

"At first sight, the economy consists of two enormous areas: production and consumption. One completes and destroys; the other renews and starts fresh...But between these two worlds slides another, as narrow but as turbulent as a river, and like the others instantly recognizable: exchange, trade, in other words the market economy--imperfect, discontinuous, but already commanding the centuries." --Fernand Braudel, Civilization and Capitalism, 15th - 18th Centuries, 1979.

THESE RULES ARE OBSOLETE, LIVING RULES ARE NOW ON TWO ADOBE DOCUMENTS, AVAILABLE FOR COMMENTS:

BOOK I <https://assets.adobe.com/id/urn:aaid:sc:US:7d90cddd-5727-42f3-b056-3f57471aba3a?view=published>

BOOK II <https://assets.adobe.com/id/urn:aaid:sc:US:57bebe06-73d5-4d3c-b0c0-3dbaadc27c3f?view=published>

Pax Renaissance (2nd Edition living rules) SMG37-2

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Gone to InDesign on May 17. Changes since May 17 in green font.

1st Edition: If you have this edition, please go here: [Pax Renaissance 1st Edition Living Rules](#)

Vassal Module (1st edition) here: http://www.vassalengine.org/wiki/Module:Pax_Renaissance

2nd Edition Playtest/Development: Alex Serban aserban24@gmail.com

2nd Edition Map, Iconography & Layout: Josefin Strand

Playtesters: José Cunha, Kevin Thatcher

- The 2nd edition of Pax Renaissance will be kickstarted in 2020, and will include the 59 extra expansion cards and 5 BGG promo cards. There are 11 new cards (stretch goal).
- Pink font indicate changes relative to the 1st edition
- Card Errata:
 - for Duchy of Ferrara, Wolf of Rimini, and Gonfalonier should read: "Venice can hold 2 gold Knights instead of 1."
 - Ability for Epicurean Swerve & Circassian Mamluks should read "a xxx victory" instead of "your xxx victory".



- Link to Card database & suggested changes: [Pax Renaissance 2 ed. VO Cards](#)
- Merged Cards are found here: https://www.dropbox.com/work/Digital%20version/Digital_Version_PRen2
- PLAYTEST REPORT FORM:
https://docs.google.com/forms/d/e/1FAIpQLSdcwFcCWKRzQS6ohoGi4vikwm1vG1rmtiVD9ZWwhOg0_M3zmQ/viewform?usp=sf_link
- FAQ: https://docs.google.com/document/d/17SMhajwchBDSUFpTpd_nhyr9iwNZ6-KpBJGi_wkULBg/edit#
- PLAYTEST MANAGEMENT FORM:
https://docs.google.com/spreadsheets/d/1hWtIVJ6lStXtZPD1h_YLRx7ER0exhE9et6x9JibZtdM/edit#gid=1889667417
- Tabletop Simulator Mod courtesy Dom Rougier, Alex Serban, Sam Williams:
<https://steamcommunity.com/sharedfiles/filedetails/?id=2057648386> (Sam's Scripted Module)
Note: contact samuelw3@gmail.com for updated/corrections. This is in early active development.
<https://steamcommunity.com/sharedfiles/filedetails/?id=2061768860> (Domfluff)
- Tabletop Simulator courtesy Alex Serban:
<https://drive.google.com/drive/folders/12nUBZKysJnwidPFb3zjsBAyTXTo7ddwm>
- Vassal Mod: https://www.dropbox.com/s/y1d6ynx40kb0ic3/Pax_Renaissance_2E_5.0.vmod?dl=0 - Temporary link. 5.0 - File incomplete.
Note: contact samuelw3@gmail.com for updated/corrections. Note- this is still in development.

A. SUMMARY

A1. Introduction.

As a Renaissance banker,¹ you will finance kings or republics, sponsor voyages of discovery, join secret cabals, or unleash jihads and inquisitions. Your choices determine if Europe is elevated into the bright modern era or remains festering in dark feudalism. Four victories determine the future course of Western Society: will it be towards imperialism, trade globalization, religious totalitarianism, or enlightened art and science?²

- a. **Terms.** Capitalized terms (e.g., Prestige) or terms in all-caps (e.g. See PRESTIGE) are defined in the glossary. **Bold** indicates the term is being defined. *Italics indicate the term is defined in the referenced section.*
- b. **Time Scale.** Each turn represents two years in the time period from 1460 to 1530.
- c. **Rules Layout.** The rules are divided into two parts: **sequential processes** and **alphabetical terms**. The sequential rules describe processes arranged in the order you meet them in a typical game: setup (**C**), *sequence of play* (**D**), *actions* (**E**), *operations* (**F**), *trade fairs* (**G**), *One-shots* (**H - K**), and *victory* (**M**). Although useful for learning to play, the processes are not comprehensive without the game terms. These terms and other details are listed alphabetically in the **glossary**, where they make for easily-found reference during a game and do not bog the sequential rules with unnecessary minutiae.
- d. **Golden Rule.** If the text on a card contradicts these rules, the card has precedence. If text on a play aid contradicts these rules, the rules have precedence.

A2. Flow of Play Overview.

Each player takes a turn in a clockwise fashion. On your turn, choose two *actions* (**E1 - E6**) and then perform a *market refresh* (**D2**).

- a. **Actions.** You may *purchase* a faceup Market Card to add to your Hand, *play* a card from your Hand into the row of faceup cards in front of you (your **Tableau**), *sell* a card for cash, enable the operations (**Ops**) of your cards in either the East or West side of your Tableau, Discard a facedown Market Card to stimulate the economy with a *trade fair*, or declare *victory*. You must take at least one of your two actions.
- b. **Play Card.** Upon card play, you may place the Agents depicted according to the Location listed. If you place an Agent on a City or Border, this must replace any Token already present there (**E2.2**).
- c. **One-Shots.** Upon card play, cards with the bomb icon allow you to perform the listed One-shot, which can realign trade, or weaken and seize an Empire. For details of One-shots, see *coronations* (**I**), *conspiracies* (**J1**), *peasant revolts* (**J2**), *Religious Wars* (**K1**), or *trade shift* (**H1**).
- d. **Trade Fair.** Convening a trade fair will Discard the facedown card in either the East or West market. This starts a trade fair *voyage* (**G2**) which *distributes profits* (**G3**) and raises *Levies* (**G4**) as it follows the East or West Trade Route. If there is not much profit, the voyage will be short (**G5**).³

¹ RENAISSANCE BANKERS, what do you know about them? That they were rapacious, greedy, and fabulously rich? That they purchased Kaisers and Kings? What you don't know is that they were the first capitalists, the first to overcome the tyranny of warlords. As they vanquished medieval feudalism, they steered the Western World out of the Dark Ages and into the world of 747s, skyscrapers, and Coca-Cola. This is the thesis of the game.

² RELEVANCE OF HISTORY. Today's intellectuals and professors routinely label the Renaissance as an irrelevant and eurocentric illusion of progress. Indeed, they smear all of history as "written by the winners", denigrate all knowledge as "culturally biased", and dismiss all truth as "subjective". Plato would have been proud. Small wonder that students find history irrelevant - why waste time studying a set of dates and power struggles if meaning and knowledge are impossible? But history is relevant to one's own time. One can understand other times and cultures, and use this in our own time. Westernization replacing serfdom is a good thing. A recommended book is Stephen Greenblatt's "*The Swerve, How The World Became Modern*".

³ RENAISSANCE. "*It took more than a revival of antiquity to make the Renaissance...it took money - small bourgeois money: the profits of skillful managers and underpaid labor, of hazardous voyages to the East and laborious crossing of the Alps, to buy goods cheap and sell them dear, of careful calculations, investments, loans, of interest and dividends accumulated until enough surplus could be spared from the pleasures of the flesh, from the purchase of senates, signories, and mistresses, to pay a Michelangelo or a Titian to transmute wealth into beauty, and perfume a fortune with the breath of art. Money is the root of all civilization...Doubting the dogmas of the Church, no longer frightened by the fear of hell, and seeing the clergy as epicurean as the laity, the educated*

A3. Objective of the Game.

There will be two **Comet cards**, functionally identical, placed towards the end of each of the two draw decks. If you purchase one from the Market, you immediately choose one of the four **Victory Squares** (holy, imperial, globalization, or Renaissance) to become active.

- a. **Activation.** Once a Victory Square is active, any player may spend an action on his turn to declare victory if he has met the listed conditions of that particular Victory Square. See **Part L**.

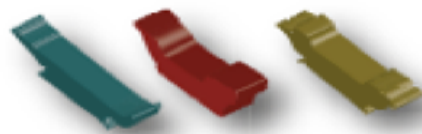
A4. Changes from 1st Edition.

- a. **New Components** include mapboard, wooden pirate galleys & round ships, Pawns for Concessions and Serfs, placards for player boards, and squares for Victory & Empires.
- b. **Extra Map Cards.** These allow the mounted gameboard to be left behind for small game portability.
- c. **Player's Guide (Book 2).** This adds the solitaire game, statistics, "Push-Start" playthrough, Strategy and Frequently-Asked Questions.
- d. **Expanded rules** include Dalmatians, Cryptography, Condottieri, apostasy, and the solitaire game.
- e. **New Emporium & Trade Route.** This adds a white trade route to the Red Sea.
- f. **Thrones.** These allow storage of Queens and repressed tokens even if the King is not in any Tableau.
- g. **3rd Theocratic State** has been added to each Empire, making possible a Catholic England, Orthodox Greece, or other possibilities not possible in the 1st edition.

B. COMPONENTS

B1. Game Contents

- a. **Cardboard 2 Piece Box.** 297x320x70mm
- b. **Rules.** 210x285mm, 40 pages
- c. **Player's Guide.** 210x285mm 8 pages
- d. **188 Cards.** 57 X 87 mm: **168 Tableau**, **20 Map.** *The 2nd edition of Pax Renaissance will be kickstarted in 2020, and will include the core cards, 59 expansion cards, 5 BGG promo cards, 10 spare Map Cards, and 12 stretch goal cards.*
- e. **14 Tiles.** 57 X 57 mm: 10 Empire Squares, 4 Victory Squares
- f. **1 Mapboard.** 570x616mm, 2x2 fold (285x308mm folded)
- g. **4 Player Boards** (on punchout board)



- h. **10 Pirate Ship Tokens** ().
- i. **40 Pawns.** (9mm dia) 10 in each of four player colors (yellow, purple, green, blue).
- j. **15 Bishops.** (11mm dia) chess Bishops (5 gold, 5 green, and 5 red) representing inquisitors
- k. **24 Rooks.** (9mm dia) chess Castles (10 gold, 7 green, and 7 red) representing nobles
- l. **24 Knights.** (9x10mm) (10 gold, 7 green, and 7 red) representing heavy cavalry
- m. **37 Florin Disks.** (15mm dia, 3mm thick) Thirty-three yellow disks worth 1 Florin each, and 4 red disks worth 5 Florins each.⁴

Italian shook himself loose from intellectual and ethical restraints, his liberated senses took unabashed delight in all embodiments of beauty in woman, man, and art, ..."—Will Durant, *The Complete Story of Civilization*, 1954.

⁴ THE FLORENTINE REPUBLIC was already over a century old when it first privately minted the florin in 1252. This coin reintroduced the gold standard to Europe, and the reputation of the Florentine banks quickly made the florin the dominant trade coin of Europe. Thus a Republic became the birthplace of banks, capital, and the Renaissance. Unlike other currencies, the florin was never debased (diluting gold with base metals, or manipulating the gold-silver

- n. **4 Busted Disks.** (15mm dia, 3 mm thick) 2 white and 2 black disks, representing busted Emporia.

B2. Gameboard Anatomy.

- Empires (10).** These slots store a *Map Card (B6)* if a Theocracy is formed.
- Medieval vs. Theocracy.** Two Empires (Papal States and Mamluk) start theocratic, as indicated by the Catholic crucifix and the Muslim crescent. The remainder have no religious icons and thus start medieval⁵ (non-theocratic),
- Borders (13)** are the 10mm of space between each Empire. They are used to place Concessions (including a player's start Concession indicated by his heraldic escutcheon) or Pirates.
- Thrones (10).** Empire squares start in these slots which indicates that they are **not in the Tableau** of any player.
- Draw Deck Slots & Market Slots.** Two rows, one East and one West.
- Victory Slots (4).** The four Victory Squares are stored here.
- China.** Florins not controlled by players are stored here. See CHINA.
- Emporia (6).** All but two of the six are always busted. See EMPORIUM.

B3. Player Boards.

You start with one of the four Player Boards (C2) in your Tableau. The reverse side is a player aid.

B4. Empire Squares.

There are ten two-sided Empire Squares, which are placed on the gameboard in the Throne (B2d) next to their Location. This indicates that they are not yet influenced by any player. Whenever you acquire an Empire, whether through a *One-shot (E2)*, *vote (F6)* or *campaign (F9)*, place it into your Tableau (East or West) with its King side up. An Empire in a Tableau is in one of two states, either a **King (gold frame)** or **Republic (pillar frame)**, depending on which side of the card is faceup. While in your Tableau, treat both Kings and Republics as tableau cards.

- Op and Prestige Icons.** If present, these are as described in Part F and B5.

B5. Tableau Cards.

The East and West tableau cards represent personalities who inhabited Europe from 1460 to 1530. The following card features are listed:

- Agents.** This depicts a number of Agent Tokens, and their religious color (gold = Catholic, green = islamic, red = Reformist). You decide if an Agent is placed when you play the card into your Tableau (E2). If the Agent icon depicts a gray Pawn, this indicates that you deploy a Pawn in your player color.⁶
- Prestige.** Some cards have a Prestige Icon, relevant for victory.

ratio), a common form of disguised taxation by royals. The only comparable European region with such conservatism in mint policies was England, whose strong Parliament blocked royal greed.

⁵ MEDIEVAL FEUDALISM had dominated for a thousand years at the start of the game, and could have easily lasted another thousand. The warlord in his castle was a micro-government, overseeing toiling serfs in his fields. The serfs, indistinguishable from slaves by most definitions, were legally tied to the land and owned by their lord. They had no hope that their sons might do better, or even a concept of betterment. Those who claim that money is the root of all evil should note that there was little to no coinage or money in medievalism, which is sustained by the unpaid enforced labor of the serfs. Endless warfare ensued as neighboring fiefs battled each other for land, the only commodity. Liberation from feudalism and serfdom came from an unlikely source with no swords and no power: the merchants and bankers.

⁶ FORCE VS. PERSUASION. As in other Pax games, the cards and Tokens are divided into two social classes: agents of persuasion and agents of force. The agents of persuasion (serfs, merchants, slaves) are pawns. These commoners have no power but earn their sustenance through voluntary transactions with others, offering goods and services. The agents of force (royals, ruling class nobility, pirates) are the remaining chess pieces. They have the swords and armies to enforce involuntary transactions. Defining a government as the agency with a monopoly of force, these include government bureaucrats, viziers, inquisitors, tax collectors, and warriors.

- c. **Operations (Ops) Column.** The possible Ops a card can perform during an Ops action are in this column.
- d. **Abilities.** Some cards have an Ability listed in a scroll frame. Abilities are active if in your Tableau, and, unlike Ops, are activated even if the East or West Ops are not run.
- e. **One-Shot.** A bomb icon indicates that the play of this card can trigger a One-shot, either trade shift, coronation, conspiracy, peasant revolt, crusade, reformation, or jihad as indicated.
- f. **Location.** Agents are placed in the Location indicated, either set on one of its Cities (Knights or Rooks), one of its Borders (Pawns or Pirates), or on a Tableau Card with the listed Location (Bishops). See E2.2 for placement. See LOCATION.
- g. **East/West.** All cards are marked if they come from the Eastern or Western philosophy.⁷ East cards are found only in the East Market row, and the West cards are found in the West row.⁸

Easily Missed: The text ("west" or "east") and arrow on the bottom of each card indicates which trade deck it belongs in and which side of the banker to play the card. This does not confer special location rules to the card. A few cards (e.g. Brotherhood of St. Mark) are Westerners who operated in the East (and vice versa). Such "crossover" cards are useful to allow Bishops to shift between the West and the East.

B6. Map Cards.

There are 10 Map Cards, each depicting a different Empire, which are used to modify the map of Europe and the Mediterranean.⁹ Each is double-sided, with each side showing a possible Theocracy of the Empire. They start the game in a stack and may be placed in an Empire if a Theocracy is formed (K2a).

- a. **Cities & Trade Routes.** The Cities are Knight or Rook icons, and each is of a color indicating its Religion. The City in each Empire named in all capital letters is the Capital. The white and black lines are Trade Routes, running from a start Emporium (marked by a star) to its end (marked by an arrowhead).
- b. **Concessions.** These are Pawns placed in Borders, the gap between two Empires. Four Concessions, marked with a player emblem in Lisbon, Florence, Augsburg, and Alexandria, are starting Concessions. Each player in the game starts with one of his Pawns lying in the Border indicated.¹⁰
- c. **Emporia.** A City surrounded by a twenty-pointed star is called an Emporium. Three of them (Trebizond, Spice Islands, and Red Sea) are white, and three of them (Tana, Novgorod, and Timbuktu) are black.

⁷ THE EAST-WEST DICHOTOMY is most apparent in the inward-looking religions and medical practices usually associated with the East, as contrasted with their outward-looking Western counterparts. Eastern thought is possessed by the idea that consciousness controls existence, and true knowledge comes from introspection, bypassing the external world. Western philosophy holds the opposite, that consciousness is a subset of existence, and that knowledge of existence comes only from objective extrospection. An Eastern doctor uses meditation, acupuncture, and the occult to find a patient's "inner power" of self-healing, in sharp contrast to the microscopes, X-rays, and surgery of Western Medicine. "Mind over matter" versus "Nature bats last". This division is clear in today's world of anti-West suicide bombers, but in the Middle Ages it was the Islamic world that was "Western" in its philosophy while Europe was steeped in mysticism. The Renaissance represents a fundamental role reversal in thought.

⁸ THE WEST refers not to a geographic location but to a philosophic and cultural disposition. Western people and nations are those that substantially (if imperfectly) embrace and uphold certain Enlightenment values, including: the principle that reason (i.e., observation and logic) is man's means of knowledge; the principle that individuals have moral rights to life, liberty, and the pursuit of happiness; and the principle that political freedom—including freedom of conscience and expression—is essential to civilized society. —Craig Biddle, 2016.

⁹ MODERN STATES & ECONOMIES developed in Europe, and not in the much older and more populous cultures in China and India. Late Manchu China with a population of 400 million supported fewer than 2% of the population as non-producers such as nobility and warlords. This compares with almost 15% of the 40 million in France, Germany, and Britain who had risen above serfdom. Europeans commanded more working capital per head than the Asians, mainly in the form of livestock. As a corollary they ate more meat and livestock products, so far as archeological or literary evidence can tell us. Europeans disposed of more energy in the form of water power. The distribution of income in Europe was unusually equal, that is to say not equal at all but with a flatter Lorenz curve than obtained in Asia. This was reflected in the sense of dismay with which many early European travellers to Asia reported on the depths of poverty among the masses and the heights of prodigality among the rich.... —Eric Jones, *The European Miracle*, 2008.

¹⁰ BANKING promotes the economy by facilitating lending, payments, and trade in risk. While lending often steals the limelight, the role of the banks in facilitating payments and trade in risk is no less essential. The Italian bankers cashed checks, issued letters of credit, exchanged merchandise as well as credit. Florentine bankers invented double-entry bookkeeping (since at least 1382), the written order of payment, and insurance for voyages. The Florentine rates of exchange (about 10%) fixed the rates for all the currencies of Europe. —Meir Kohn, 1999.

