmost tower*). The Adaptation tile is never placed on the Special Tower tile.

Special Development Cards

Special Development Cards are of 4 different types: territories, buildings, characters and ventures. Each type of card follows the same rules of the base game.

There are some new effects on the cards.



You can place a Special Token faceup here. When you activate it, receive what is on the Special Token.



Receive a number of resources/points equal to the number of cards of the shown type that you have, up to the number of the activation value. (*For example, if you have 4 cards and your activation value is 3, you receive 3; if your activation value is 5, you receive 4.*)



Draw a Leader Card from the deck.



You don't pay the 3 additional coins for an occupied tower when you place in the Special Tower.



Each time you play a Leader Card, you receive a random Special Token.



You can pay what is on the left to get what is on the right a number of times equal to your activation value.



Receive a Special Token OR pay 3 Special Tokens to play a Leader Card ignoring all its requirement.



You become first on the Military Track. Move your marker to the same step where the first marker is.



Some Venture Cards cost Military Points AND resources.



Each time you play a Leader Card you can ignore 1 requirement at your choice. (*For example, if you want to play Pietro Bembo who requires 3 Character Cards and 3 Faith Points, you can play it with 3 Faith Points and no Character Cards.*)



Place 1 of your Special Token faceup here. Each time you place 1 of your Family Members in the Market area, you also receive what is on the Special Token.



You can activate another building/territory ignoring its activation value.



Take a discarded card without paying its cost. You cannot take a Special Development Card.

New Leaders

Alfonso V d'Aragona

Il Re concesse la grata, aggiungendo di più per il beneficio del regno, e de poveri un stablimento di dar publica udienza a povere e miserabili persone, e ministrargli giustizia.

Requirement: 6 Military Points and 0 Faith Points

Permanent ability: Each time you take a Territory Card, gain 1 Faith Point.

Alfonso I d'Este

Eodem millesimo, de Novembre et Decembre, il duca Hercole fece fare il pezolo che va al palazo de la sua habitatione, cum quella piazza drieto il dicto castello cum boteche nove.

Requirement: 10 coins and a MAXIMUM of 1 servant

Permanent ability: Each time you take a Character Card, receive 2 servants.

Ercole I d'Este

[...] sparuto de la persona [...], ma di ingegno tanto elevato che ben si può dire che e' ci fu donato dal cielo per dar nuova forma alla architettura.

Requirement: 4 Faith Points and a MAXIMUM of 1 coin and 1 Military Point

Permanent ability: Each time you take a Building Card, gain 2 Military Points.

Ferdinando d'Aragona

Principe certamente prudentissimo et di grandissima estimatione, con tutto, che molte volte per l'adietto havesse dimostrato pensieri ambitiosi, et alieni da consigli della pace.

Requirement: 8 coins, 8 servants and a MAXIMUM of 1 between wood and stone

Permanent ability: Each time you take a Venture Card, receive 1 wood and 1 stone.

Martin Lutero

È una vergogna infinita di questi scempi et altri che hanno governo di queste terre, che non vedono chi è costui, il quale hanno tolto per maestro e per propheta.

Requirement: 1 Territory Card, 1 Character Card, 1 Building Card, 1 Venture Card and 7 Military Points

Permanent ability: You can't be excommunicated.

Tomas de Torquemada

Por medio de este excelente varon, y destos santos Reyes, que ansi resuscitaran otros, que hizieran otra nueva Inquisicioncontra la falta de la caridad, para que ansi estuuiera la Fé tan viva como limpia, pues sin las obras es muerta.

Requirement: 3 Building Card and 5 woods

Once per Round ability: Discard a Character Card to gain 3 Faith Points.

Pietro Bembo

Fu finalmente preposto alla cura di scrivere i brevi secreti del Papa; il quale è certo carico importunitissimo, et solito a commettersi solamente a persone importantissime, et di gran prudentia, et eruditione.

Requirement: 3 Character Cards and 3 Faith Points

Action ability: Only you can use this action space with a minimum value of 3. When you place one of your Family Members here, receive 3 coins and 3 servants.

Paracelso

Mysterii naturae vires, liberae a suo impedimento, comparantur captivo, qui solvitur a suis vinculis, et compeditibus, cuius tunc animus liber est.

Requirement: 3 Territory Cards and 3 stones

Permanent ability: You can spend servants instead of wood, stone or coin.

Leon Battista Alberti

Colui adunque chiamerò architetto, il quale co'l giudizio e con la mente esperta sa mandare ad effetto tutto ciò che dal movimento de pesi, e congiuntione de corpi accocciatamente s'accomoda.

Requirement: 3 Venture Cards and 10 servants

Once per Round ability: Perform a Production action at value 3. With this action you can activate only 1 Building Card.

Lucia da Narni

Quel che di mirabile scuopriasi in lei, era uno spírito di profetia, et una certa cognitione de pensieri altrui così fatta, che rendevasi ad ogn'uno veneranda e tremenda.

Requirement: 6 Development Cards of which MAXIMUM 1 Territory Card and MAXIMUM 2 Special Tokens

Once per Round ability: Gain 1 Faith Point and 2 Victory Points.

Palla Strozzi

Fu a suoi tempi ricchissimo cavalier fiorentino, et molto potente nella sua repubblica, nella cui casa usava molto spesso venire come giovane del banco Giovanni Rucellai.

Requirement: 4 Territory Cards and 5 Faith Points

Once per Round ability: Perform a Harvest action at value 3. With this action you can activate only 1 Territory Card.

Ladislao VII Jagellone

Ma vi fu Ladislao più sollecito e conchiudendo tosto il matrimonio ne ebbe agevolmente la corona de gli ungari. E vi fu ventidue anni re.

Requirement: 10 Victory Points and a MAXIMUM of 1 Building Card

Immediate effect: You can play a Leader Card without caring all its requirement.

Massimiliano I d'Asburgo

Fu di natura magnanimo, cortese, e grato universalmente a tutti. Amatore de' virtuosi, et persecutore degli huomini ribaldi, e vitiosi. Premiò i letterati, et altri virtuosi.

Requirement: 4 Territory Cards and 4 Building Cards

Action ability: Only you can use this action space with a minimum value of 6. When you place one of your Family Members here, receive 3 Special Tokens and gain 5 Victory Points.

Guglielmo de' Pazzi

Haveva Cosimo la Bianca sua nipote con Guglielmo congiunta, sperando che quel parentado facesse quelle famiglie più unite, e levasse via l'inimicitie, e gli odii.

Requirement: 4 Character Cards and 8 coins

Action ability: Only you can use this action space with a minimum value of 4. When you place one of your Family Members here, gain 3 Faith Points and 2 Military Points.

Piero della Francesca

Essendo stato tenuto maestro raro nelle difficultà de' corpi regolari e nell'Aritmetrica e Geometria, non potette mandare in luce le virtuose fatiche sue.

Requirement: 4 Special Tokens and 10 Victory Points

Action ability: Only you can use this action space with a minimum value of 3. When you place one of your Family Members here, receive 3 Special Tokens.

Erasmo da Rotterdam

Quanto rectius erat huc totis nervis incumbere, ut posita dissidiorum rabie primum inter nos christiana concordia iugeneret

Requirement: 4 Venture Cards and 3 Character Cards

Action ability: Only you can use this action space with a minimum value of 5. When you place one of your Family Members here, receive 3 woods, 3 stones and gain 3 Victory Points.

Marsilio Ficino

O che felice convito è quello di Lorenzo Magnanimo, nel quale un sol cibo è per tutti i cibi che ritrovato pensar si possono, dove sempre la voglia e satia, e la satietà desiderosa.

Requirement: 4 Faith Points, 5 stones and a MAXIMUM of 1 Venture Card

Once per Round ability: Draw 2 Special Tokens and choose 1 to keep. Discard the other Special Token.