Important: For the 3 white Emporia, one is always uncovered, and the other two are covered by a white busted disk. The same is true for the 3 black Emporia. Any Emporium covered by a disk is not in play, does not generate Levies, and cannot have Agents played in it. Any Tokens on an Emporium that becomes covered by a disk (due to a trade shift) are immediately Repressed.

B7. Comet & Victory Squares.

There are four Comets, which are mixed into the last 12 cards of both draw decks during setup (C5). There are four *Victory Squares* which start inactive (facedown) in the four slots provided on the gameboard. One is flipped to its active side each time someone buys a Comet. Thereafter, if any player spends a *victory action* (E6) and has met the conditions listed on an active Victory Square, the game ends with that player as the winner.

C. SETUP

C1. Populating the 1460 Map.

The Map and Thrones indicate ten **Empires**: England, France, Holy Roman Empire (HRE), Hungary, and Byzantium to the north, and Portugal, Aragon, Papal States, Ottoman, and Mamluk to the south.

- a. **Busted Emporia.** Place a black disk over Timbuktu and Novgorod, and a white disk over the Spice Islands and the Red Sea. An *Emporium* (B6c) is not in play and can hold no Tokens until and unless the disk covering it is moved to another Emporium through a *trade shift One-shot* (H1).
- b. **No Map.** If (for space reasons) you do not use the gameboard, for the starting Map arrange the 10 spare cards provided that say “medieval Europe” on their backside into a 2 x 5 matrix. Arrange the other components next to this Map.
- c. **1550 Map Variant.** This variant occurs after Reformation has started to sweep Europe. Use the regular setup, except place a Reformist England Map Card on England, and a Reformist Holy Roman Empire Map Card on the HRE.



C2. Players & Starting Concessions.

Each player randomly receives a **Player Board**, which indicates their player color and emblem. Up to four players can play. Each player places a Pawn of his color in the Border specified (indicated on the map with the bank's escutcheon):

- Fugger Bank Start Concession.** Place a blue Pawn in Augsburg (Border between France/Holy Roman Empire).
- Medici Bank Start Concession.** Place a yellow Pawn in Florence (Border between Aragon/Papal States).¹¹

¹¹ COSIMO DE' MEDICI, while rich and influential, never entered politics or enjoyed the force of arms. A humanist, he spent vast sums sponsoring Florentine artists and scholars. By the time of his death in 1464, Cosimo had made his bank the richest in Europe, with branches in Venice, Pisa, Milan, Bruges, Avignon, Lyons, Geneva, and London. Forced war loans to Sforza of Milan, Edward IV of York, and Charles the Bold closed three of these branches. His son,

- c. **Cœur Bank Start Concession.** Place a purple Pawn in Alexandria (Ottoman/Mamluk Border).¹²
- d. **Marchionni Bank Start Concession.** Place a green Pawn in Lisbon (England/Portugal Border).¹³

C3. Player Tableaux.

To start his **Tableau**, each player places his Player Board in front of him. He will play East Tableau cards to the right of this card, and West Tableau cards to the left.

- a. **Pawns.** Each player places the 9 remaining Pawns of his color near his Player Board.

C4. Starting Ruling Class.

Place one Token of the shape and color indicated in the **capital** of each Empire. The capital has the name of the City all in capital letters (e.g. PARIS). Other Cities start empty.

- a. **Constantinople** starts with three Tokens (two green Knights and a green Rook).

C5. Preparing the East and West Draw Decks.

Separate the tableau cards into two piles, one East and the other West.

- a. **East Draw Deck.** Take 12 random facedown East cards and shuffle the two East Comet cards into them. To the top of this 14-card deck add 4 additional random East cards for each player in the game (e.g. for a three-player game add 12 cards, so 26 in total).
- b. **West Draw Deck.** Do the same for a draw deck containing the West cards and the two West Comet cards, placed just below the East draw deck.
- c. **Astrology Variant (optional).** As part of Setup and Market Refresh, turn the top card of each Draw Deck face-up, visible but not available for purchase. This option allows players to "see into the future".

C6. The Market, Thrones, & Victory Squares.

- a. **Market.** Deal 6 cards from the East draw deck to form a row of six faceup cards where indicated on the gameboard, and then flip facedown the leftmost one (furthest from the draw deck). Do the same for the West draw deck. These two facedown cards represent the East and West trade fairs (**Part G**).
- b. **Fill Thrones.** The ten Empire Squares are placed King-side up in the slots next to their respective Empires.
- c. **Victory Squares.** The four Victory Squares are placed on the gameboard where indicated, with inactive side faceup.

Lorenzo the Magnificent, carried his tradition after barely surviving an 1478 assassination attempt by a rival banking firm. The Florentine bank was burned by a mob incited by the Pope and Savonarola in 1494, exiling the Medici for 18 years.

¹² JACQUES COEUR, looking and dressing like Lawrence of Arabia instead of a French merchant, pioneered the spice trade with the Levant. He owned a fleet of galleys, a great warehouse in Montpellier, and banks in Barcelona, Avignon, Lyons, Paris, Rouen, Bruges, and the Levant. For financing Charles VII's invasion of Normandy in the Hundred Years War, Cœur was summoned to Paris, knighted and made master of the mint. But in 1451 Charles had him arrested on trumped-up charges and confiscated everything he owned. Cœur escaped two years later, and narrowly eluded his pursuers to start his career over in Rome.

¹³ THE MARCHIONNI FAMILY imported slaves, mainly females, from Caffa in the Crimea to work as domestic servants. After Caffa was shut down by the Turks in 1475, the family sent their scion Bartholomeu to Lisbon, to work in the nascent West African slave trade. Starting as an office boy in the Florentine Cambini Bank, he became Portugal's wealthiest banker and trader in African slaves from Guinea. Even after the Cambini Bank went bankrupt in 1482, Bartholomeu Marchionni maintained a lease on the Niger Delta, and financed Vespucci and Vasco da Gama in their voyages. In 1518, one of his sons went to the Indies.

C7. Starting Florins.

Randomly determine a first player. If the Fugger Bank (blue) is in the game, this player is always the first player.

¹⁴ The first player receives 3 Florins (3 yellow disks), the second player (clockwise) = 4 Florins, the third player (if any) = 5 Florins, and the fourth player (if any) = 6 Florins.

- China.** The remaining Florin disks go onto the right edge of the gameboard in the region called China.
- The First Player** now takes his turn.

D. SEQUENCE OF PLAY

D1. Action Phase.

On your turn, you must perform either 1 or 2 actions (Part E), chosen from the list below. They can be performed in any order. You cannot choose an action unless it changes the game state in some way (e.g., if you choose to run Ops, there must be at least one op with a valid target). The first three can be performed twice in one player turn, and the others once:

- Purchase Market Card (E1).** By paying Florins to the Market, take a faceup card into your Hand.
- Play Hand Card (E2).** This plays a card from your Hand into your Tableau, and optionally introduces Agent Tokens (Bishops, Knights, Rooks, Pawns, or Pirates) onto the Map or Tableau. If the card has the One-shot (bomb) icon and you trigger it, Agent placement is mandatory; see Parts H, I, J, K.
 - Bomb Icon.** If the card has the One-shot (bomb) icon and you decide to trigger it, Agent placement is mandatory; see Parts H, I, J, K. If Victorious, this moves the Empire into your Tableau, adds a Concession of yours, and optionally emancipates the repressed.¹⁵ See REGIME CHANGE.
- Sell Card (E3).** Discard one card from your Hand or Tableau and receive 2 Florins from China.
- Perform Eastern Ops (E4).** Each card in your Eastern Tableau can perform one of its depicted Ops on each player turn. This action can be performed only once per player turn.
- Perform Western Ops (E4).** As above but in your Western Tableau.
- Convene an Eastern Trade Fair (E5).** By Discarding the facedown card in the East Market, you embark on a voyage following the black Trade Route. Along the way, the owners of Concessions get paid, and Empires raise Levies. This action can be performed only once per player turn. See Part G.

Easily Missed: If you run out of Tokens, you can take them from anywhere else in play.

- Convene a Western Trade Fair (E5).** Same as Eastern, except the voyage follows the white Trade Route.
- Victory Action (E6).** This action wins the game if you meet the requirements per Part M.

Important: Certain card Abilities allow you to perform East Ops or West Ops without expending one of your 2 actions. Nevertheless, East Ops or West Ops can still only be performed once per turn per D1.

¹⁴ BANKING, like the Renaissance itself, was Italian by birth. Italian banks dominated until about 1480, when the Fugger and other German banks arose in the free cities of Augsburg and Nürnberg. Although the German banks were free of the papal usury prohibitions the Italian banks suffered under, they lagged far behind the Italians in accounting methods, such as double-entry bookkeeping.

¹⁵ ITALIAN EMANCIPATION. Slavery declined during the Italian Renaissance, with a slave population of a fraction of a percent in most city-states and having died out entirely in Siena and Bologna. The latter republic seems to be the first in history to have banned slavery outright, with the 1256 Liber Paradisus. Fractions were higher (3-5%) in Venice and Genoa, but most of the slaves purchased by Venetian and Genoese merchants from the Black Sea slave markets of Caffa and Tana, were destined for their colonies in Chios, Cyprus, and Crete. The price of slaves was high, averaging 45 florins. Most (82%) were young women, as domestic servants and presumably for sexual services. Almost all of them originated from Eastern Europe and Central Asia, with a sprinkling from sub-Saharan Africa. The justification for slavery was religious rather than racial, as the Pope prohibited enslaving Christians as well as those from lands whose rulers acknowledged the papal authority. Remarkably, there are records of a few successful petitions by slave women for their manumission based upon their Hungarian or Bosnian heritage. The impact of slavery on the Italian economy was insignificant, compared to neighboring Aragon and Portugal, and especially compared to the Ottoman Empire, the biggest slave trafficker in history.—Sally McKee, *Domestic Slavery in Renaissance Italy*, 2008.

D2. Refresh Market Phase.

If there are gaps in the Market after you perform your actions, starting with the leftmost card, move each card in the Market (along with any Florins on it) to the leftmost empty position in its market row. Then draw new cards to fill any remaining empty market positions so there are again 6 cards in each row. To do this, draw cards from the respective East or West draw deck and fill the rows from the leftmost empty slot. If either of the cards in the **leftmost column** are faceup, flip them to their facedown (trade fair) side.

- Facedown Cards** may no longer be purchased (their historical protagonists are deemed to have withered into obscurity without financial backing).
- Deck Exhaustion.** If one deck (East or West) runs out, start drawing from the other instead. This will put West cards into the East market or vice versa. *See Patron victory (L2a) if both decks run out.*
- Round Robin.** Continue play clockwise with the next player and his action phase.

Easily Missed: If the West deck runs out of cards, draw cards into the West row from the East deck, and vice-versa. The game ends when a market refresh is attempted and there are no more cards to draw.

E. ACTIONS

E1. Purchase Market Card.¹⁶

Purchase a **faceup** card from the Market into your Hand.

- Hand Size.** Because you **are limited to two cards in your Hand, if you wish to purchase a third card you must first play (E2) or sell (E3) one already in your Hand.** Note that purchased Comets and commenced trade fairs are Discarded and do not go into your Hand.
- Cost.** The purchase price of a card depends on its current column in the Market. The first faceup Market card costs 1 Florin, the next 2 Florins, then 3 Florins, etc. Pay this cost by placing 1 Florin on each card in the same row to the left of the card you are purchasing. To claim the facedown (**leftmost**) card, thus commencing a trade fair, see action **E5**.
- Market Gap.** If a market spot is vacant, pay the card in this spot in the other market row. (This situation might occur if you purchase two cards in one turn, or if you convene a trade fair in your first action.)
- Speculation Profits.** Take any Florins on the card you purchase (but you can't use them toward that purchase).
- Usury Laws.** If you place a Florin on a Market Card for any reason, you may not purchase that card this turn (but you can commence a *trade fair* per **E5**).
- Comet.** If you purchase a Comet, it is played immediately per **L1**.

Example: You purchase the fourth card from the left in the Market by spending 3 Florins. Place the first Florin on the far left card, the second Florin on the next card to the right, and the last Florin on the next card to the right. Although there are 2 Florins on the fourth card you are purchasing, you cannot use them towards this card's purchase. You now take the fourth card into your Hand and take **the 2 Florins** on that card.

¹⁶ NORTHERN ITALY was more urban and industrial than any other European region except Flanders. It had never suffered full feudalism, but **its nobles declined in influence compared** to its cities and merchant class. For a century, the capitalist city-state of Florence was the cultural capital of the world. - *Will Durant, 1953.*

E2. Play Hand Card and Place Agents.

Place an East card from your Hand to the furthest right side of your Tableau, or a West card to the furthest left side of your Tableau (next to existing cards). If the played card has a **bomb icon**¹⁷, you must first decide and announce if the listed One-shot occurs (1) or doesn't **occur/there is none** (2).

1. If One-Shot Occurs: You must deploy the card's Agent. If the One-shot is a Civil or Religious War, the Agent is a Rook, Knight, Pawn, or Pirate that can function as an attacker(s) in a Battle per **Part J** (conspiracies and peasant revolts) or **Part K** (crusades, reformations, and jihads). If they have survivors, they are **victorious** and cause a Regime Change. For the other One-shots (trade shift and coronation), there is no Battle and the Agents are deployed per the bullets below rather than as attackers. Card Agents that cannot fight as attackers (e.g. Bishops) may be placed after the Battle per **E2.2** below.

Example (peasant revolt one-shot): You play the *Flanders Guilds* card, a Pawn Card located in France, and triggers its peasant revolt. The card's Pawn Agent is the only attacker, see **J2**. There are no Ruling Class to defend, so the revolt is victorious. The French Empire is still in its **Throne**, so you claim it into your Western Tableau. This Regime Change allows you to place an additional Pawn, for a total of two Concessions, placed in two separate borders next to France.

2. If No One-Shot: The placement of Agent Tokens is optional. You may place all, some, or none of them. If so, place the number and color indicated on the Map or Tableau per the following bullets.

- a. **Place Bishop Agent.** Place it directly on the Tableau card played. Alternatively, you may place it on any Tableau card (even in an opponent's Tableau) that has the same Location as the Tableau card being played. (See LOCATION.) If you place it on a card with a Token, apply the *Diet of Worms* rule (**F1a**) or the *pacification* rule (**F1b**).
- b. **Place Rook & Knight Agents.** Place these into your choice of Cities on the **Empire** specified. If you choose a City occupied by a Token, you must Repress it, and pay 1 Florin to China for each Token repressed. A placed Agent can even Repress a Token of the same type and color in this manner.

Important: The City icon (Rook or Knight) and color are irrelevant when placing a Token due to card play! Remember that Constantinople holds up to three Tokens.

- c. **Place Pirate Agents.** Take a pirate ship punchout of the specified color and place it as a **Pirate** into one of the Sea Borders surrounding the **Empire** specified. A **Sea Border** is one that is crossed by an active or inactive Trade Route. If there is already a Token there (Concession or Pirate), it is Killed for no cost.
- d. **Place Pawn Agents.** Place one Pawn of your color into a Border of your choice surrounding the **Empire** specified. If it is already occupied by a Concession, you must pay 1 Florin (to China) to **REPRESS** it. You cannot place a Pawn into a Border occupied by a Pirate. You can place a Pawn into a non-Sea Border.
- e. **If you run out of Tokens**, see **TOKEN MANAGEMENT**.
- f. **Strawman** is your play of a One-shot or an Op taken against your own cards or Tokens. This play is sometimes useful to gain enough Repressed Tokens to perform a victorious Civil War, or to overthrow your own King to create a Republic.

Example (no one-shot): You play the *Flanders Guilds* card as in the previous example, but do not trigger the One-shot. Instead you place one of your Pawns in a Border as a Concession. The east border is occupied by an enemy Concession, and you don't want to spend a Florin to Repress it. So instead you install your Concession into an empty Border. The west and south borders are open, but the south one is not on a Trade Route and is not likely to be profitable. So you choose to place your Pawn in the west border.

¹⁷ THE BOMB ICON is actually a Renaissance grenade. The first cast iron models appeared in Europe in 1467.

E3. Sell Card.¹⁸

Discard a card and receive 2 Florins from China. The card sold must come from your Hand or your Tableau. If the latter, Discard all Tokens on the sold card. See DISCARD.

- a. **Royal Couple.** A *coronated pair (I1)* must be sold as a set for 4 Florins **total** (Note: certain Queen Abilities allow sales for more than 4 Florins). The royal couple return to their *Thrones (B2d)* retaining their marital status, as do all Vassals underneath the royal couple.
- b. **Vassals.** Return all Vassals of sold Empires to their Thrones.

E4. Perform Ops (East and West are separate actions).

If you choose to activate the East Ops as an action, you may perform one Op in each of the cards in your East Tableau. You must perform at least one Op in total if you take this action, and the Op must have a valid target. This is the same in the West. Each card can be used once, for only one of its Op icons (even if the card has more than one icon). See **Part F** for a list of the Ops.

Easily Missed: You can perform an action on a newly obtained card (e.g. campaign or vote). But you cannot activate the same card more than once per Turn.

- a. **Order.** You may perform your Ops in any order. You may perform Ops on cards acquired as a result of Ops (e.g. campaigns), as long as it is in the proper (East or West) Tableau.
- b. **Target of the Op.** You may use an Op only against the targets depicted in the Op icon (see back of each Player Board). The target may be a Florin in the Market (commerce op), a Tableau card (behead or vote ops), a Token on a Tableau Card (inquisitor op), or a Token on the Map (repress, tax, or any of the three military ops).
- c. **“The East” or “The West” Locations.** See LOCATION.
- d. **Target Location.** For the Repress, tax, corsair, and siege ops, the target must be Token(s) on the **Empire** matching the acting card’s LOCATION. (Remember that the Location of a Concession or Pirate is both **Empires** that it borders.) For the campaign op, the target must be Adjacent to the acting card’s Location. For the behead op, the target must be a card with a Location matching the acting card’s Location. For the inquisitor, commerce, and vote ops, the Location does not matter.
- e. **Strawman Target.** You may target your own Tableau cards or Tokens (e.g. Repress one’s own Pawn to gain a Florin, avoid taxes, and/or fuel a future Civil War). If victorious, a Strawman *vote (F6)* against your own King creates a Republic (**and vice versa**). You may use an Op listed on the new Republic (as long as the card hasn’t already been used for an Op).

Easily Missed: Once played, cards and their Agents are independent of each other. If you target a card already in a Tableau, the Agent Tokens placed when the card was put in the Tableau are unaffected. If you target Agent Tokens, the card that originally generated the Agents is unaffected. You do not keep track of which cards deployed which Tokens.

Example: You have two adjacent tableau cards with the commerce op in your West Tableau, but one is silenced (**F1f**) by a red Bishop. You also have a bishop card allowing you the inquisitor op (**F1**) for red Bishops. For an action, you activate your West Tableau. First, you perform the unsilenced commerce op, then the inquisitor op to

¹⁸ SELL represents the profits from the internal money-lending market. The earliest bankers such as Giovanni di Bicci de' Medici made their fortunes from small investors. They offered a reward to the shyest investor and **brought** credit within reach of the petty trader and craftsman. Mere entries in books of account became a flexible substitute for disbursements of cash. Farmers and peasants wiped out by a crop failure could recover with a bank loan. For instance, when scab had reduced the sheep production to zero in England, the shepherds could not have recovered, and English wool exports could not have reached such high levels, without the injection of Italian capital. For the banker, the loans were safe and profitable, because the customers are locked to the land and not going to disappear.

move the Bishop to the adjacent commerce card, and then perform the second commerce from the now unsilenced card.

E5. Perform Trade Fair (East and West are separate actions).¹⁹

Use this action to Discard the facedown card in the East or West Market, which convenes the corresponding trade fair per **Part G**. Remember that you do not claim the Florins on the card, which instead go towards general profits (**G1**).

Example: For your two actions, you perform first an East trade fair, then a West trade fair.

Easily Missed: The facedown cards to the far left of the Market is only for trade fairs, and can never be purchased into your Hand.

E6. Victory Action.

Use this action to declare victory per **L2**.

F. TABLEAU OPS

Ops (short for “Operations”) are activated by action **E4**. There are 4 colors of Ops:

- Religious Op**. This Op icon (inquisitor) is one of the 3 religions and moves a Bishop of the indicated Religion. This is the only Op not silenced by the presence of a Bishop (**F1f**).
- Economic Op (F2)**.²⁰ This Op icon (commerce) is light orange, and targets Florins in the Market.
- Political Ops**. These Op icons are purple, and target the Ruling Class Tokens or cards as shown on the icon. They *behead (F3)*, *tax (F4)*, *repress (F5)*, or *elect (F6)* their targets.
- Military Ops**. These Op icons are dark red, and target the Ruling Class or Pirate tokens shown on the icon. They Kill their targets, see *corsair (F7)*, *siege (F8)*, and *campaign (F9)*.

F1. Inquisitor (Religious Op).

Use this Op to move a Bishop token of the color specified by the **inquisitor icon** from one tableau card to an Adjacent card in the same Tableau, or to another card (in any Tableau) that has the same Location as the one it currently sits on.

Easily Missed: You can move between East and West if cards share the same location.

- Diet Of Worms Rule**. If the destination card contains a Bishop (of any color), both Bishops are Killed in an exchange.

¹⁹ BANKS, defined as institutions dealing in money as a specialized pursuit, did not exist in the Islamic world. Indeed medieval Arabic has no word for banks or banking, nor for the abstract notion of money. The Islamic world, like Italy, absolutely prohibited interest of any kind. Also prohibited is the notion of deposit, where the depository keeps funds and uses them for commercial purposes. Buying and selling on credit was an accepted and widespread commercial practice, providing funds for enabling trade, an outlet for surplus capital to be profitably used, and lubricating business when coins were unavailable. Merchants provided their own money changing and books for merchant banking, based upon their hierarchic social status and reputation. Suftajas were issued by and drawn on well-known bankers. Unlike the Bill of Exchange, so central to European banking, a Suftaja is more akin to a check without an exchange of currencies. Status and social hierarchy formed the basis for credit and merchant banking activity. Clever Islamic money-lenders could bypass usury prohibitions through the use of non-profit donations, establishing the elaborate waqf system still used today.

²⁰ LABOR THEORY OF VALUE. It's a common fallacy, both in the Renaissance and in today's era of political correctness, to see all productive activity as manual labor. This was true in feudalism, a non-division-of-labor society where production means nothing more than the toiler in the field or at the loom. But in a capitalist society, beginning with the first ones in Florence Italy, the vast majority of productive activity is accomplished by unsung middlemen: bankers, traders, retailers, advertisers, and entrepreneurs. All these activities are viewed with suspicion by anti-capitalists, although they fuel the economy and enrich the lives of all who employ their services. It could hardly be otherwise, since use of their services is voluntary, and only proceeds if a value is gained on both sides. The Renaissance and the ending of serfdom represented a quantum leap in the lives and destinies of humanity and civilization.

- b. **Pacification Rule.** If instead the destination card is a King in your Tableau with Repressed Tokens, you may choose one Token to Kill. There is no cost.²¹

Easily Missed: You must move the Bishop to a new Location in order to pacify.

- c. **Move Restrictions.** You cannot move a Bishop onto a Player Board. This often means that it cannot cross between East and West (because the East and West are separated by a Player Board in each Tableau).
- d. **Moves within a Suzerainty.** A Bishop on a Suzerain may move to any of its Vassals. A Bishop on a Vassal may move to its Suzerain or one of the Suzerain's other Vassals (if any). Lateral moves to a Suzerainty can go either to the Suzerain or any of its Vassals.
- e. **The East/West.** If a Bishop starts on a card with a Location listed as "The East", it may move to any card with a printed Location in Hungary, Ottomans, Byzantine, Mamluk, "The East", or vice versa. Correspondingly for "The West".
- f. **Silenced Ops.** The presence of any Bishop on a card prevents some of its Ops from being used. Only its ~~light blue (religious)~~ Ops in religious colors can be used.²²

Example: You have three Reformist cards with the inquisitor icon in your Tableau. Each card so used allows you to move a red Bishop by either one card or to jump to another card sharing its current card's Location. If you use all three inquisitor ops on the same Bishop, you could move it three cards in either direction, or back and forth. You may optionally Kill a Repressed Token on each Empire Square moved to (if any). Each card moved to has its non-religious ops silenced until the Bishop moves on. F1b, F1f

- g. **Silenced Abilities.** A Bishop also silences any listed Ability, e.g. ransom or *Stadtwechsel*.²³ However, Prestige and Abilities granting immunity to silencing are never silenced.

Example: Gutenberg allows your hand size to be unlimited. But if a Bishop silences Gutenberg, you must Discard down to 2 cards immediately. F1g

²¹ PACIFICATION should be thought of bishops pacifying the oppressed with a fatalistic philosophy and dreams of the afterlife, rather than actually killing them.

²² SILENCING reflects the general religious condemnation (and torture!) of bankers and financiers in Europe. The charging of interest is condemned in Deuteronomy 23:20: "Unto a foreigner thou may lend usury; but unto thy brother thou shalt not lend usury." The Catholics and Moslems interpreted "brother" to refer to any human being, whereas the Jewish interpretation (stemming from the High Middle Ages) identifies a "brother" as a fellow Jew. These interpretations allowed Jews to dominate money-lending throughout Europe and the Ottoman Empire, from neighborhood pawn shops to international financing. But they also sparked anti-Semitic pogroms during the Spanish Inquisition and Luther's reformation, as well as England, France, and Austria. What fueled such hatred? Those clans who specialize as intermediaries between producers and consumers, the so-called "middleman minorities", have always been persecuted throughout the world. Examples are the Armenians in the Ottoman Empire, the Ibo in Nigeria, Chinese in Southeast Asia, the Tamils in Sri Lanka, the Lebanese in Sierra Leone, the Koreans in the USA, the Gujaratis in South Africa, and the Jews in Nazi Germany. The widespread hostility against middlemen minorities is not due to religion, race, or creed, since they differ from one another in all these regards. What they have in common is their much resented economic role - regardless who performs that role. Although bankers perform invaluable services, they are falsely accused of being exploitative, greedy, miserly, rapacious, and redundant. They are blamed for high rates, despite the fact that they would be shut out by the free market if they raised prices arbitrarily and the real cause is taxes, inflation, or crime. If forced to pay off public officials to keep their business, they are accused of corruption, a clear case of blaming the victim. From the expulsion of the Medici to the Holocaust of WWII, irrational prejudice against bankers and middlemen continues today. Thomas Sowell, 2006. For recent essays about the economics of Jewish commercial activities and expulsions, see:

<http://www.researchonreligion.org/historical-topics/mark-koyama-on-the-economics-of-jewish-expulsions>

<http://www.researchonreligion.org/historical-topics/colleen-haight-on-jewish-peddlers-in-19th-century-america-encore-presentation>

²³ STADTWECHSEL. German municipal exchange banks, both public and private, were especially busy during the autumn trade fair. Since circulation of foreign coins was subject to heavy punishments, all merchants were required to exchange foreign coins at the *Stadtwechsel*, who sent them to the city mint. The rights of coinage and exchange were bound throughout Germany, and often controlled by guilds (*Hausgenossenschaften*). The *Stadtwechsel* dealt in letters of credit, interest-bearing deposits guaranteed to be safe from creditors (popular among all classes of society), and various types of loans, with interest rates supposedly regulated to appease the Church. Unsecured loans needed the permission of the borrower's wife. The Augsburg ledgers show that the *Stadtwechsel* were lenient in overdrafts to reliable clients such as the Welsers and Fuggers. —W. Roberds & F. Velde, *Early Public Banks I*, 2016.

F2. Commerce (Economic Op).

Use this Op to take one Florin, either from any card (including trade fair cards) in the East Market card row or the West Market card row as specified in the **commerce icon**.²⁴

F3. Behead (Political Op).

Use this Op to Discard one card in any Tableau. The Location of the beheaded card must share that of the acting card. However, a card cannot behead itself.

- a. **Assassin.** If used to Discard an Empire, the card used to behead is itself Killed.²⁵

Example: Your opponent is using his Qizilbash card to siege all the Eastern Empires to the point that he can campaign all of them. To stop him, you use your "Grim" card to behead the Qizilbash. The "Grim" is located in the Ottomans and the Qizilbash is located in "The East". Therefore, the "Grim" is allowed to target the "Qizilbash". See LOCATION.

F4. Tax (Political Op).²⁶

Use this Op to target one Concession bordering the Location of the card used to tax. The target's owner must choose to either (1) pay a Florin to China or (2) Repress his Concession. In either case, the Concession owner must place a Levy within the taxing Empire (represents that the tax monies were used to start an army).

Tip: A Concession in between East and West is taxable in both regions.

- a. **Tax Prerequisites.** The tax location must have one or more empty Cities (i.e. not be Saturated) and **must have a Concession in its Borders** to tax.²⁷

3 Easily Missed Tax Rules: The owner of the Concession chooses the Levy to place when targeted by tax - not the taxing player. A Levy must be the color and shape indicated on an unoccupied City. You may tax your own Concession.

Example: You have the Holy Land Crusade in your Tableau, allowing taxation of Mamluk Egypt. The city of Cairo is empty. You use the tax op and target the Cœur Concession, located between Mamluk and Ottoman. He chooses not to repress his Pawn and thus must pay 1 Florin and place a Levy. Since the City icon for Cairo is a gold Rook, the Levy is a gold Rook.

²⁴ WEALTH is **created** by **labor and** voluntary transactions, especially trade, rather than by "resources". **A feudal society lacks most divisions of labor other than lord and serf, and so the transactions are largely involuntary with little generation of wealth. The Renaissance featured the most diverse divisions of labor in the world, with a mercantile class** organized into guilds. Today's Western lawyers **and doctors** are still **largely** organized along guild lines.

²⁵ ASSASSIN comes from the name of the Nizari Ismaili sect in the Middle East during the time of the crusades. The word has its roots in hashish, perhaps because its agents used drugs in their murderous pursuits. By the time of the Italian Renaissance, the name of the sect was generalized to apply to any sort of political murderer.

²⁶ TAXING represents not just coerced duties but also royal loans made under threat of seizure, closure, or imprisonment. All the banks in the game obtained their enormous wealth from small short period loans. A typical customer is a farmer suffering a crop failure, who needs capital to restart next year. This loan is safe for the banker, as the farmer is tied to his land and is not going anywhere. From these humble examples millions of Florins were made. However, because bankers are powerless commoners, they can only try to stave off forced loans by whatever means of persuasion they possess. The Fuggers of the Deer, for example, were bankrupted when their reserves were emptied by the ruling Habsburgs, and Lukas Fugger was appointed as "King of Atlantis" in "compensation". The King of France seized the vast assets of the rich banker Jacques Cœur, baselessly accusing him of poisoning his mistress. Jacques eventually escaped from prison and restarted his career from the ground up in Rome. The Medici bank, headquartered in a Republic (Florence) rather than a Monarchy, fared better, but nevertheless faced exile with confiscation of property in 1433, 1494, and 1527. Despite the injunction of Cosimo Medici to the Medici branches to "never lend to princes, courts, or the upper aristocracy", forced loans closed the Medici banks in Milan, Bruges, Lyons, and London.

²⁷ TAX. Europe's dispersed portfolio of resources conduced to long-distance, multilateral trade in bulk loads of utilitarian goods. Taxing these was more rewarding than appropriating them. —Eric Jones, *The European Miracle*, 2008.

F5. Repress (Political Op).

Use this Op to remove one Token (Knight, Rook, or Pawn as depicted on the **repress op icon**) from the Map in the acting card's Location and place it as a Repressed Token on its corresponding Empire **Square**.²⁸

- a. **Persistent Repression.** The Empire Square accepts repressed Token regardless if it is still in its **Throne (B2d)**, or if it is in a player's Tableau (including Suzerains and Vassals). If the Empire Square moves, its repressed Tokens travel with it.
- b. **Profit.** Using this Op to remove a Token from the Map gains you 1 Florin from China.

Tip: Repressing makes Civil Wars more likely, and makes voting more expensive.

Example: You activate your West Tableau, including Queen Isabella married to the King of Aragon. You use her "Alhambra Decree" repress op to remove a Concession in Aragon to become a Serf on the Aragonese King. You earn 1 Florin. Because her icon shows both a Pawn and a Rook, you could have removed a Rook instead.

F6. Vote (Political Op).²⁹

Use this Op to cause a Regime Change in an Empire, which normally awards you a King plus Concession (see REGIME CHANGE). The Empire can be in any Tableau, but must be in an East or West Tableau as specified on the icon. It cannot be a Vassal or be in its **Throne**.

- a. **Cost.** Pay to China a number of Florins equal to the Empire's Repressed Tokens (Serfs, Knights, Rooks).
30
- b. **Majority Rule.** To perform this Op, you must have more Concessions than any other player in the Empire's Borders.

Tip: A successful vote against your own King flips it into a Republic. Conversely, a successful vote against your own Republic turns it into a King (useful for placing new Concessions).

Example: You have the Papal States containing three Serfs. You have two Concessions on the Italian Borders, while your opponent has one. You have the Sindicat Remenca card, allowing a Western vote. As part of a Western Tableau action, you use this card to vote, paying 3 Florins to flip the Pope to its republic side. Because all three Papal Borders are occupied, you can't Emancipate the three Serfs, and, in order to place your Papal Concession, you decide to Repress your opponent's Concession to place your Pawn. This costs a Florin and adds a Serf to the Papal States.

F7. Corsair (Military Op).

Use this Op to move a Pirate in a Sea Border of the card's Location to another Sea Border either in the card's Location or an Adjacent Location. This Pirate must be of the color specified by the **corsair icon**, and cannot move to a border occupied by a Pirate of the same color.

- a. **Naval Attack.** Moving automatically Kills any Concession or Pirate in the border moved to. There is no cost.

²⁸ REPRESSING. As commoners, bankers held no power to repress or tax, but could influence the royals and nobles who held such power.

²⁹ THE RENAISSANCE REPUBLICS that sprung up in the mercantile zones along the coasts of the North, Tyrrhenian, and Adriatic Seas were ruled by the vote of committees of guild elders. Although England and the Holy Roman Empire were not republics, they also had electoral colleges whose vote became important for freedoms and reform. In a Republic, rulers are subject to the laws just like anyone else, and have been stripped of the power to arbitrarily change them. Some form of separation of power maintains political stability, rather than the divine right to rule.

³⁰ EMIGRATION is a form of voting for the best place to live, open to the new class of relatively wealthy commoners and skilled laborers who were not tied to a particular real estate. The possibility of a flight of talent to neighboring states with less oppression or taxation curbed the worst excesses of the kings and popes. The device of paper claims to wealth (bills of exchange) greatly increased the chances that a banker or merchant could escape economic or religious persecution without losing what he earned. Trade raised a class with international connections, rising political influence, and an interest in avoiding war.

***Easily Missed:** The corsair op moves a Pirate on the Map, in a similar way that the inquisitor op (F1) moves a Bishop in a Tableau. In both moves, only one Token is allowed in each Border/card. But there is a big difference. The corsair op can only be used in the Location printed on its card, while the inquisitor op can be used to move a Bishop regardless of where it is positioned in a Tableau.*

***Example:** You use Ottoman corsair op to move a Pirate from the Papal-Ottoman Sea Border to the Hungary-Byzantium Sea Border. This is legal since the destination Border is in an Empire Adjacent to Ottoman. The Pirate does not Kill all Tokens along its path - only those found at its final destination.*

F8. Siege (Military Op).

Use this Op to Kill one Rook, Knight, or Pirate of any color in the acting card's Location. There is no Battle, and there is no cost.

***Example:** You have the Duke of Milan card located in Aragon with the siege op. In Aragon there is one gold Knight and one green Rook, and a green Pirate in the border with Portugal. If you undertake a siege, you may Kill any one of these Tokens.*

***Tip:** Sieges against Tokens in an Empire you already control can be useful! Preemptively removing Heretics prevents Religious Wars. Killing off Ruling Class weakens the Empire so that a Strawman Attack can form a Republic.*

F9. Campaign (Military Op).³¹

This Op is found only on Empire squares on their King side. As indicated by the **battle icon**, use it to create a Battle in a defending **Empire** Adjacent to the King's Location (this includes diagonals).

- a. **Attackers.** All Knights (of every color) in the King's Location are the **attackers**.

***Easily Missed:** In all Battles, all eligible attackers must be sent in the attack. This means you must pay for all eligible Knights in a campaign.*

- b. **Cost.** This Op costs 1 Florin to China for each attacker. To make a campaign, all Knights must attack and all must be paid for.
- c. **Defenders.** All Ruling Class Tokens in the defending **Empire** are the **defenders**.
- d. **Repressed.** Repressed Tokens in either Empire do not participate in the Battle.
- e. **Campaign Resolution.** A Battle is fought (see last page). If victorious and except in the Intra-Suzerainty case below, the defending Empire suffers a REGIME CHANGE and is claimed as a **Vassal** (next bullet) of the attacking Empire.
- f. **Claiming Vassals.** Place the defeated Empire on its King side below the victorious King Card in your Tableau, to show his vassalage to your King (now called a **Suzerain**). Discard any Queen and all Vassals of the defeated Empire. All Repressed Tokens remain repressed on the Vassal, unless you choose to Emancipate them in the REGIME CHANGE. If the Vassal has a Bishop, it is retained.
- g. **Movement.** This Op moves no Tokens among **Empires**. Thus a newly conquered Vassal Empire contains only Emancipated Tokens (if any) and its Pirates and Concessions (if any).
- h. **Intra-Suzerainty.** If a Suzerain successfully campaigns against his own Vassal, or if a Vassal campaigns against another Vassal under the same Suzerain, there is no Regime Change.
- i. **Campaigns by Vassals.** If a Vassal wins a campaign, the conquered Empire ends up as a Vassal under the same Suzerain. However, a Vassal cannot campaign against its Suzerain.

³¹ FINANCING CONQUEST. The use of loans to launch campaigns revolutionized military history, with a far greater impact than the introduction of the firearm. Armies had a greater proportion of paid men, including mercenaries, and could stay in the field longer. The Italian bankers operating in England, France, Italy, and Germany were casually repaid from the proceeds of customs duties. In this way, revenues can be anticipated, and the cost of an expensive campaign spread over several years, avoiding intolerable short term tax hikes. The bankers requested that the monasteries serve as loan guarantors, and also as safe houses for the storage of gold, jewels, and plate. The King of England considered loan guarantees to be an outrage, and demanded the Italian bankers to be "menaced as they deserved". When he decided to seize all private deposits, it was the monasteries that were searched, not the Italian residences. —Prestwich 1979.