Beatrice d'Este

Cosa rara da udire fu, che il Duca Ludovico il Moro sentì tanto dolore della morte di questa sua moglie che non trovava quiete di giorno, ne di notte riposo.

Requirement: 5 Development Cards of which MAXIMUM 1 Character Card and a MAXIMUM of 1 coin

Once per Round ability: Discard 1 Special Token to receive 5 coins OR gain 5 Victory Points.

Giulio II

Non poteva oltraggio alcuno soffrire, et era implacabile co' contumaci, e ribelli. Nelle calamità si mostrò sempre di se stesso maggiore, nelle prosperità seppé assai rattenersi.

Requirement: 9 Development Cards with a MAXIMUM of 3 different types

Once per Round ability: Discard 1 wood, 1 stone and 1 coin to gain 3 Faith Points.

Bramante

Cominciar le lodate | Opre ridotte al vero et naturale, | Da Bramante, che prima, et principale, | Mostrò l'originale | Del far i templi, et edifici nostri, | che con ragion sian vagamente mostrati.

Requirement: 4 Venture Cards, 4 servants, 4 woods and 4 coins

Action ability: Only you can use this action space with a minimum value of 1. When you place one of your Family Members here, perform a Production or a Harvest action at the value of the placed Family Member. (You can increase this action value by spending servants or if you have a Character Card with this effect.)

Family Tiles



Da Montefeltro

Each time you spend wood and/or stone to take a Building Card, place the resources you spend on this tile. When you receive a Council Privilege, you can choose to take all the resources from this tile instead of receiving the Council Privilege.



Malatesta

Each time you take a Venture Cards that costs Military Points, you must have the Military Points required but you don't spend them.



Medici

Each time you take a Character Card, receive also a Special Token. In addition, you can have up to 8 Character Cards. At the end of the game, you gain 28/36 Victory Points for having 7/8 Character Cards.



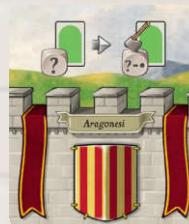
Gonzaga

At the end of the Actions phase of each round, you can spend 7 servants to take one Development Card available on the board (*not from the fifth column*). You don't have to pay the cost illustrated on the card (*if it's a Territory Card, you don't have to satisfy the Military Points requirement*).



Colonna

At the beginning of the game you receive the brown Family Member with a value of 3. You can use it as one of your Family Members. This is not considered to be of your color, and it is not an uncolored Family Member (*for all the Family Members placement rules*).



Aragonesi

Each time you take a Territory Card, immediately perform a Harvest action at a value of -1 of the activation value of the Card taken. You can't increase this action value by spending servants or if you have a Character Card with this effect.



Este

During your turn, you can spend 1 Military Point to receive 2 coins. You can make this exchange how many times you want.



Sforza

Before the Family Tiles auction, draw 2 Leader Cards and place them faceup next to this tile. If you take this Family Tile, take the 2 Leader Cards. Immediately play 1 ignoring its regular requirements, and keep the other.



Orsini

Every time you get a complete set of 4 different Development Cards (1 per type), you receive a different award. First set: draw 2 leftover Leader cards. Second set: play a Leader card, ignoring its regular requirements. Third set: gain 10 Victory Points. Fourth set: gain 15 Victory Points.



Della Rovere

Place the Faith tiles on the correspondant step on the Faith track. When your Marker Disc reaches them, take the tile with you and receive the indicated bonus. However, each time you get excommunicated you lose 5 Victory Points

New Excommunication Tiles



Each time you gain Special tokens, you receive 1 token fewer



You can't take Special Development cards from the Special Tower tile.



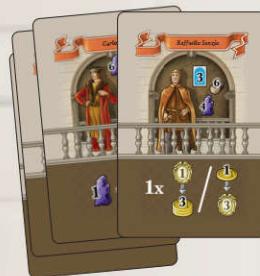
At the end of the game, you lose 5 Victory Points for each Development card you have beyond the fourth in each type.