Example: You invade France using the Holy Roman Empire campaign op. The HRE has two Knights (red and gold, but their color does not matter in a campaign), so you must pay two Florins. Note that you are disallowed to invade with just one of the Knights to save money. Since France has no Ruling Class, there are no defenders. The HRE wins, and you gain a French Concession. You also claim the *Empire Square of France*, which was in your opponent's Tableau. Because the HRE is a Vassal of the Ottomans, France also becomes a Vassal of the Ottomans. France had 2 Repressed Tokens: a Rook and a Serf of your color. You decide to Emancipate both of them, placing the Rook into Lyon and the Pawn as a 2nd Concession into the East border. Otherwise, France would have remained depopulated, because the attackers return to their posts.

G. TRADE FAIRS

If as an action (**E5**) you Discard the facedown card at the *left* end of the East or West Market, you convene an East or West **trade fair** respectively.³² This creates *profits* (**G1**), traces a *voyage* (**G2**) along the black (East) or white (west) Trade Route, *disperses profits* (**G3**) to yourself (the initiator) and all those owning Concessions along the route (until profits run out), and finally raises *Levies* (**G4**) along the route.

G1. Profits.

Take 1 Florin (if 2 player game) or 2 Florins (if 3 or 4 player game) from China, and add them to the market Florins lying on either the East or West facedown card, as appropriate. Together, these Florins are called **profits**.³³

- a. **Discard** the facedown card out of the game, leaving an empty gap behind.

What if you initiate a trade fair but there is no money in the pot? It ends before it begins. The initiating player takes their 1 Florin from the bank, but no Levies are raised (only possible in a 2-player game).

G2. Voyage.

To determine how profits and Levies are dispersed, trace a **voyage** starting from either the black Emporium and following the black route (if East) or from the white Emporium following the white route (if West).

- a. **Embarkation.** The starting Emporium must be the one that is not *busted* (**C1c**).
- b. **Emporium Profits.** The player who convened the trade fair receives 1 Florin out of profits. If this takes the only profit, the voyage ends before it begins and **G3/G4** does not occur.

G3. Voyage Profit Dispersal.

The voyage proceeds from one *Empire* to the next, following the Trade Route. If while crossing a border a Concession or Pirate takes the last *profit* (**G1**), the *voyage ends* at that border (see **G5**).

³² THE BLACK TRADE ROUTE simulates the slave and gold trade. The white Trade Route represents the silk and spice trade from the Orient, originally over the Great Silk Road from China. In 1488, Bartolomeu Dias discovered a maritime route around the southern tip of Africa. He called it the "Cape of Storms", but the King of Portugal quickly renamed it "The Cape of Good Hope". This made for better PR, much the same way as Greenland was named. Whatever its name, the discovery of this route made Oriental imports far cheaper, within the reach of the mildly affluent, thus increasing the demand 10X. Thus the rise of Atlantic ports such as Lisbon and Antwerp.

³³ PROFITS. In capitalist theory this represents **demand**, which increases when cheap foreign goods become available (such as when a bank convenes a trade fair). This causes an initial outflow of gold, reducing prices and wages in the nation (and increasing them in the Orient). These changes make the country's producers more competitive, both domestically and abroad. Some part of the domestic market initially lost to imports are regained and an expansion of exports takes place. The country ends up both importing and exporting more. Fewer citizens become involved in the domestic market, and more in import and export (and banking). The net gain of the citizens is that the additional imports they obtained represents more and better goods than they could produce with the same labor devoted to producing for the domestic market. The trade benefits citizens of the Orient in the same way.

- a. **Concession.** If any player has a Concession in the Sea Border between two Empires, he receives 1 Florin out of profits as the voyage passes.³⁴
- b. **Piracy.** If a Pirate (of any color) sits in the Sea Border between these two Empires, as the voyage passes, remove 1 Florin out of profits and into China.

What if you initiate a trade fair but there are no concessions along the route? You take a Florin from China, then reinforce the Empires along the entire route.

G4. Levies.³⁵

Each Empire the voyage enters, starting with the one containing the Emporium, receives one Token, called a **Levy**. A Levy is placed upon one of the unoccupied Cities on the Empire, and must be the color and shape indicated. The player who convened the trade fair chooses which City gets the Levy.

- a. **Constantinople.** The City of Constantinople is considered unoccupied if it holds fewer than three Tokens.
- b. **Saturation.** If all its Cities are occupied, that Empire is **Saturated** and can accept no more Levies.
- c. **Venetian Condottieri.** Certain card Abilities (e.g. Duchy of Ferrara, Wolf of Rimini, *Gonfalonier*) allow the City of Venice to hold two gold Knights instead of one. As soon as one or more of these cards is set into play and the Papal States is Catholic, Venice is considered unoccupied if it holds fewer than two Tokens. If this Ability is sold, beheaded, or silenced, or the Papal States becomes another Theocracy, Discard down to a single Knight or Rook in Venice.

G5. Voyage End.

The voyage ends when it reaches its arrowhead, either in the Holy Roman Empire if white or Mamluk if black. However, if the profits run out before this, the last Concession or Pirate to take a profit marks the end of the voyage, and no Levies are raised beyond this point.³⁶

- a. **Leftover Profits.** If Florins are leftover, they remain in the empty space left by the trade fair card and will be placed on the new trade fair card during the *market refresh phase (D2)*.³⁷

Example 1: As Player Yellow, you convene an Eastern trade fair, which starts at Tana. You have a Concession between Byzantium and Hungary, and Player Purple has one between Ottoman and Mamluk. If the trade fair has only 2 profits, then both go to you (one as the initiator, the other for your Concession). The voyage stops

³⁴ PERSONALITY OF A BANKER. What sort of man was Cosimo de' Medici? He rose early, went nearly every day to his office, like an American millionaire. He dressed simply, ate and drank temperately, and (after begetting an illegitimate son by a slave girl) lived a quiet and orderly family life. He was normally humane, mild, forgiving, reticent, and yet known for his dry wit. He was generous to the poor, paid the taxes of impoverished friends, and hid his charity, like his power, in a gracious anonymity. He donated 400,000 Florins (\$10,000,000?) to public works and private charities, twice as much as he left to his heirs. Along with his descendants Lorenzo the Magnificent, Leo X, and Clement VII, the Medici patronized learning and art to a degree unequalled by any other family in the history of mankind. —*Will Durant, 1953.*

³⁵ CUSTOMS. In the Renaissance, kingdoms rose and fell depending on how the trade routes were aligned, and how many troops the kings could raise from customs fees.

³⁶ COSIMO DE' MEDICI is the "midwife" of the Renaissance according to Durant. He is usually described as the "de facto" ruler of Florence 1415-64. But in this half century he never held public office, remaining nothing more than a rich and respected bank manager (albeit one who accepted responsibility for fortifications and defense). His opinion was respected in the Signoria (Florentine ruling council of guilds), but the council retained final say in constitutional interpretation of the Florentine Republic. When the rival Albizzi bank convinced the Signoria to have Cosimo executed, he bribed the gonfalonier to commute the sentence to exile and meekly resumed banking in Venice. There was no bloodshed, as Cosimo commanded no arms. When the Signoria bowed to popular pressure and reinvented Cosimo and his bank to return a year later, there was again no blood (although it was the Albizzis turn to be banished). Cosimo was a banker, not a brawler. "To be elected to office is often prejudicial to the body and hurtful to the soul." —Cosimo de' Medici.

³⁷ BANKERS are routinely accused of having politicians in their pockets. Indeed, trying to protect their earnings from arbitrary seizure, bankers such as the Fuggers and Medici used their wealth to influence votes and elections. But just who is in whose pocket here? A king can behead a banker, but not the other way around. A banker commanded no armies, no police, and no tax collectors. He could not force a single transaction. If his customers came to mistrust him, they simply went to a rival bank. At any time a ruler could seize all his gold for any reason, or no reason. Or perhaps worse, seize his ships for use in war or crusade. The power of bribes is no match for the power of torture. The published instructions of Cosimo Medici to his bank managers strictly forbade lending to kings or royalty, but this was easier said than done. Kings can smell a steady source of income, and competition among them to squeeze a banker with forced "loans" was fierce.

there, so Player **Purple** gets no profits, and only Byzantium raises a Levy. Both Trebizond and Caffa in Byzantium are empty. You choose the latter, which places a gold Knight in Caffa.

Example 2: In the example above, suppose there were three profits instead of two. This allows your voyage to go to the Ottomans, stopping at the border where the **purple** Concession takes the last profit. This voyage potentially raises Levies in Hungary and the Ottomans as well as Byzantium. However, Hungary is saturated with two tokens. In the Ottomans, all the cities are filled except Constantinople with two green Knights, and its green Rook space free. You have no choice except to place its third token (a green Rook).

G6. Bankruptcy Variant (optional).

If you convene a trade fair, you do not receive 1 Florin out of profits, contrary to **G2**. If you run out of Florins, cards, and Concessions, you are eliminated from the game, simulating that banks can and did fail.

H. TRADE SHIFT

H1. Trade Shift One-Shot Effects.

If you trigger a **trade shift** One-shot, **after Agent placement** move the *busted disk* (**C1a**) (if any) covering the specified Emporium to cover (and deactivate) **the** uncovered Emporium of the same color. This deactivation Represses any Token that may be there, **placed into the Empire where the Token was located**. This reroutes the Trade Route for any future trade fair actions taken of that color.

- Spice Islands Route.** Assuming the Spice Islands is not the uncovered white Emporium, this trade shift moves the white busted disk to cover the uncovered Emporium (either Trebizond or the Red Sea).³⁸
- Red Sea.** Assuming the Red Sea is not the uncovered white Emporium, this trade shift moves the white busted disk to cover the uncovered Emporium (either Trebizond or the Spice Islands).³⁹
- Kremlin Route.** Assuming Novgorod is not the uncovered black Emporium, this trade shift moves the black busted disk to cover the uncovered Emporium (either Timbuktu or Tana).
- Soninke Wangara Route.** Assuming Timbuktu is not the uncovered black Emporium, this trade shift moves the black busted disk to cover the uncovered Emporium (either Novgorod or Tana).⁴⁰

I. CORONATIONS

³⁸ TRADE ROUTE SHIFTS. Unlike the other trade route shifts in the game, the Portuguese discovery of a maritime route around Africa to the Orient quite suddenly turned the Mediterranean from the hub of the world to a quiet backwater. Especially the Ottomans and Venetians who saw their customs revenues dwindle to almost nothing. The caravel, the only ship capable of such a voyage, was invented around 1451 under the sponsorship of Prince Henry the Navigator of Portugal. A modification of a **Basque** fishing boat design, the lateen sails of the caravel gave it speed and the capacity for sailing windward, and its construction allowed it to cross open waters.

³⁹ RED SEA TRADE. After the tiny and insignificant kingdom of Portugal became the richest and most powerful nation in Europe merely by discovering a trade route around Africa and sinking the Mamluk fleet using repurposed Basque fishing boats, the former warring superpowers saw their incomes vanish overnight. They were so desperate to break the Portuguese stranglehold and regain a naval route to the Spice Islands through the Red Sea that the empires of Venice, France, and the Ottomans took the unprecedented step to work together. The spectacle of Muslim and Christian ships conducting joint operations shocked the European world. But attempts to bolster the Mamluk Red Sea fleet failed; the Mamluks were landlubbers who favored horses over ships.

⁴⁰ AFRICAN GOLD. As the game begins, Western Europe returned to gold coinage for the first time in half a millennium, which proved to be an excellent remedy against money shortages and inflation. Genoese and Catalan bankers obtained gold dust from the Wangara Saharan caravans from Timbuktu with a terminus in Safi, a port in Morocco. Since the Western banks and mints were mostly privately owned, the rulers had to request or demand funds from the bankers. Some rulers such as the King of Aragon established public banks in Barcelona, Valencia, Majorca, and Gerona. Despite outlawing private competition, the state banks all quickly failed and forfeited the depositor's money. Meanwhile, in the Byzantine and Islamic worlds, the emperor or sultan regulated the mints and controlled the money supply.

All Queens have the coronation One-shot, which if triggered marries her to a King. The King must be an Empire contained in the Queen's list of **suitors**, and must be **unmarried**, either in his **Throne (C6b)** or in your **Tableau**.⁴¹

- a. **Concession Reward.** A coronation is a REGIME CHANGE, so you can claim a Concession in that Empire.

Easily Missed: A coronation always produces a King. It cannot produce a Republic, which can only be formed from a Strawman (E2.2) on a King already in your own Tableau.

I1. Royal Couple.

If you decide to perform a coronation One-shot, form a **royal couple** by placing the King side of the chosen Empire Square on top of the Queen card in your Tableau so that her Ops and Prestige (if any) are visible.

View of the King-Queen pair.

- a. **Location.** The royal couple go into your East or West Tableau according to the Imperial Location. A coronated Queen always has a Location in the Empire she is married to.
- b. **Tableau Ops.** A coronated King and Queen each run their own Ops during an Ops *action* (E4).
- c. **Sexism.**⁴² If either the King or Queen is lost due to *sales* (E3a) or *apostasy* (K3), the couple return to the Throne together. However, if the Queen is *beheaded* (F3), the King survives.
- d. **Regime Change.** If you acquire a royal couple from the Throne during a Regime Change (see REGIME CHANGE) the marriage is preserved. But if you lose a royal couple during a Regime Change, the Queen is Killed.
- e. **Silencing.** If a Bishop lands on either the King or Queen, both are silenced.

I2. Old Maids.

If you play a Queen unmarried (i.e. do not trigger her coronation), store her card under your Player Board. She is not part of your Tableau, so you may not perform her Ops or Abilities **and ignore her during apostasy**, but add her Prestige (if any) to your total at the *end of the game*.

J. CIVIL WARS

There are two types of **Civil War**: *conspiracies* and *peasant revolts*. If you play a card with a "Conspiracy" or "Peasant Revolt" One-shot, you first specify if there is a Civil War or not.

- a. **No Civil War.** If no, there is no BATTLE. You may place the card's Agent Tokens per E2.2.
- b. **Civil War.** If yes, there is a BATTLE.

Important: In a Civil War or campaign, the color of the attackers and defenders is irrelevant!

- c. **Succession.** If the attackers have at least one survivor, the Civil War is victorious, causing a REGIME CHANGE. See J1 or J2.

J1. Conspiracy One-Shot.

If you launch a conspiracy, this creates a BATTLE:

- a. **Attackers.** The card's Agents (except Bishops and Pawns), Bordering Pirates (any color), and repressed ruling class (repressed Knights & Rooks on that Empire Square, of any color) must join the Battle as attackers. Note that repressed Pawns do not participate.
- b. **Defenders.** All Ruling Class Tokens (i.e. Tokens in Cities).

⁴¹ CORONATION. Normally only an unmarried prince could get married to a queen, but King Henry VIII would disagree.

⁴² SEXISM means to classify people according to their gender instead of their individual merits and to treat them differently, either legally or commercially. In this time period, the whole political/religious world was sexist and had been for a long time. The Renaissance was perhaps the first glimmers of freedom for womenfolk, as women had more autonomy (as queens and merchants) than any time before (or immediately after). Because the Renaissance led to the Western Enlightenment, with such thinkers as Olympe de Gouges, this was the beginning of the degree of freedoms that women in the West enjoy today.

- e. ~~**Holy Conspiracy.** If your conspiracy is victorious in an Empire, you can add, subtract, or flip its Map Card to either (1) create a medieval (non-theocratic) state (B2b), or (2) assuming all of the attackers are the same color, create a Theocracy of that color. Populate the Cities with the Battle survivors.~~

Example: You play the House of Borgia and declare that its conspiracy One-shot occurs. This card is located in “The West”, and you announce the target is Aragon. The Agent for the Borgia card is a Bishop, but he does not fight. Instead, the attackers consist of a repressed red Knight on the Aragon Empire Square, and one Barbary Pirate Adjacent to Aragon. Aragon defends with one Ruling Class Rook. Two against one, so the conspiracy succeeds, with one survivor. You choose the Knight to be the survivor, and set him in Valencia. The Pirate dies. You claim the Aragon Empire Square from your opponent’s Tableau. France, a Vassal of Aragon, gets returned to its Throne. You place a Concession Adjacent to Aragon for the Regime Change. Finally, you place the Borgia Bishop on any Tableau card in the West.

J2. Peasant Revolt One-Shot.⁴³

If you launch a peasant revolt, this creates a BATTLE:

- a. **Attackers.** The card’s Agents (except Bishops), Bordering Concessions (of your color), Bordering Pirates (any color), and Serfs (repressed Pawns on that Empire Square, of any color) must join the Battle as attackers. Note that repressed Knights and Rooks do not participate.

Easily Missed: If you trigger a peasant revolt, your Adjacent Concessions must rise up and fight too, even if they won’t survive.

- b. **Defenders.** All Ruling Class in the Location.
- e. ~~**Paganism (optional).** If your peasant revolt is Victorious in a Theocracy, you can add, subtract, or flip its Map Card to create a medieval (non-theocratic) state (B2b).~~

Example: You play the Flanders guilds to launch a peasant revolt against the French Vassal in your own Tableau. The attackers are the Pawn shown on the card, plus (in the French Borders) a Pirate and a Concession of yours. There are two Ruling Class defenders, so you win with one survivor. You choose a Pawn to survive, which you place as a Concession. You get another Concession for the Regime Change. Flip the French Empire to its Republic side, and move it to become your leftmost tableau card.

Easily Missed: Serfs of your own color can be used by anyone in a peasant revolt against your own Empire. (Serfs don’t care which leader has which banker in their pocket.)

K. RELIGIOUS WARS & APOSTASY

K1. Crusade, Reformation, or Jihad One-Shot.

If you play a card depicting a **crusade**, **reformation**, or **jihad** One-shot, you can trigger a Religious War in that Location. This creates a Battle between **Believers** (Tokens of the religious color shown on the card) and **Heretics** (Tokens of the other two religions).

- a. **Attackers.** The card’s Agents (except Bishops), Bordering Pirates (Believers only), Ruling Class (Knights & Rooks in that Location, Believers only), and Knights in Adjacent Locations (Believers only) must join the Battle as attackers. Note that Adjacency includes diagonals, see ADJACENT.
- b. **Defenders.** All non-repressed Heretics in the Location (Ruling Class and bordering Heretic Pirates).

⁴³ PEASANT REVOLTS that swept Western Europe would eventually overthrow feudalism and emancipate the serfs. But Eastern Europe, slower to industrialize and urbanize, saw a “second serfdom” that was particularly onerous, and whose long shadow still divides Europe into the West and the East.

- c. **The Bloody Rule.** The Religious War cannot be triggered if there are no Heretics to Kill in the target Location (neither Heretic Ruling Class nor bordering Heretic Pirates).

Do Heretic Pirates in a Border count for the bloody rule? Yes. For example, a Reformist Pirate bordering England can enable a crusade there.

- d. **Repressed Tokens.** Repressed Tokens do not fight in a Religious War (and thus can't be used for the "bloody rule").

Easily Missed: Ruling Class and Pirate tokens do not "belong" to any player. Any player may use them for a Religious War, holy victory, etc. regardless who caused them to be placed.

K2. Crusade, Reformation, or Jihad Effects.