Components



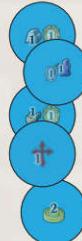
24 Development Cards



4 Leader Cards



2 Family Tiles



5 Visconti Tokens

Development Cards Setup

Follow the normal setup, but replace point 2 with this new Development Card decks building procedure:

- 2a** Separate the Development Cards from the base game by **type** and **period** (*color and back number*). Then, separate all the Development Cards from The Pazzi Conspiracy by type and period as well.
- 2b** Shuffle all the cards of the same type and period together, forming 12 small stacks of cards.
- 2c** Draw 8 cards from each stack to create 4 decks of Development Cards following the usual procedure from the base game (*third period on bottom, second in the middle and first on top, one deck per type*). Put all the remaining Development Cards in the box: they will not be used in this game.



Variants

! If you want to play with randomly generated decks, but **you prefer to have more control on the game**, look at all the selected cards before shuffling and stacking them to build the 4 decks.

! **Compatibility with House of the Renaissance:** The Pazzi Conspiracy does not change the “Houses of Renaissance” expansion. If you play with that expansion, the cards from The Pazzi Conspiracy must not be shuffled with those of the fifth tower.

! **If you want to build your own deck of Development Cards:** select the cards you like from both the base game and The Pazzi Conspiracy deck. Be sure to have a total of 8 cards for each period and type!

New Development Cards



#145

Immediate: receive 5 coins.
Harvest: if you perform a Harvest action with a value of 3 or more, you must lose 1 Victory Point (*you can't choose to ignore this effect*).



#146

Immediate: receive 3 woods and 3 stones.
Harvest: if you perform a Harvest action with a value of 4 or more, you must lose 2 Victory Points (*you can't choose to ignore this effect*).



#147

Immediate: receive 1 wood and 1 servant.
Harvest: if you perform a Harvest action with a value of 5 or more, you receive 3 woods OR 3 servants.



#148

Immediate: receive 1 Military Point and 1 Faith Point.
Harvest: if you perform a Harvest action with a value of 4 or more, you receive 2 Military Points OR 1 Faith Point.



#149

Immediate: receive 2 woods and 2 stones.
Harvest: if you perform a Harvest action with a value of 4 or more, you receive 3 woods OR 3 stones.



#150

Immediate: receive 2 coins and 2 servants.
Harvest: if you perform a Harvest action with a value of 5 or more, you receive 1 Victory Point and 3 Faith Points.



#151

Immediate: receive 1 stone.
Permanent: ignore the -3 penalty when using the larger action space on the right of the Production area (*i.e. you are not the first player to activate a Production during the round*).



#152

Immediate: receive 1 wood.
Permanent: ignore the -3 penalty when using the larger action space on the right of the Harvest area (*i.e. you are not the first player to activate a Harvest during the round*).



#153

Immediate: perform a Production action with a value of 3, using the Buildings belonging to one other player of your choosing. You still need to spend YOUR own resources. You can use servants to increase the value of the action.

Permanent: your Production actions are always increase by 1.



#154

Immediate: perform a Harvest action with a value of 2, using the Territories belonging to one other player of your choosing. You can use servants to increase the value of the action.

Permanent: your Harvest actions are always increase by 1.



#155

Immediate: receive 3 Victory Points, then each of your opponents must discard 1 Territory or 1 Building Card of their choosing.

Note: if players don't have any card of both types, they don't have to discard anything. Leaders already played stay in game, even if they lose their prerequisites. Players don't lose instant rewards already collected from the discarded cards.



#156

Immediate: gain 2 Council Privileges, then each of your opponents must discard 1 Character OR 1 Venture Card of their choosing.

Note: see above #155.

New Development Cards



#157

Immediate: receive 3 Victory Points.
Production: if you perform a Production action with a value of 2 or more, you can pay 1 Victory Point to receive 1 Council Privilege.



#158

Immediate: receive 2 Council Privileges.
Production: if you perform a Production action with a value of 6 or more, pay 1 Victory Point for each of your opponents; then, each opponent must give you 2 Coins OR 3 Victory Points (*they choose*).