- a. **Map Card Change.** A victorious reformation⁴⁴/crusade/jihad in an Empire switches it into a Reformist/Catholic/Islamic Theocracy respectively (add, flip, or remove a Map Card to indicate the Theocracy). All Ruling Class remain in the same Cities (attacker's choice in the case of Constantinople).
- b. **Regime Change.** A victorious Religious War causes a REGIME CHANGE.

Example: You play the Jesuits and start a crusade in Aragon. The attackers are a gold Rook in Aragon, a gold Knight in neighboring France, and a gold Pirate on Aragon's Eastern Sea Border. In the Battle the sole defender, a green Algerian Rook, dies, and you choose the Rook in Aragon as your casualty. The victorious crusade adds the Aragon Map Card on its Catholic side. Because Aragon is already a kingdom in your Tableau, this victory flips it to its republic side, and you can place a Concession.

K3. Apostasy One-Shot (lightning icon).

If triggered, this One-shot affects the Tableaux of all players, who are on trial for dealing with Heretics. Each player who has cards with Prestige icons of both indicated Religions in his Tableau must Discard all these cards! There is no Battle.

- a. **Royal Couple.** If either the King or Queen are Discarded as a result of apostasy, both are returned to their Throne (with their marital status intact).
- b. **Martyr's Disciples.** If the card launching the apostasy is itself Killed by its own One-shot (e.g. Oratory of Divine Love), it may deploy its Agents (e.g. Bishops) before dying.
- c. **Old Maids (I2)** do not count towards apostasy.

Example: You play the European Union, and trigger its apostasy One-shot. This makes cards with reformation Prestige incompatible with those with Islamic Prestige. In your Tableau there is one reformation card (Luther), and two Islamic cards (The Grim and The Handsome). Luther is in your West, and the other two are in your East, but East and West do not matter for apostasy. Discard all three cards. Your opponent has three reformation cards and one Islamic one, and all four are Discarded. The Islamic card is the king card Sultan Mehmed with a Vassal, and both Vassal and Suzerain are Discarded into their Thrones. Another opponent, with only reformation cards, does not have to Discard any.

⁴⁴ LUTHERANISM. As part of his effort to make the Catholic Church less worldly, the evangelist of protest Martin Luther attacked Aristotle and objected to the intrusion of logic into theology. "Whoever wants to be a Christian should tear the eyes out of reason," he said, reversing some of the successes which the spread of Aristotle's philosophy of reason had brought to Renaissance culture. —Burgess Laughlin, 1995.

L. GAME END & VICTORY

L1. Purchase & Discard the Comet Card.

If you buy one of the four Comet cards, you must Discard it immediately and **activate** (flip over) one of the inactive Victory Squares of your choice to its active side.

- a. **Cometa Aster.** If a Comet reaches the leftmost (cheapest) **slot** of the Market, like any other card it is flipped and no longer available for purchase. It is Discarded out of the game without effect if used to convene a *trade fair* (**G1a**).

L2. Game End.

The game ends if a player uses an *action* (**E6**) to declare victory in a particular activated Victory Square. He must fill the victory conditions listed in **L3-L6** for that Victory Square.

- a. **Patron Victory.** The game also ends if the market cannot be refreshed from either the East and West draw decks during *market refresh* (**D2**). If so, the player with the most Patron Prestige wins.⁴⁵ If this is tied, the player with the most Florins wins.
- b. **How is a tiebreaker victory determined?** If a market refresh is attempted but there are no more cards to draw, the player with the most Patron Prestige wins. If players are tied in Prestige, the one with the most Florins wins.

L3. Holy Victory (Torquemada).

To win, you must have more Prestige in the Supreme Religion than your opponent with the most Prestige in the Supreme Religion. A Religion achieves **Supremacy** if it has both:

- (1) More Bishop Tokens of its color in play than both other religions combined, and
- (2) More Tokens (Knights, Rooks, and Pirates) of its color in play in its Theocracies than both other religions combined. Count only unrepressed Tokens whose color match their Theocracies.

Easily Missed: Pirates of the appropriate color in the Border of a Theocracy count towards a holy victory. If Adjacent to two Theocracies of the appropriate color, it is counted twice.

Example: The only Bishop in play is a green token on a Hungarian Tableau card. The only Theocracies are Mamluk (with one green Rook), and Papal States (with one gold Knight). If the Ottoman Navy is played, placing a Pirate **punchout** in the Mamluk border, then Islam becomes Supreme.

L4. Imperial Victory (Charles V).

To win, you must have at least two more Empire **Squares** on their King side (doesn't matter if Suzerains or Vassals) than your opponent with the most Kings. In a 2-player game, it must be three more.

L5. Globalization Victory (Columbus).

To win, you must have:

- (1) Two more Concessions than your opponent with the most Concessions and

⁴⁵ RENAISSANCE PATRONS were overwhelmingly private. In other words, the paintings, sculptures, and architecture of the artistic Renaissance in lands such as Italy, Germany, Netherlands, and England were paid for by wealthy commoners who made their fortunes in banking and commerce. Sometimes the courts of Hungary and Egypt are falsely described as part of the Renaissance, due to the lavish patronage of rulers such as Mátyás Corvinus and Qa'it Bay. But public works paid for from forced transactions, mainly appropriations and taxations by royals and nobles, are fundamentally different from private works paid for ultimately from voluntary transactions. For one thing, there is nothing new or lasting about monuments built by slaves intended to glorify the king of kings. Like the works of Ozymandias, they crumble into dust. The art of the Renaissance glorified humanity and humanism rather than a particular king. This was a harbinger of something utterly novel, and ushered in the modern eras of globalization, banking, capitalism, abolition of slavery, increased wealth in every social class, industrialization, science, mass literacy, and the Enlightenment.

(2) more *Discovery Prestige* than your opponent with the most *Discovery*.

L6. Renaissance Victory (Leonardo).⁴⁶

To win, you must have:

(1) More Republics than your opponent with the most Republics.⁴⁷

(2) At least two more *Law Prestige* than your opponent with the most Law in his Tableau.⁴⁸

M. Playthrough For the Complete Beginner Phil Eklund

Facedown card. Star Chamber PREN006. Peter's Pence PREN007. Order of Santiago PREN049. Joanna the Mad PREN046. Conquistadors PREN021. Facedown top of the draw deck.

You've started a 2-player game, and your opponent goes first. On your Turn the West Market contains the 5 faceup cards shown. (In this playthrough, we ignore the East Market. Pretend it contains uninteresting cards). You have 4 Florins; how should you spend them? The cards are crammed with data, which parts should you pay attention to? Which cards are the insta-buys bargains, and which are the overpriced baubles? On turn 1, we offer some basic purchasing tips:

M1. Push Start (Turn 1) What Card Should I Buy?

Your opponent went first, and now it's your turn. You have 4 Florins and 2 actions, and your first action is likely to (1) buy a card, and (2) play it. But which card?

- Concentrate on Agents, Location, & One-Shot.** These card attributes are more important for grabbing early Empires than its Ops and Prestige. Act fast; Empires start vulnerable but quickly stabilize as they gain Levies during trade fairs. See also **N6b** for advice on assessing Empire Stability.
- Finances.** You only have 4 Florins, and it is a good idea to spend it all snapping up the good cards before worrying about getting more Florins. Of the 5 cards shown, your 4 Florins are enough to purchase all but the most expensive, the conquistadors (see **E1** for details on how to purchase).
- Star Chamber** PREN006 is the cheapest card (1 Florin cost), with a Location in England and a Reformation One-shot. This card is uninteresting for the following reasons:
 - **Its Agent** is a Bishop, which is not a combat unit and doesn't help topple the Empire.

⁴⁶ THE RENAISSANCE was named for the revival of the philosophy of the ancient Greeks, in particular Plato and his student Aristotle. Plato was the first thinker to systematize other-worldliness, rather in line with the inward "mind over matter" subjective philosophy associated with eastern mysticism (see footnote 7). Aristotle was the first thinker to systematize worldliness, the objective "matter over mind" philosophy identifying the importance of understanding this world with objective reason and logic. Aristotelian ideas were introduced to the Islamic East by Al-Farabi and later Ibn Rushd (Averroes), but tragically lost through the influential preachings of the Muslim mystic Al-Ghazali. Although dead in the East, the ideas of Averroes reintroduced Aristotelian philosophy to the West, especially with the support of the great philosopher and theologian St. Thomas Aquinas. This led to the rise of the universities and ultimately the Renaissance. In Italy, logicians at the secular University of Padua developed an Aristotelian method of proof and discovery, inspiring treatises on bookkeeping and arithmetics. This culminated in the integration of mathematics and experimentation into the formulation of the logic of scientific discovery, the work of Padua's famous professor of mathematics Galileo. Long before Galileo however, the rival Florentine Platonic School came to dominate European intellectual thought - except among logicians and scientists. The humanist approach to political and economic problems **lacked the instruments and measurements of science, and very little of note was accomplished. Sadly, Platonism remains the dominant philosophy of intellectuals today, and is even infiltrating the halls of science.**

⁴⁷ RENAISSANCE OF FINANCE. What underpinned all the great artistic, literary and architectural achievements that we now see as quintessentially 'Renaissance' was an equally momentous revolution in trade and finance. Ever since the Crusades of the 12th century, a politically fragmented and economically undeveloped Europe looked to the cultures of the East for luxury, wealth and new ways of doing business. —Dr. Jeremy Brotton, 2011.

⁴⁸ LAW was increasingly resorted to to settle disputes among nobles, and this pacification benefited merchants and bankers which in turn benefited the kings who were taxing them. This was to transform European feudal units into the first modern states, in which objective and clear standards trumped arbitrary decrees.

- **Its One-Shot** is an unwinnable Religious War. There are no protestant (red) chess pieces in England or in any Empire adjacent to England, so the English Reformation currently has no chance to succeed.
- d. **Peter's Pence** PREN007 is more expensive, costing 2 Florins. This card has a Location of "The West", meaning it can be applied to any of the 6 Western Empires, and this flexibility of Location makes it very powerful. Yet its One-shot is apostasy, which is weak in the early game.
- e. **Order of Santiago** PREN049. This card costs 3 Florins, but it is worth it. Why?
 - **Agents.** It has two Agents (2 gold Rooks), which is quite powerful.
 - **Location.** Portugal is weakly defended by only a defensive single Ruling Class (the Toledo Knight). See **N1a** for the relative value of Empires.
 - **One-Shot.** Considering the previous 2 bullets, the Santiago One-Shot pits 2 Agents against 1 Ruling Class, giving a certain win to the conspiracy. See **BATTLE**. (Terms in caps or all-caps are defined in the glossary).
 - **Invasion Risk.** Portugal will not be so weakened by this Civil War that an opponent will be able to invade with a campaign or Religious War.
- f. **First Turn Results.** You buy the Order of Santiago, leaving you with 1 Florin. For your second action, you play it, activating its conspiracy; see **J1** for details. In the conspiracy, one of the attacking Rooks dies, as does the defending Knight in Toledo. One of your Rooks survives, meaning that you now control Portugal, which is placed in your Tableau. This gives you a Concession Adjacent to Portugal. You place this into the border between Portugal and Aragon.
- g. ~~**Holy Conspiracy.** Because all the Attackers are Catholics, you are allowed to make your conspiracy victory to convert Portugal into a Catholic Theocracy, see **J1c** and **THEOCRACY**. Once you learn the role of Prestige in the endgame, you will understand that creating Theocracies that you are vested in is a potentially game-winning idea. Assuming a Catholic Bishop can be later deployed, making Portugal Catholic means that Catholicism is the Supreme Religion (see **L3**), and the Catholic Prestige in your Tableau (it's on your Order of Santiago card) means you are in the lead for a Holy Victory!~~
- h. **Recap.** Your first turn was exciting: by orchestrating a conspiracy that toppled the King of Portugal, you installed a new ruler who turned Portugal into one great theocratic inquisition. The grateful new ruler gave you a trade concession, and you are now invested into spreading the stench of burning heretics over all of Europe. A lot happened!

M2. Push Start (Turn 2) How Do I Preserve My Investment?

Let's play another turn, and learn a bit about Ops and Prestige.

- a. **Opponent's Turn.** He spends 1 Florin and buys the Star Chamber. This means that Peter's Pence (i.e. the papal tax collectors) slides into the cheapest slot, becoming the only one you can now buy with your 1 remaining Florin.
- b. **Your Turn, Buy the Spanish Inquisition?** At first glance, the Pence looks like a great buy:
 - **Bishop Agent.** This Token is essential for Catholicism to become Supreme (see **L3**).
 - **Catholic Prestige.** The player with the most of these will have the ear of the Pope for the holy victory.
 - **Taxation Op.** As you would expect from the papal IRS, you can make your opponents suffer anywhere in the West (**F4**).
 - **Spanish Inquisitor.** Its Bishop Token can start on any of your opponent's Tableau cards in the West, *silencing* them (**F1f,g**). Nobody expects that.

- c. **Portugal at Risk to Madness & Greed.** And yet, if you buy the Pence, you will likely lose Portugal. Why? This purchase will make not just one, but two market cards cheap enough for your rival to buy: Joanna the Mad and the Conquistadors. Both have “Portugal” mentioned on their card, and either can ruin Portugal:
- **Joanna** is a Queen with a *coronation (I)* One-shot. If your rival buys her, he will undoubtedly grab a neighbor of Portugal and threaten it with a campaign.
 - **Conquistadors** have a Portuguese Location. If your opponent has them in his Tableau, he can use the *siege op (F8)* to erode the Portuguese defense, making it weak against crusades or campaigns. (If you buy the Pence, you may be able to use its Bishop to silence the conquistadors).
 - **If Portugal Falls**, you can still recover. Portugal will still be a Theocracy and Catholicism will then be Supreme, all the easier for you to win a holy victory. But notice the queen’s Catholic Prestige (madness and piety go hand in hand), and if your rival forms a *royal couple (I1)* with her, both you and he will be tied in your devotion to Catholicism.
- d. **Your Turn, West Trade Fair.** You are going to need funds for the fight for Portugal, and suddenly spending your last Florin on the Pence seems foolish. Instead you gain a couple of Florins by running a *West trade fair (M)*. This gives you enough Florins to buy the conquistadors for your 2nd action, both in order to keep the card’s discovery prestige from falling into the wrong hands, and to defend Portugal.
- **Stability.** Running the West trade fair has the advantage that it places *Levies (G4)*, stabilizing Portugal (and other Empires).
 - **Burying Peter.** A second trade fair advantage is that it buries the Pence (it gets flipped upside down during *refresh*, see **D2a**). It’s a great card, so if you aren’t taking it, you don’t want anyone else taking it either.
 - **No Minions.** Buying the Pence would have deployed a Catholic Bishop. But don’t forget that you are just a banker not a Napoleon who can expect obedience from minions. This Bishop is not in your employ, has no particular fealty to you, and could be used by your opponent for a holy victory. This goes for all the chess pieces, no player “owns” them!

M3. Push Start (Turn 3) Finances

Keep track of each player’s available money. Make a point to know what your opponents can afford.

- a. **Opponent’s Turn.** Your rival purchases Joanna the Mad and activates her coronation One-shot. Soon she is married to John the Faithless, King of Aragon, and the royal couple move to your opponent’s Tableau.
- **Joanna’s Piety.** Regardless of who she marries, her Catholic Prestige will put you and your rival neck and neck for the holy victory, should that be the victory that ends the game.
 - **Repression.** These nuptials give your opponent a Concession, and he has a choice of Borders to place it in. He decides to place it in the Portuguese/Aragonese Border, where you already have a Concession. Since there can’t be 2 Concessions in the same Border, he pays a Florin to *repress (F5)* your Concession. Your Pawn is moved to the King of Aragon’s card, to indicate it is now a humble Aragonese serf.
- b. **Your Turn, Play Decision?** Should you play the conquistadors you have in your Hand? No need, it is better to use your precious actions for something more urgent. Keeping the conquistadors in your Hand for a rainy day has several advantages:
- **Armored Soldiers.** If played, its 2 knights will come in handy in case Portugal is threatened with invasion (e.g. a campaign from Aragon), or you need to launch your own campaign or crusade.
 - **Aztec Gold.** You can *sell* the card from your Hand for an instant 4 Florins (**E3**).

- **Surprise Globalization Victory.** If played into your Tableau, its discovery prestige may maintain your lead for the *globalization victory* (**L5**).
- c. **What's Next?** You need to build up a financial engine, so look for cards with commerce ops, so that you gain funds each time you run ops. Even better, much better, is buying and staging a winnable *peasant revolt* (**J2**). This is worth selling Cortez for. See **N5** for more funding strategies.
- d. **Road To Victory.** Eventually will need to focus on one of the 4 paths to Victory. Currently you and your rival are tied for both the imperial and the holy victories. It could go either way. But notice that only you have a discovery icon, and so only you can win the globalization victory. For this you will need Concessions (which is why we emphasized peasant revolts in the previous bullet).
- e. **A Callow Renaissance Man No More.** You are now ready for a more advanced strategy (next section).

N. Strategy Guide Alex Serban & Dom Rougier

This guide is for the more experienced player.

N1. What Advantages does each Empire have?

- a. **Portugal** has a Discovery Prestige, so it is useful for triggering the Spice Islands (western) trade shift and building towards a globalization victory. Its super-rare East Vote Op makes it strong for a Renaissance victory. It has an Islamic Levy, so it is susceptible to crusades.
- b. **France, Holy Roman Empire (Reformist), Ottoman, & Byzantium** have 2 Knight and at least 1 Rook Levies. So long as these Levies can be raised, they offer the strongest attack and defense for empire-making for the imperial victory.
- c. **England, Aragon, Papal States, Holy Roman Empire, & Hungary** all have Law Prestige and vote ops on their Republic sides, making them the best Empires to build towards the Renaissance victory.
- d. **Papal States, Hungary, & Mamluk** each have Patron Prestige, which are very useful if the game goes to tiebreaker.
- e. **Conquering the Ottoman Empire** is easiest through jihad and coronation. Ottoman is the strongest Empire in the game when it is Islamic because it is possible to have 3 Knights in Constantinople after a Jihad (flip Map Card and move the 2 Knights onto the 2 Rook icons in Constantinople, leaving the third Knight icon open to raise as a Levy).
- f. **Mamluk's Campaign Op** is difficult to use because it contains only Rook Levies. It is possible for Mamluk to receive Knights only through Agent placement.

N2. Is It Better to Invest in the West or the East?

Western investments are at a disadvantage due to their position at the back of the trade fair line, not to mention the explosive power that exists in the East with religion. However, careful play in the West builds a strong long-term Ops engine. Taking advantage of the fact that the West rarely sees Levies from trade fairs, the West is easier to manipulate using e.g. a 2-agent one-shot, or a peasant revolt in an Empire you are adjacent to. The West has an abundance of commerce and vote allowing you to recover your money after you expend it. Sometimes, even just running a West trade fair for 1 florin is a good way to increase the amount of money in circulation and in your hands.

N3. Victory Statistics (1st edition)

Percentage of victory types won in the experience of 2 playtesters:

- a. **Philipp Pfeiffer** (44 games). Imperial victory 16% win, holy victory 18%, globalization 20%, Renaissance 36%, Patron victory 4%.
- b. **Alex Serban** (134 games). Imperial victory 32%, holy victory (Islamic 10%, Catholic 6%, reformation 0.7%), globalization 18%, Renaissance 18%, Patron victory 8%.

N4. Why would I do that / Why does it matter?

- a. **Strawman your own Empires to form Republics?** Useful if you are building towards a Renaissance victory, gaining a new Concession from the Regime Change, or want the Republic's commerce op.
- b. **Where/if you place that Token does matter!** You can prevent or enable Religious Wars, block Knights from being raised from Levies, and more.
- c. **Repressing Opponent's Concessions** can help you make more money on the trade fair. However, you're making it less likely that they will run the fair on their turn. Also, keeping their Concession count low is important to fight against their globalisation victory, vote ops, etc.
- d. **Sieging Tokens in an Empire you already control** can be very helpful. You can:
 - Prevent Religious Wars by preemptively removing Heretics.
 - Make campaigning cheaper if you have too many Knights and don't need them all.
 - Weaken the Empire in advance of your Strawman Attack (to gain a Republic).
 - Remove unwanted Tokens that are blocking the space for the Levies you want.
- e. **Repressing** can make Civil Wars easier to trigger since they add attackers. But it also makes it more expensive to vote in that Empire. It depends on what you want to do there and what you are threatened with.

N5. How to Gain Florins?

Funding in *Pax Renaissance* is a mini-game in itself:

- a. **Trade Fair (G).** With a lot of Concessions this gains a burst of cash, but make sure your opponents do not gain too much with their Concessions.
- b. **Commerce Op (F2).** Build your Tableau with plenty of these Ops. This allows you to buy a card and then with the second action regain all your money by making East or West Ops action.
- c. **Gain More Concessions.** Either cause a Regime Change or play a card with a Pawn Agent.
- d. **Surprise Sell-Out.** It can be quite a Machiavellian shock to your opponents if you sell a royal couple for 4 florins and snap up the card in the 5-cost spot they were planning their strategy around.

N6. How to Win an Imperial Victory?

A typical conversation during *Pax Renaissance*: "What happens if I do this?", "Well, this, then that. Optionally this.", "Is that good?", "I have no idea." This obtuseness is one of the charming features of *Pax Renaissance*. How does one indirectly manipulate a shared-gamespace, while remaining aware of 2nd and 3rd order consequences? Here, we start with the most straightforward Victory type - *Imperial (L4)*. The idea is to stabilize your Empires while destabilizing the Empires of your opponent:

- a. **How to Grab** your first card (and therefore your first Empire):
 - **Civil Wars (J1, J2).** Because the Empires begin with only 1 Token each (except for Ottomans), they are vulnerable to One-Shots such as double-agent conspiracies and peasant revolts, which give you not only the Empire but also a Concession.
 - **Queens (I)** are the bloodless way to gain Empires, as long as the King is not married **and in his Throne or in your Tableau.**

- **Siege (F8)** is a useful op for reducing defenses in preparation for an attack such as a *campaign* (F9) or Religious War (K).
 - **Jihad (K)** is the easiest way to gain an empire in the East because it is so multicultural (presence of Heretics) and Islam has a strong presence there. Religious Wars are strong because you can pull in Adjacent Believer Knights as attackers.
- b. **How to Determine Empire Stability.** Your empire-building goal is to topple (or defend) Empires that are unstable:
- **Ruling Class.** Empires with more Tokens on the map are more stable, while Empires with more repressed Tokens in their Kingdom are less stable. Multicultural Empires (those with Tokens of various colors) are vulnerable to *Religious Wars* (K).
 - **Trade Fairs (G).** Empires nearest to Emporia tend to be more stable because they use wealth from tolls to build up Levies during trade fairs. It follows that these Empires are sensitive to *trade shifts* (H).
 - **Ottomans.** Any Empire Adjacent to the Ottoman Empire is vulnerable to *campaigns* (F9) and *provides Knights for jihads* (K).
- c. **How To Gain Empires into your Tableau.** If you cause a Regime Change in the location, you gain not only the Empire but also a Concession. You can also Emancipate repressed Tokens. Regime Changes happen by:
- **Coronation One-Shot (I), Vote (F6), Civil War (J1, J2), Religious War (K)** (from the Throne or opponent's Tableau to your Tableau).
 - **Campaign (F9).** (from the Throne or opponent's Tableau to below the campaigning Empire as a Vassal).
- d. **How To Add Ruling Class.** Add Tokens to an Empire by:
- **Agents (E2).** Playing a card with Agents in the Empire,
 - **Tax Op (F4)** in the Empire (Tokens must match color & type on Map),
 - **Levies (G4)** placed during a trade fair (must match color & type on Map),
 - **Surviving Attackers** placed after a conspiracy or Religious War (see BATTLE),
 - **Repressed Tokens** that are Emancipated in a Regime Change (see BATTLE).
- e. **How To Remove Ruling Class.** Destabilize an Empire by:
- **Agents (E2).** Playing a card with Agents in the Empire to repress the old Token,
 - **Repress Op (F5)** (also gives you 1 Florin per Token removed).
 - **Siege Op (F8).**
 - **Campaign (F9), Civil War (J1, J2), Religious War (K).**

N7. How To Win a Renaissance Victory?

The Renaissance Victory (L6) is perhaps the most subtle, you have to have the most Law Prestige (at least 2 more than your best opponent) and the most Republics. To get a Republic, you first need a Kingdom (N6):

- a. **How To Change a Kingdom into a Republic.** Cause a Regime Change using *vote* (F6), *Civil War* (J1, J2), or *Religious War* (K) in an Empire that is in your own Tableau (This gains a new Concession & optional Emancipation of repressed tokens).

N8. How To Win a Globalization Victory?

Globalization is the sneakiest way to win. It is easy to miss and expensive to counter since it often requires aggressive moves and Pawn repression. However, in addition to simply having the most Discovery Prestige, you also need to lead in Concessions by a margin of 2.

- a. **Discovery Prestige** is the rarest Prestige in the game.
- b. **Best Cards To Use.** Henry the Navigator (Portugal), academia.
- c. **Vote.** Use *vote* (F6) to flip your Empires back and forth to saturate their Borders with Concessions. Remember that you cannot vote with Vassals, making campaigning a less effective way to gain Concessions.

- d. **Repress Opponents' Concessions** at every opportunity (**N4c**).
- e. **Avoid Pirates & Pawn-Repress Ops**. Placing Concessions in land borders is safer than in sea borders.

N9. How To Win a Holy Victory?

To be **Supreme**, a religion needs more Bishops than the other two religions combined, plus the most Tokens of its religious color sitting in Theocracies than the other two combined. You yourself don't need to be the player who is converting Europe by the sword – you can let someone else do the dirty work of placing Bishops and making Theocracies and follow in their coattails by buying up the available Prestige until you have the most.

- a. **Islam** is the strongest religion due to Ottoman knights and many Eastern heretics.
- b. **A Holy Conspiracy** creates a Theocracy that can quickly hold many Believers if close to Emporia, or if you control a Tax Op there.
- c. **Bishops**. Bring out these when there are no other Bishops in the Market or players' Hands. Keep them safe on a card that you control. Scan your opponents' ops for an Inquisitor of the same color, and note if they would be able to move your bishop onto a card that they can behead or sell.
- d. **Apostasies** for any religious combination are almost assured to enter the Market, so be wary of mixing religions.
- e. **Heretics** can be removed by siege, repress, or campaign. No Heretics = no Religious War = no Theocracy = no holy victory.
- f. **Reformation** is by far the weakest religion. Reformation cards often feature Bishops rather than the combat Agents needed to win a Religious War. It may have a chance if a trade shift brings the west emporium closer to the Holy Roman Empire, where red Knights there or in Hungary can spread the Reformation across Europe.

Personal Anecdote: I had a very funny game recently where Cromwell reformed England, which spread into France! But the Reformists could not outnumber the other two religions, alas.

O. SOLITAIRE RULES José Cunha & Kevin Thatcher

This solo game uses an automated opponent ("the **opponent**") allowing all actions of the multiplayer game. No extra components are needed for this game.

- a. **Golden Rule**. All rules of 2-player *Pax Renaissance* apply, unless superseded by these rules. You ("the **player**") perform your turn in the same way as in the multiplayer game.
- b. **Setup**. You assume the identity of Fugger. The opponent can represent any of the other bankers, but it owns all 3 remaining starting Concessions. In each market the two Comet cards are shuffled among 8 other cards instead of 12. The setup is in all other aspects the same as in a 2-player game (**Part C**).

Easily Missed: You start with 3 Florins, and the opponent starts with 4 Florins.

Note: The number of cards added to the top of the initial cards in each market (8) may be adjusted up or down for an easier or harder solo experience.

- c. **Victory**. Win by any of the four conditions that can be activated by the Comet cards. However, you cannot win through the *Patron victory* (**L2a**). The automated opponent will try to disrupt your plans.

O1. Opponent's Turn

The opponent's turn consists of:

- a. **Check for opponent Victory**. See **O6b**
- b. **Determine opponent's Course of Action and Objective**. See **O2**, **O3** and **Table O7**
- c. **Determine 2 actions to be performed**. See **Table O8**. During most turns the opponent will buy a card and place it into its Tableau.
- d. **Action Phase**. Perform the opponent's 2 actions. See **O4** and **Table O9**.

e. **Refresh Market Phase (D2).**

O2. Determine Course of Action and Objective Cell (Table O7)

The **course of action** is a row in **Table O8** that is determined either by *cometary override* or by the *trigger*, and which contains *objective cells (O3)* for determining the opponent's *actions and Ops (O4)*.

- a. **Cometary Override.** If one or more Victory Squares are active, start in the topmost row and stop at the first row that meets both the cometary override and trigger. This row is the **override course of action**.
- b. **Trigger.** Assuming no override, start in the topmost row and stop at the first row that meets the trigger. This row is the **course of action**.
- c. **Objective Cell.** In this row, check the **main objective** and proceed according to **O3**. If that objective cannot be fulfilled, or it was fulfilled and the opponent still has an action remaining, move right to the **secondary objective**. If that objective cannot be fulfilled or it was fulfilled and the opponent still has actions remaining, move to the **Prestige objective**.
- d. **New Course of Action.** If there are no remaining objectives in the course of action, continue the search in the next lower course of action row.
- e. **Table O7** illustrates this decision process in flowchart format.

O3. Objective Cell Priority (Table O8)

Given a specific course of action, determine which of the three **objective cells** has priority. An objective cell lists either, (1) a single or multiple bullet points which are performed (in order), if possible, or (2) an objective followed by multiple bullet points. In this latter case, all bullet points serve as a reminder of what actions can be useful to accomplish the specified objective.

- a. **Objective Priority.** First check the main objective, then the secondary objective, and finally the Prestige objective. The Prestige objective can only be performed if it (1) has a net cost of 1 or less Florins, or (2) is part of an *override course of action (O2a)*.
- b. **Target Locations.** The objective cell indicates the opponent's objective, and the **target locations** must be Locations that achieve this objective by harming the player or helping the opponent. Search the market from left to right until you find a card with a matching Location (including The East or The West) that fulfills the criteria defined in **O3c** and **O3d**. For Bishops, search the opponent's Tableau first, left to right, then yours.

Example: *Islam has more Bishops than all others combined and is therefore the dominant Religion. There is no override. If attempting the main objective, "Kill dominant Bishop/Acquire non-dominant Bishop", the target will be chosen from among all Locations with Islamic Bishops. If none of these Bishops can be Killed nor any non-Dominant Bishops acquired, pursue the secondary objective: "Remove Dominant Religion Theocracy". The targets will be all Islamic Theocracies.*

- c. **Criterion to Buy.** Playing the card and using a combination of its One-shots and Agent placements, the opponent can achieve the objective outlined at the top of the objective cell.
- d. **Criterion for Other Actions/Ops.** If no card can be purchased that matches the criterion, check the opponent's Tableau to determine if any East or West Ops can fulfill the objective. If so, perform the Op(s) (**O4c**) thereby spending 1 of the opponent's actions. *Card sales (O4b)* or *trade fairs (O4d)* may also be used to meet objectives, especially if the opponent only has 1 action left after performing West/east Ops.

- e. **Next Objective.** If no purchase or other action can assist the opponent in achieving its objective, proceed to the next objective.

***Easily Missed:** The opponent will only perform the Op or set of Ops needed to achieve the objective as well as any commerce actions that are available.*

***Example:** You have more Kingdoms than the opponent (including Mamluk) and the main objective is therefore “Remove/Acquire Kingdom”. Although there are no cards in the market that will achieve the opponent’s main objective, you notice a card with “Mamluk” and “Crusade” that will achieve its secondary objective (“Weaken Player Kingdom”). The opponent buys and plays the card to its East Tableau and performs the crusade immediately in Mamluk. The crusade does not create a regime change and the opponent’s action phase is now over, but the opponent has fulfilled its secondary objective by reducing the number of Agents in Mamluk. If there were no Heretics in Mamluk the Crusade could not be performed and the card would not have been bought.*

O4. Opponent's Actions & Ops (Table O9).

- a. **Purchase & Play Market Card (spends 2 actions).** Per **E1** and **E2** except the opponent can purchase only when it has 2 actions and uses them to purchase a card, immediately place Agents and then play the card to its Tableau. The opponent never keeps cards in a Hand. Moreover, the opponent does not place a Florin on any faceup Market Card with any Florins already on it.

***Note:** If the purchase is triggered by an Op/One-shot, it must be possible to perform the Op/One Shot, or else the card is not purchased.*

- b. **Sell Card.** This is per **E3**. It must be done either to remove a Bishop in the opponent’s Tableau from the game, or as an objective in row 7 of **Table O8**. In this latter case, the card sold must either have no Prestige or Patron Prestige (only).
- c. **Perform Eastern/Western Ops.** Only commerce Ops or Ops aimed at the current *target locations (O3b)* are performed.

***Note:** The campaign Op is only performed in the objectives that list it.*

- d. **Convene a Eastern/Western Trade Fair.** Choose East/West according to what yields the most opponent income, and in case of a tie choose the action that provides the player with the least income. If still a tie, the opponent chooses East.

O5. Opponent Decisions.

While performing the prescribed opponent actions, follow these decision-making rules:

- a. **Paying for Actions.** The opponent will always pay to repress your Concessions or avoid having its own Concessions repressed, but it will not spend its last Florin to do so (unless it achieves its main objective or if it is the only way the opponent can place a Concession). For card purchases and the campaign Op, the opponent will spend all its money if necessary.
- b. **Placing Concession & Pirate Agents.** The opponent always chooses to place these except it will never Kill its own Concessions. The priority is to replace the player’s Concessions and then choose Borders ‘upstream’ in the Trade Routes.
- c. **Placing Knight or Rook Agents.** The opponent only chooses to place these Agents if the target is an Empire it owns or if it helps the opponent to achieve its main objective.
- d. **Placing Bishop Agents.** The opponent always chooses to place these on the card that the opponent plays.
- e. **Commerce Op.** The opponent takes one Florin from one of the facedown Market Cards. If there is none the opponent takes a Florin from the leftmost faceup card with any Florins.

- f. **Levies.** When choosing which Levies to raise, the opponent will never choose a Believer in a Theocracy. When possible it raises Levies that create the most religious diversity, giving priority to Rooks over Knights.
- g. **Coronations.** The opponent will always choose the available Kingdom with the most Knights on the map. If tied, choose the first listed available Kingdom. The opponent may purchase *Old Maids* (I2).
- h. **One-Shots.** The opponent may purchase a card with a One-shot as a result of the main objective in row 6 of **Table O8**. In this case, the opponent will activate the One-shot if it will either: (1) successfully acquire a Kingdom (*coronation, Civil War, Religious War*), or (2) hurt the player as much or more than the opponent (*trade shift, apostasy*).

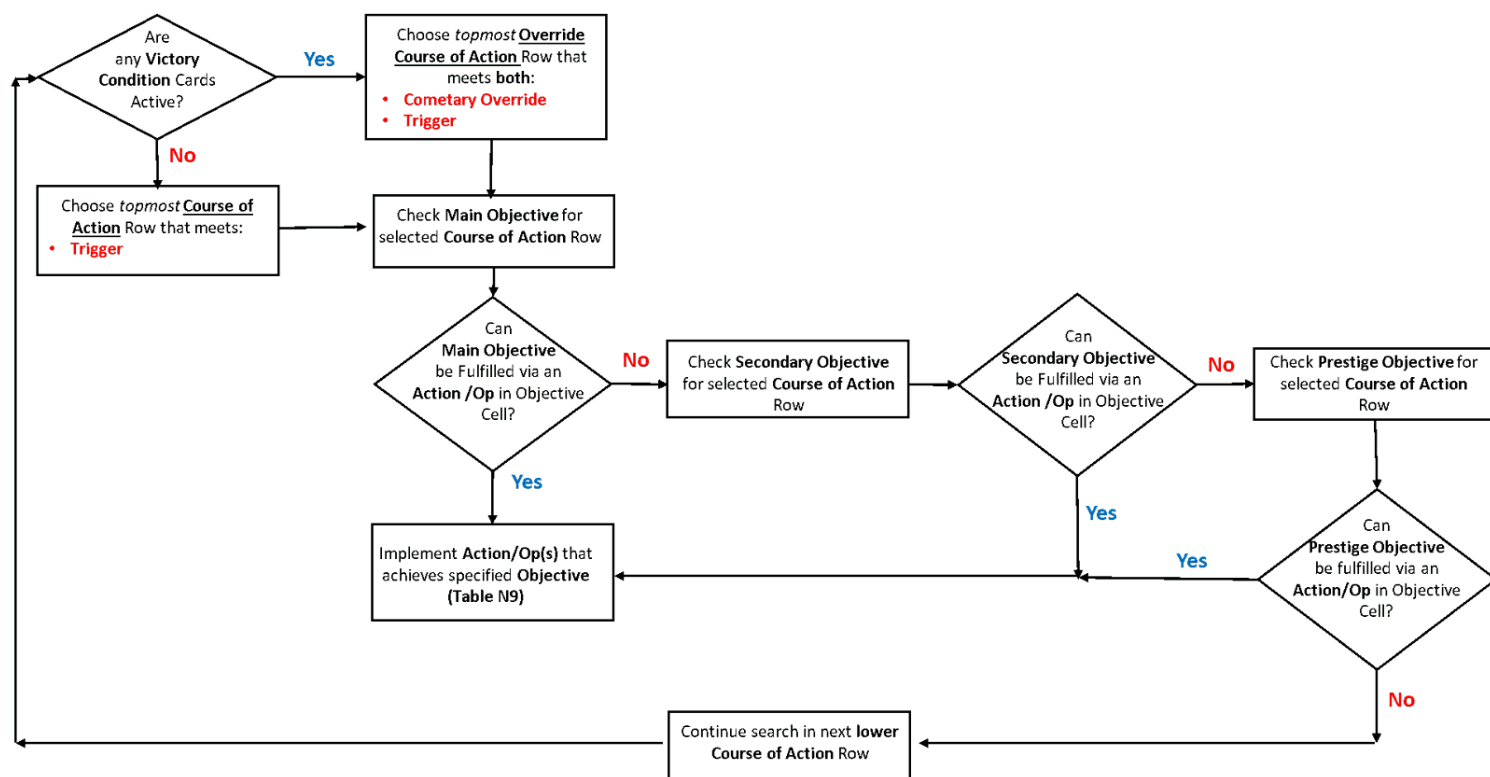
Easily Missed: The only time the opponent purchases a card without it being driven by a One-shot is row 6 of Table 8, “purchase leftmost card in Market with Prestige”. Use **O5h** to determine if this One-shot should be activated.