Note: you have to pay the full amount of Victory Points. Opponents need to pay the full amount of Coins - otherwise, they have to pay VPs.



#159

Immediate: receive 5 Victory Points.
Production: if you perform a Production action with a value of 5 or more, you can discard 1 of your Character Cards to receive 7 Victory Points.

Note: Leaders already played stay in game, even if they lose their prerequisites. Players don't lose instant rewards already collected from the discarded card.



#160

Immediate: receive 2 Military Points.
Production: if you perform a Production action with a value of 4 or more, you can pay 1 Military Point for each of your opponents; then, each opponent must give you 2 servants OR 3 Victory Points (*they choose*).

Note: see above #158.



#161

Immediate: receive 5 Victory Points.
Production: if you perform a Production action with a value of 2 or more, you receive the reward from an empty space of the Market (*you choose*) OR 1 Council Privilege.



#162

Immediate: receive 8 Victory Points.
Production: if you perform a Production action with a value of 4 or more, you can discard 1 Leader card you have already played (*not from your hand*) to receive 6 Victory Points.



#163

Cost: 1 Military Point for each of your opponents.
Immediate: each of your opponents must give you 1 wood OR 1 stone OR 1 coin OR 1 servant (*they choose*).



#164

Immediate: draw 2 Leader Cards.
End of the game: receive 2 Victory Points for each Leader you have played.



#165

Cost: 2 Military Points for each of your opponents.
Immediate: each of your opponents must give you 2 woods OR 2 stones OR 2 coins OR 2 servants (*they choose*).



#166

Immediate: receive 3 coins.
End of the game: receive 2 Victory Points for each Building Card you have played.



#167

Cost: 3 Military Points for each of your opponents.
Immediate: each of your opponents must give you 3 woods OR 3 stones OR 3 coins OR 3 servants (*they choose*).



#168

Immediate: you can perform an action at value 7 to take a Development Card (*not from the fifth tower*) of any type without placing a Family Member. Pay 3 additional coins if the tower is already occupied and take the bonus resources from the third/fourth floor.

New Leaders

Raffaello Sanzio

Ille hic est Raphael timuit quo sospite vinci, rerum magna parens et mortiente mori.

Requirement: 3 Character Cards, 6 woods and 4 servants

Once per Round ability: Exchange 1 Victory Point for 3 Coins or 1 Coin for 3 Victory Points.

Niccolò Macchiavelli

Venuta la sera, mi ritorno in casa et rivestito condecentemente entro nelle antique corti degli antiqui huomini, dove, da loro ricevuto amorevolmente, mi pasco di quel cibo che solum è mio et che io nacqui per lui.

Requirement: 3 Territory Cards, 20 Victory Points and 1 Leader Cards

Permanent ability: Whenever you gain Victory Points (from any source), gain 1 additional Victory Point.

Carlo VIII

Non potreste credere i bei giardini che ho in questa città perché, ne sono io testimone, sembra che manchi solo Adamo ed Eva per farne un paradiso terrestre.

Requirement: 6 servants, 5 Military Points and 5 Faith Points

Permanent ability: Every servant you spend increases the value by 2, instead of 1.

Jacopo Salviati

Quando è con quelli che sa che sono inimici de' Medici e che piaceva loro il viver passato, monstra aver voluto sempre tener fermo quel governo e mai avere avuta altra intenzione.

Requirement: 3 Building Cards and 8 Military Points

Permanent ability: Whenever you receive a Council Privilege, take 1 additional different Council Privilege.

New Family Tiles

Della Scala

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

In addition, you can exchange 1 Faith Point for 1 coin, 1 servant and 1 Military Point any number of times.



Visconti

Before the Family Tiles auction, draw 2 Leader Cards and place them faceup next to this tile. If you take this Family Tile, take the 2 Leader Cards and the 5 Visconti tokens (*put the tokens in front of you on the non-active side*). Whenever you play a Leader Card, activate a token (*flip it on 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.

Note: if you play more than 5 Leader Cards, activate all the tokens when you play them.

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