O6. Solitaire Game End & Victory.

The game ends if either you or your opponent wins.

- a. **Player Victory** if you declare victory per **Part L**.
- b. **Opponent Victory** if at the beginning of its turn the opponent is able to either, (1) spend an action to declare victory, or (2) spend 2 actions to buy a Comet and declare victory that fulfills an active or inactive victory condition, respectively. The opponent also wins if, (3) the market cannot be refreshed from either deck during the *refresh market phase* (D2).

O7. Solo Decision Flowchart



O8. Table directing the Brain of the Solo Opponent!

	Cometary	Trigger	Main Objective	Secondary Objective	Prestige
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	Override				Objective *
1	Imperial Victory is active.	Player has 2 or more Kingdoms than opponent.	<u>Remove/Acquire Kingdom</u> <ul style="list-style-type: none"> Buy & play coronation, Civil Wars, Religious Wars. West/East Ops vote, behead West/East Ops campaign Buy & play apostasy 	<u>Weaken player Kingdom</u> <ul style="list-style-type: none"> Buy & Play Civil Wars, Religious Wars. West/East Ops repress, siege 	<ul style="list-style-type: none"> Buy & Play Torch (imperial victory)
2	Renaissance Victory is active, <u>and</u> opponent has same/less Law Prestige than player.	Opponent has fewer Republics than player.	<u>Remove/Acquire Republic</u> <ul style="list-style-type: none"> Buy & play Civil Wars, Religious Wars. West/East Ops vote, behead West/East Ops campaign Buy & play apostasy 	<u>Weaken player Republic</u> <ul style="list-style-type: none"> Buy & Play Civil Wars, Religious Wars. West/East Ops repress, siege 	<ul style="list-style-type: none"> Buy & Play card with Law Prestige
3	Holy Victory is active, <u>and</u> opponent has same/less Supreme Religion Prestige than player.	A dominant Religion has more Bishops than all other Religions combined.	<u>Kill dominant Bishop/ Acquire non-dominant Bishop</u> <ul style="list-style-type: none"> West/East Ops behead, inquisitor Buy & play card with Bishop Agent Buy & play apostasy Sell a card 	<u>Remove dominant Religion Theocracy/ Create non-dominant Religion Theocracy</u> <ul style="list-style-type: none"> Buy & Play Religious War, conspiracy 	<ul style="list-style-type: none"> Buy & Play Torch (holy victory) Buy & Play card with dominant Religion Prestige
4	Holy Victory is active, <u>and</u> opponent has same/less Supreme Religion Prestige than player.	A dominant Religion has more Believers in its Theocracies than all other Religions combined.	<u>Remove dominant Religion Agents in Theocracy/ Add non-dominant Religion Agents to Theocracy</u> <ul style="list-style-type: none"> Buy & play Civil Wars, Religious Wars. West/East Ops repress, siege, tax Buy & play card with non-dominant Religion Agents Trade Fair 	<u>Remove dominant Religion Theocracy/Create non-dominant Religion Theocracy</u> <ul style="list-style-type: none"> Buy & Play Religious Wars, conspiracy. 	<ul style="list-style-type: none"> Buy & Play Torch (holy victory) Buy & Play card with dominant Religion Prestige
5	Globalization Victory is active, <u>and</u> opponent has same/less Discovery Prestige than player.	Player has 2 or more Concessions than opponent.	<u>Remove/Acquire Concessions</u> <ul style="list-style-type: none"> Buy & play coronation, Civil Wars, Religious Wars. Buy & play card with Concession or Pirate Agents West/East Ops corsair, siege, repress, vote, tax 		<ul style="list-style-type: none"> Buy & Play Torch (globalization victory) Buy & Play card with Discovery Prestige
6		Opponent has 2 actions left this turn.	<ul style="list-style-type: none"> Buy & play leftmost card with Prestige (East Market if tied) 		
7		Opponent has 1 action left, <u>or</u> less than 3 Florins.	<ul style="list-style-type: none"> Trade Fair West/East Ops commerce Sell a card with either no Prestige or Patron Prestige. 		

*The Prestige objective can only be implemented if it: (1) has a net cost of less than or equal to 1 Florin, or (2) is part of an override course of action.

O9: Solo Opponent Action/Ops Summary

Opponent Action/Ops	Cost	Process
Purchase & Play Market Card	2 Actions	<ul style="list-style-type: none"> May only take course of action when opponent has 2 actions available Will spend ALL Florins necessary to purchase card. - EXC: opponent NEVER places Florins on any faceup card that already has Florins Search market from left to right until opponent finds a card with matching Location that fulfills objective using combination of: <ul style="list-style-type: none"> One-shots Agent placements

		<ul style="list-style-type: none"> Opponent will <u>always</u> place Concessions in following priority: <ul style="list-style-type: none"> Repress player's Concession EXC: Opponent will NOT spend last Florin to do so UNLESS it helps to achieve main objective. <ul style="list-style-type: none"> Choose "upstream" Borders in Trade Routes Opponent will only place Knights or Rooks in Empires the opponent owns UNLESS it helps to achieve main objective. Opponent will <u>always</u> place Bishops on the card that it plays. Opponent will <u>always</u> place Pirates in following priority: <ul style="list-style-type: none"> Kill player's Concession Choose "upstream" Borders in Trade Routes. EXC: Opponent will never Kill its own Concessions. If purchase is NOT triggered by Op/One-shot (i.e., course of action Row 6 or Prestige objective), opponent implements One-shot if it: <ul style="list-style-type: none"> Can successfully acquire an Empire (coronation, Civil Wars, Religious Wars). Hurts player as much or more than the opponent (trade shift, apostasy). Coronation: Opponent will always choose the available Kingdom with most Knights on map <ul style="list-style-type: none"> Opponent may purchase Old Maids.
East/West Ops	1 Action	<ul style="list-style-type: none"> Opponent will only perform the Op or set of Ops in Tableau necessary to achieve the objective at current target Location PLUS any commerce ops. Will always pay to Repress player Concession and will pay to avoid having opponent's Concessions repressed. <p>EXC: Opponent will NOT spend last Florin UNLESS it helps to achieve main objective.</p>
Campaign Ops	1 Action	<ul style="list-style-type: none"> Will spend ALL Florins necessary to pay for campaign
Commerce Ops	1 Action	<ul style="list-style-type: none"> Will perform in combination with any other East/West Ops actions required to achieve objective Priority: <ul style="list-style-type: none"> Facedown Market card Leftmost faceup card with Florins
Trade Fair	1 Action	<ul style="list-style-type: none"> Choose East/West according to what yields the most Florins to the opponent <ul style="list-style-type: none"> If tied, choose trade fair Location which provides the player with least Florins Still tied: East trade fair Opponent's Levy placement priority: <ul style="list-style-type: none"> NEVER place a Believer in a Theocracy Create the most Religious diversity Rooks over Knights
Sell Card	1 Action	<ul style="list-style-type: none"> May be used to remove Bishop from Tableau to achieve main objective Card priority if sale due to course of action Row 7: <ul style="list-style-type: none"> No Prestige, or Patron Prestige (ONLY)

P. Gaming The Longue Durée Cole Wehrle (designer of *Pax Pamir & Root*)

At first, you will probably want to put more pawns into play. The best way to do this is to play matchmaker, snagging up queens from the market and finding suitable beaus. Coronations will put kingdoms to play which allow players to place new concessions on the borders of that kingdom. These little concessions are critical money-makers. Every once in a while, players will resolve a trade route. When this happens a big pile of money will wind through Europe, paying out coins to the favored serfs and bolstering the ruling class with levies in each

kingdom it enters. The ruling class likes this because it secures its position with new knights and rooks. And, of course, the serfs don't mind the inflow of cash. It's good to be friends with the ruling class.

But there's another Europe, a shadow Europe. As the various kingdoms become active, pieces may find themselves repressed. These pieces are pushed out of the ruling class and are instead stored on the corresponding king cards. Here they will fume until some conspiracy gives them a chance to reemerge. Serfs can end up on these cards too. When a new player takes over a kingdom a previously privileged serf may find themselves consigned to bondage. When the kingdom changes hands again they may have a chance at emancipation, or, perhaps a peasant revolt will set things right.

In any case, timing is everything. A map card with lots of pieces is considerably more stable than one without any pieces. So, it's usually best to wait until some foolish war destabilizes the Holy Roman Empire before triggering a massive peasant revolt. You also won't be the only one looking to upset things. Another player may hope that the destabilized Holy Roman Empire may serve as the center for a Reformation of the Catholic Church. Perhaps if a holy war could be declared another foothold may be established in northern Europe...

That kind of scheming forms the heart of *Pax Renaissance*. This is a game about the fate of Europe where players attach themselves to differing visions of what Europe can and should be. Can the Ottoman empire unite Europe under a single caliphate? Can the merchant adventures of a remote and backwards island like England upset the Eastern trade monopoly? Can the exiled scions of the Byzantine Empire capture their ancestral home and remake Justinian's empire? Will another Crusade restore Christian supremacy in the East or might the warring Italian states form an enlightened republic?

Banking Then & Now Phil Eklund

Tyrannical legislation in the wake of a pandemic, such as the many coronavirus restrictions of freedom, have parallels in Europe just after the 14th century plague. Restrictions on labor mobility increased in the East, while the competition for labor put serfdom into decline in the West, and this division is still visible today. *"After the Black Death, serfdom disappeared in Western Europe while making a resurgence in Eastern Europe. What makes the difference? I argue that serfdom was against the interests of the sovereign and was only opposed when the nobility, most of whom needed serfdom to maintain their economic and social standing, had leverage to impose their will. ...one way the nobility gained this power was through financing the military. Serfdom was imposed in areas where sovereigns had few other resources to pay for war or defense."* —Margaret Peters, *Government Finance and Imposition of Serfdom After the Black Death*, 2018.

It was in the course of their entrepreneurial adventures that Florentines gradually eroded these traditional religious and social prejudices against their activities, while at the same time laying the foundation of a different, capitalist culture. Those in the vanguard built up an international commerce, banking, and finance network that extended throughout much of Europe. They drove the economy. —*Richard Goldthwaite, The Economy of Renaissance Florence*, 2009.

The golden age of banking in the 15th century produced the Renaissance and ultimately the Western World. In America, a similar era of free banking under a republic and the gold standard brought a similar golden age of prosperity and growth during the 18th and 19th centuries. According to the U.S. Bureau of the Census, the Postbellum period of 1865-97 saw a steady real GNP growth of 4% per year and a price level decline of 2% per year. Financial intermediation trended up during this time, as measured by the deposit-to-currency ratio and the

loans-to-GNP ratio. This increase of profits demonstrates that the falling prices are caused by increases in production and do not represent deflation. —*David Beckworth, Boom And Bust Banking, 2012.*

The free banking era ended with the Federal Reserve's seizure of the money supply, which forcibly seized all private gold, issued fiat "paper" money instead, and turned banks into heavily regulated government bureaucracies. Under the fiat money system, at the touch of a few computer keys, a central bank such as the U.S. Federal Reserve System regularly credits the checking account of the Treasury. Money is created without limit and without cost, allowing a politician to print his way out of debt. The falling prices and prosperity were replaced by constant inflation, punctuated by episodes such as the Great Depression of 1929. —*George Reisman, Capitalism, 1998.*

The U.S. Housing boom of 2001-06 and the subsequent bust were not the results of laissez-faire or deregulation in the monetary system (which remains firmly under governmental control). The boom and bust were the results of the interaction of an unanchored government fiat monetary system with a perversely regulated financial system. Overly expansionist monetary policy fueled imprudent lending (e.g. HUD affordable-housing mandates to Fannie Mae and Freddie Mac) that was incentivized by "too big to fail" and other regulatory distortions. —*Lawrence White, Monetary Policy and the Financial Crisis, 2012.*

Why Not The East? Matt Eklund

There have been other occasions in human history where technology, trade, and cultural priority combined to create an opportunity where a renaissance, a radical shift away from top-down rule and towards individualism, could have sparked.

The aptly-named 'Golden Age of Islam' contained many of the ingredients needed to turn the tide against monarchy and feudalism. Caliphs subsidized great scientists and thinkers, and were viewed favorably for doing so. Some of the earliest universities and observatories were founded. Islamic thinkers sought out and translated Greek, Persian, Egyptian and other ancient works, and used them as stepping stones to their own scientific achievements. Philosophy, science, medicine, optics and every other endeavor to determine the 'whys' of the universe were united under a single rationally-derived discipline named **falsafa**. That respect for logic and natural law found its way into the Islamic legal system, providing at least the building blocks with which concepts of individual rights and free thought could have emerged. Unfortunately falsafa fell victim to the rise of the Ash'ari, a religious movement predicated on the belief that human knowledge could only be attained by direct revelation from god or his prophets. Their charismatic eventual leader, an ex-scientist-turned-mystic named Muhammad al-Ghazali, argued that the orderly patterns of nature (e.g. the rising and setting of the sun, the changing of the seasons, things falling when you dropped them) were an illusion, therefore rendering the study of science and logic pointless. Al-Ghazali's philosophy also had grave legal consequences as he championed the unification of Sharia Law, until then predicated on principles of rationalism, with Sufism, a then somewhat obscure mystical self-purifying sect of Islam. Instead of a spark of progress, Ash'arite doctrine triggered a collapse of the political, religious and scientific progress in the Islamic world. While the battle for science, free thought, and the hearts and minds of the Islamic world didn't end with al-Ghazali, the Mongol destruction of Baghdad in 1258 (then the world capital of science and learning), did. The Middle East has never recovered.

Another potential cradle for political and economic freedom could be found further East. The Chinese Song Dynasty featured the trade-fueled political transformation of warlords into civil servants, religious evolution away from mysticism and towards a rational ethos (neo-confucianism), as well as advanced banking, moveable type printing, poetry and literature, math and architecture, wild gadgetry that would make da Vinci jealous... oh and gunpowder too. The dream died in the 1270s when they were conquered by Kublai Khan and the Mongols. China had another shot when they kicked out the Mongols and started the Early Ming Dynasty in 1368. Still the heart of global trade, and with the world's largest navy, the Ming abandoned the (Song invented) paper currency, and spread and established trade hubs across the Indian Ocean. The hope for a Ming renaissance was undone by political isolationism due to the threat of invasion by, who else, those damned

Mongols. This threat was born out by the embarrassing capture of the Ming emperor in battle in 1449. The Chinese trade fleets were ordered home, leaving a naval and economic vacuum that would be filled by the Portuguese once they found their way around the Cabo das Tormentas. The Chinese tradition of isolation and xenophobia was born.

Western Europe dodged the two bullets that killed the hopes of an Eastern Renaissance... they had surviving religious conventions founded in Natural Law (thanks to Thomas Aquinas), and they were far away from the Mongols.

GLOSSARY

ABILITY (B5d) - A special rule listed on a **card's scroll (lower right corner)** is effective **for you** as long as the card is unsilenced and in **your** Tableau. Ability effects are cumulative (**e.g. Concession's payout in spice island trade fairs**). **Torch is a special ability; see TORCH. Some abilities allow you to run Ops for free, but you are still limited to a single "perform Ops" per turn in the East and West.**

ADJACENT - Two **Empires** are adjacent if they share a Border, or if they are diagonal to each other on the Map. Two tableau cards are adjacent if they are next to each other in a Tableau. Vassal cards are adjacent to the tableau cards immediately to the right and left, their Suzerain, and other Vassals under that Suzerain.

AGENTS (E2.2) - Card icons indicating the Tokens placed on a **single card of** the Map or Tableau as the result of the play of that card. Agents can be chess pieces (Bishops, Knights, Rooks, or Pawns) or Pirates as depicted in the **lower center** of its card.

BATTLE - To resolve a *campaign (F9)*, *Civil War (J1, J2)*, or *Religious War (K)*, each attacking Token Kills one defending Token, but is itself Killed in exchange. The attacking player chooses all casualties. The attacking Tokens are **victorious** if they have at least one survivor.

- a. **Optional.** Enacting a One-shot is always optional (whether or not it causes a Battle).
- b. **Order Of Battle.** (1) Determine attackers & defenders. All eligible Tokens must fight. (2) Eliminate attackers & defenders in the exchange, and the Battle is successful if any attackers survive. (3) Place surviving Agents into empty Cities, repressing for free if the Empire is Saturated. (4) If Regime Change, optional Emancipation if any empty spaces. (5) If Regime Change, optional Concession for free either at an empty Border or (for a cost of 1 Florin) repressing a previous Concession. (6) During a victorious conspiracy, a *holy conspiracy (J1c)* is optional.
- c. **Agents.** Except for Bishops, these are attackers.
- d. **Bishops.** These Tokens never fight in a Battle.
- e. **Ruling Class.** Tokens in Cities of the Empire under attack are defenders. In a Religious War however, attackers and defenders are determined by the Token's color (**K1a,b**).
- f. **Pirates.** Ship Tokens are attackers in *conspiracies (J1a)* and *peasant revolts (J2a)*, and fight according to their color in Religious Wars (**K1a,b**).
- g. **Pawns (Concessions & Serfs).** These Tokens fight (as attackers) only in *peasant revolts (J2a)*, except that Concessions of other players fight only if they have been repressed.
- h. **Adjacent Knights.** These Tokens fight (as attackers) only in *campaigns* (the cost is 1 Florin per Knight per **F9a**) and *Religious Wars (K1a,b)*.
- i. **Repressed Knights & Rooks.** These Tokens fight (as attackers) only in *conspiracies (J1a)*.
- j. **Placement.** Any surviving Agents or Repressed Tokens used as attackers in a Battle must be placed in the conquered Empire (until it is Saturated). Any remaining Repressed Tokens on the defending Empire may be Emancipated (see REGIME CHANGE). Knights and Rooks go into empty Cities (ignoring the city

icon), Pirate ships (punchouts) go into empty Sea Borders, and Pawns (including Serfs) go into empty Borders. If there is not enough room in Cities or Borders because of Saturation, the excess are placed on the **Empire Square** as Repressed Tokens.

***Easily Missed:** Tokens never move out of their Empire as a result of a Battle (even Adjacent Knights used in campaigns or Religious Wars return home after the fight). The only Tokens that can move are Bishops and Pirates when using the inquisitor and corsair ops, respectively.*

BELIEVER (K1) - Is the religion indicated by the color of the card's Agents, as long as all the Agents are the same color. See **HERETIC**.

BISHOP (F1) - This chess piece, in one of the three religious colors, represents a religious inquisitor or missionary. It is never found on the Map or fights in Battles, and never becomes Repressed. It is placed as an Agent on any Tableau card that shares its Location, and if its One-shot triggers a Battle, its placement is not restricted to the same Location where the One-shot was triggered. Bishops are always located on (and travel among) Tableau cards per **F1**. Thus Bishops are not Ruling Class nor become Repressed. The presence of a Bishop silences (i.e. inactivates) all the card's Abilities and its Ops except the ones in a religious color. If a card is removed from play, any Bishops on it are removed as well. If a Bishop enters a card occupied by another Bishop, both are Killed in exchange. Otherwise, if there is a Repressed Token on the **Empire** he arrives at, he may "pacify" (i.e. Kill) it.

BORDER (B2c) - The gap between two **Empires**. For instance, England has two Borders, one to the east and one to the south. A **Sea Border** is a special border that is crossed by an active or inactive Trade Route. For instance, all three of the Ottoman borders are Sea Borders. Each Border can hold either one Concession (Pawn) or (Sea Borders only) one Pirate (punchout). Only a Concession on a Sea Border can receive trade fair profits (**G3**).

***Easily Missed:** Pirates can only enter Sea Borders.*

CATHOLIC - Religion that recognizes the pope as the centralized authority. See **PRESTIGE**.

CHINA (B2g) - A pool where Florins that are out of circulation are stored. Florins enter the game during a trade fair, through *repression ops* (**F5**), or by *selling* (**E3**), and leave the game if paying for repressions by Agents, campaigns, votes, and taxation. Except when purchasing a card from the Market, all costs go to China, which represents the foreign market.

CITY (B6a) - is a Token icon printed on the Map. During the placement of Levies, its shape and color indicates which Token is placed in a city. But during the placement of Agents, victorious attackers, or Emancipated Tokens, any shape or color of Token can occupy a city. Because each city (other than Constantinople) can contain just one Token, the number of cities in an **Empire** effectively limits the maximum number of Ruling Class Tokens it can contain.

CIVIL WAR - Battles caused by *conspiracies* (**J1**) and *peasant revolts* (**J2**). Repressed Tokens sometimes fight in civil wars.

COMET (B7) - One of four cards that forces you to activate a Victory Square if you purchase it. It reflects both the science and superstition of this age. The four, identical except in name, are Copernicus, Nostradamus, Regiomantus, and Excommunication of Halley's Comet.⁴⁹

CONCESSION (B2c) - A Pawn in one of the player colors located in the Border between two Empires. There is a maximum of one concession per Border. It represents both merchants and the permission to sell at a local port. When a trade fair is convened, Concessions in the Sea Borders along the activated white or black Trade Route line are paid from the profits. A Concession participates in voting, can join peasant revolts as attackers, and helps in a globalization victory. It can be attacked by taxation, Repression, and piracy.

CRYPTOGRAPHY - The "Medici Ciphers Broken" Ability allows you to perform during each "perform West Ops", one additional Op using a card from an opponent's West Tableau, exactly as if that card was in your Tableau.⁵⁰ The Op must be a political (purple) Op, so you gain a behead, tax, repress, or vote Op. The puppeted card retains all its limitations (e.g. cannot behead itself, Killed if beheads an Empire, can be silenced, etc.). The card retains its Location, so the Op occurs in the Location of the card stolen from.

Example: Your opponent has a coronated pair in Portugal including Isabella of Castille, who has a Behead Op. You use Cryptography on Isabel to murder her husband and send the Empire back to its Throne. The widow Isabella is Discarded.

DISCARD - Cards (and any Bishops on them) are discarded as a result of *selling cards (E3)*, *beheading (F3)*, *apostasy (K3)*, *trade fairs (G1)*, or *Comet purchase (L1)*. Remove discarded cards from the game, and return discarded Tokens to the reserves.

- a. **Empires.** Return discarded Empires to their appropriate Throne, along with any Vassals it may have. The Queen (if any) and Repressed Tokens (if any) are retained.

DISCOVERY - The doctrine of maritime exploration and imperialism. See PRESTIGE.

EAST - Refers to the 4 eastern Empires in the game, and the cards, Trade Routes, and Market Rows exhibiting the philosophic and cultural dispositions associated with these Empires.

EMANCIPATION - See REGIME CHANGE.

EMPIRE (C1) - One of the 10 slots on the Map representing the Location of an European empire. They are England, France, Holy Roman Empire (HRE), Hungary, Byzantium, Portugal, Aragon, Papal States, Ottoman Empire, and Mamluk.

EMPIRE SQUARE (B4) - The 10 public cards with a King (gold frame) on one side and a Republic (pillar frame) on the other. Each corresponds to an Empire on the Map. Each Empire starts in its Throne (C6b), but can be

⁴⁹ HALLEY'S COMET appeared in 1456 and was considered an ill omen throughout the world. The 1456 papal bull of Pope Callixtus III called for a public prayer for the success of the crusade against the Ottomans besieging Belgrade. According to a 1475 posthumous biography, this measure was taken so that the "anger of God", as manifested by the "maned and fiery comet", "might be entirely diverted against the Turks, the foes of the Christian name". Perhaps this was a just-so story to explain why the comet vanished and why the siege was lifted a few weeks later. In any case, the papal "excommunication" seems to be an embellishment by Laplace, the mathematician who was rumored to have told Napoleon "I have no need of that hypothesis" (speaking about God).

⁵⁰ ALBERTI CIPHER DISK was invented by the father of modern cryptography, Leon Battista Alberti. As described in his treatise *De Cifris* of 1467, this device embodies the first example of polyalphabetic substitution with mixed alphabets and variable period, and is made up of two concentric disks, attached by a common pin, which can rotate one with respect to the other.

added to your Tableau by a Regime Change. If so, place it either in your furthest East or West position, or (during campaigns) as a Vassal.

EMPORIUM (B6c) - A City marked by a twenty-pointed star is called an Emporium. It can be either white (for commoner luxuries such as spices and silks) or black (for nobility luxuries such as gold and slaves). All Trade Routes start at an emporium, either the white one (if you choose West this turn) or the black one (if you choose East). At any given time only one white and one black emporium are not *busted* (C1). A busted disk on an Emporium means it is not in play, and so it cannot raise Levies or accept Agents. Novgorod, the Spice Islands, Timbuktu, and the Red Sea start busted.

FLORINS (C7) - Florins, as represented by yellow disks (1 Florin each) or red disks (5 Florins each), will circulate among players during the game. Florins are depicted on cards as gold Florin icons. Florins are added to the game during trade fairs and by selling cards, representing the foreign and domestic markets respectively. They also enter by the Repress Op, representing the slave trade.

- a. **Spares.** The Florins provided in the game are not a hard limit. Use spare disks if required.
- b. **Public.** The number of Florins you have is public knowledge.

HAND - If you purchase a card from the Market other than a Comet, place it in your Hand, which you keep hidden from other players. Your Hand size is limited to two cards. You cannot purchase a card if you have two cards in your hand. If you have an Ability allowing a larger Hand size, and this Ability is silenced or lost, you must immediately choose cards to Discard down to two cards.

HERETIC (K1) - Any Token of a religious color different from the Agent color of the Card used for the Op or Agent placement. See BELIEVER.

ISLAM - Religion that uses the koran as its authority. See PRESTIGE.

KILL - For cards: same as Discard (but implying violence). For Tokens: put the Token back into reserves.

KING - The side of an Empire Square containing the king chess piece icon. Each Empire has a King on one side, and a Republic on the other.⁵¹

KNIGHT - This chess piece, in one of the three religious colors, represents armored cavalry. Knights are important in campaigns and Religious Wars.

LAW - A constitution that recognizes rules of nature rather than humans as its authority. See PRESTIGE.

LEVY - A Levy is a Ruling Class Token placed in a City as a result of a *tax op* (F4) or *trade fair* (G4). A Levy cannot be placed in a fully occupied City, and must match the Token type and color indicated on the Map.

LOCATION - The top right (for Western) or top left (for Eastern) of each Tableau Card indicates which Empires or Cards (including their Borders) its Agents are placed into and where its Ops take place.

⁵¹ EUROPEAN KINGS. How did Europeans escape crippling exploitation of their own rulers? How was risk reduced and the depressants on investments lifted? Compared to Eastern sultans and emperors, the kings of the relatively small European states were never as absolute as they wished. The rising power of the market was a check upon them, and, for the sake of regular taxation, they themselves fostered market conditions. This abridged the worst arbitrariness of kings, and it was in their interest to check it among their nobles. —Eric Jones, *The European Miracle*, 2008.

Easily Missed: *Player and Queen cards have no Location.*

- a. **Religious Ops.** The Location of a card used for the *inquisitor op* (F1) does not matter.
- b. **“The East” Religious, Political & Military Ops.** During your phase, you can consider a card (in any Tableau) with a Location listed as ‘The East’ to be in any one of the four Eastern Locations (Hungary, Ottoman, Byzantium, Mamluk). Thus each time a ‘The East’ card is used, e.g. for *One-shots* (E2.1), *Agent placements* (E2.2), or targets of political and military ops (these are purple and dark red in color, see **Part F**), the phasing player chooses one of the four Eastern Locations for it.

Example: *A behead op in Mamluk can be used against a card with either the printed Location “Mamluk” or the printed Location “The East”.*

- c. **“The West”.** Same as ‘The East’, except it operates in the six Western Locations (England, Portugal, France, Aragon, Holy Roman Empire, and Papal States) for Agents, politics, and military operations, and the Western markets for commerce.
- d. **Concession and Pirate Tokens.** These Tokens lie in the Border between two **Empires** and are considered to be located in both. Pirates are confined to Sea Borders.
- e. **Bishops.** The Location listed on a Bishop card indicates which tableau cards that a Bishop can start in, rather than the Empires it can start in.

MAP (B2a) - The portion of the gameboard that shows 10 slots for the 10 Empires. These slots may contain Map Cards which modify the gameboard.

MAP CARD (B6) - One of the ten cards depicting one of the ten Empires: England, France, Holy Roman Empire (HRE), Hungary, and Byzantium to the north, and Portugal, Aragon, Papal States, Ottoman, and Mamluk to the south. **The Map Cards are double-sided, and each side shows a possible Theocracy. Map Cards are laid on the Map (e.g. after a Religious War or a holy conspiracy) to indicate that it is a Theocracy. One side of the Papal States Map Card depicts a medieval (i.e. non-theocratic) state, in case the Pope is overthrown in a holy conspiracy (J1c).**⁵²

MARKET (C6a) - The Market has two rows: East and West. Each row has 6 Market Cards. The first card in each row is facedown, and all the rest are faceup. Obtain faceup cards by the *purchase action* (E1). If you Discard the East or West facedown card, perform the East or West *trade fair action* (E5).

OLD MAID (I2) - A Queen who you play without a coronation, instead storing her under your Player Board for the rest of the game. Any Prestige on Old Maids count toward victory.

ONE-SHOT - This special one-time action optionally occurs as a result of the play of card (E2.1) with the bomb icon. The one-shot deploys the card’s Agents, which can function as attackers in a Battle per **Part J (Civil Wars)** or **Part K (Religious Wars)**. However, the *trade shift* (H) and *coronation* (I) one-shots do not initiate any Battles.

OP (F1 - F9) - Most Tableau cards offer Ops which are shown as a **column** of icons. As an *action* (E4), you can activate one Op from every card in your East or West Tableau. Each card in your Tableau can only be used for one Op per turn.

⁵² THE NATION-STATE is nowadays the unit of affairs. It is a purely European form which has been exported to parts of the world that heretofore had only known tribalism. —Eric Jones, *The European Miracle*, 2008.

- a. **Location** of Ops are tied to the acting card's location, except for: *vote* (location is always East or West), *commerce* (targets the East or West markets), and *inquisitor* (move any Bishop of the indicated religion, regardless of its location).
- b. **Victims.** Ops normally depict the tokens (chess pieces) they can be used against. The victim can be of any color, except for the corsair and inquisitor ops which can be used against only the religious color depicted.

PATRON - A financial sponsor of the artistic Renaissance. See *Patron victory (L2a)* and **PRESTIGE**.

PAWN - This chess piece, in one of the four player colors, represents a Concession when in a Border and Serfs if on an Empire **Square**. A Pawn Agent is depicted as a **gray** Pawn.

PLAYER BOARD (B3) - Start with one Player Board in your Tableau, representing your merchant-banker. It has no Location and Bishops cannot move onto it.

PIRATE (F7) - A **ship-shaped punchout Token** placed into a Sea Border by a pirate card. This placement Kills any Concession or Pirate already occupying the Sea Border. Each Pirate takes 1 Florin from Trade Route *profits (G3)* and participates in *Civil & Religious Wars (J1, J2, K1)*. Pirate **Tokens** cannot be Repressed. They can be moved by the *corsair op (F7)*, and are Killed either by the *siege op (F8)* or by Pirates entering their Sea Border, either during *placement (E2.2)* or by the *corsair op*.

- a. **Dalmatians.** If your Concessions cannot be Killed by Pirates due to an ability, your Pirates and Concessions can coexist in a Sea Border. Should a trade route pass through, the Concession takes its Florin before the Pirate does. However, you are still not allowed to place a new Concession into a Border containing a Pirate.

PRESTIGE - There are six kinds of Prestige: Reformist, Catholic, Islamic, Law, Discovery, and Patron. These are depicted in the **banner** of certain Tableau Cards, and are important for certain victories (**L2a, L3, L5, L6**).

QUEEN - A card with a **coronation (I)** One-shot and a list of suitors. Playing a Queen does not place Agents, but can be played either initiating a *coronation (I1)* and choosing one of her **unwed suitors**, or as an *Old Maid (I2)*. If you lose a King-Queen pair (royal couple) in your Tableau due to a Regime Change, the Queen is Killed but the King is returned to the Throne (**I1d**). The King-Queen pair is preserved if you return them to the Throne during *sales (E3)* or *apostasy (K3)*, and are preserved if you claim them from the Throne during a Regime Change.

REFORMIST - Religion that uses the bible as its authority. See **PRESTIGE**.

REGIME CHANGE - This occurs in an Empire during a *coronation (I1d)* or if you wage a victorious *vote (F6)*, *campaign (F9)*, except if intra-Suzerainty, or Civil or Religious War against that Empire.

- a. **Throne Regime Change.** If the Empire is still in its *Throne (C6b)*, your Regime Change moves it to your Tableau on its King side, **along with any Queen and all Tokens**.
- b. **Opponent's Empire.** If the Empire is a King or Republic in an opponent's Tableau, move it to your Tableau on its King side. Retain all Tokens that were not fighting (e.g. Serfs in a Civil War and Bishops), except Discard all Queens and Vassals along with the Tokens on them.
- c. **Own Empire.** Except in campaigns (see next bullet), if the Empire is in your own Tableau, flip it to its other side (either Kingdom to Republic, or Republic to Kingdom). Discard any Queens and Vassals (along with their Tokens) but retain all Tokens on the Empire. If it was a Vassal, move it to your outermost

Tableau position as a Republic, rightmost or leftmost depending on if it is East or West. Successfully attacking your own Empire is called a **Strawman regime change**, and is the only way to create Republics other than voting.

- d. **Campaign Regime Change.** If the Regime Change is caused by a victorious *campaign* (F9), the winning Empire becomes a Suzerain and the loser becomes its Vassal. **Discard the Queen and Vassals, if any. Retain or Emancipating all repressed Tokens.**
- e. **Concession.** In all cases, if you cause a Regime Change, you may add one Pawn as a Concession (as indicated by the Pawn Agent depicted on the acquired Empire). Place this Concession in one of the Borders of the Empire (without Pirates). If the Border chosen is already occupied by a Pawn, you must pay 1 Florin to Repress it.
- f. **Emancipation.** If you cause a Regime Change in an Empire that has Repressed Tokens, even if they did not fight in a Battle, you may move any or all of the Repressed Tokens from the Empire Square **onto its Map location** (into **either empty Cities for Rooks or Knights, or into Borders for Concessions**).
- g. ~~**Holy Conspiracy.** If your conspiracy is victorious, you can add, subtract, or flip its Map Card to either (1) create a medieval (non-theocratic) state (B2b), or (2) assuming all of the attackers are the same color, create a Theocracy of that color. Transfer all Ruling Class to the same Cities.~~
- h. **Queens.** If you lose a royal couple in a Regime Change, the Queen is Killed.

RELIGION⁵³ - All Tokens except Pawns are in one of three colors indicating its religion: gold = Catholic, green = Islamic, red = Reformist (or Eastern Orthodox). **An Op in a religious color is a Religious Op (F1).**

RELIGIOUS WAR - Collective term for a *crusade*, *reformation*, or *jihad* (K1). These are identical except crusades are Catholic, reformations are Reformist, and jihads are Islamic.

REPRESS - This removes a Ruling Class or Concession Token from the Map, which **becomes a Repressed Token that is set on the Empire Square.**

- a. **Cost.** If you repress as a result of *Agent placement* (E2.2) or *oa*, the cost is 1 Florin paid to China. If you repress as the result of the *repress op* (F5), you gain 1 Florin. If you repress as a result of the *tax op* (F4) or *trade shift* (H1), there is no cost or gain. If there are more victorious survivors after a Battle than Cities or Borders to house them, repress them for no cost.
- b. **Serfs.** The Location of a card used to repress a Concession determines which Empire **Square** it goes into as a Serf.

Easily Missed: *Repression is free during trade shifts, if repressing a Concession whose owner doesn't pay taxes, or after a Battle if leftover attackers cannot be put into a City. Repression gains 1 Florin when using the repress op.*

REPRESSED TOKEN - A Pawn, Rook, or Knight stored on an Empire, including Vassals and Republics. Each increases the cost of a *vote* (F6a) in an Empire by 1 Florin. Representing serfs, slaves, and disenfranchised nobility and guildsmen, it can fight in certain Battles or become Emancipated. **If its Empire is returned to the Throne, the repressed tokens remain on the card.**

⁵³ ONLY 3 RELIGIONS? Although the early game prototypes had 4 religions, unfortunately all Christians having issues with Papal Supremacy have been shoehorned into "Reformist", interpreting "Reformation" as any rejection of centralized religious authority. This can be extended to Islam as well. **From 1480 to 1514 the Turcomen tribes in Anatolia rebelled against central Ottoman control and taxation, which led them to embrace a militant form of Shi'ism which could be interpreted as an "Islamic Reformation".** R. Hakan Kirkoglu, *Uprisings, Dissents, and Messianic Prophecies during the Reign of Suleyman I*, 2012.

REPUBLIC⁵⁴ - One side of an Empire **Square**. It is created by flipping a King in your own Tableau by a Strawman Regime Change (either vote (not on a Vassal), Civil War, or Religious War), and is important for a *Renaissance Victory (L6)*.⁵⁵

Easily Missed: A Republic can only be gained through a successful, self-inflicted attack (vote, Civil War, Religious War) on a King that is already in your Tableau. A Republic cannot be formed by coronations or campaigns.

ROOK - This chess piece represents a noble in his castle, in one of 3 religious colors.

RULING CLASS - All the Knight and Rook Tokens on Cities, regardless of color. Any Rook or Knight placed as a result of a Levy, Agent, or victorious Battle becomes Ruling Class.

SATURATION - If all Cities in an **Empire** are occupied by Ruling Class Tokens, then the **Empire** is **saturated**. Similarly, if a Border of an **Empire** is occupied by either a Concession or a Pirate, then the Border is **saturated**.

- a. **Levies** cannot be added to a saturated **Empire (F4, G4b)**.
- b. **Constantinople** is considered unoccupied if it holds fewer than three Tokens.

SEA BORDER - See BORDER.

SERF - All Pawns, regardless of color, stored as Repressed Tokens on an Empire **Square** as a result of Repression. Serfs must join as attackers in *peasant revolts (J2)*.

STRAWMAN REGIME CHANGE - involves attacking an Empire a player already controls. This is the only way to create a Republic. Strawman attacks (when a player attacks their own cards or investments to gain its “victim award” advantage), are a common theme in the *Pax* series. **Another example of a strawman attack: taxing your own Concession (F4).**

SUPREMACY (L3) - A Religion achieves supremacy if it has both (1) More Bishop Tokens of its color in play than both other religions combined, and (2) More Tokens (Knights, Rooks, and Pirates) of its color in play in its Theocracies than both other religions combined. Count only unrepressed Tokens whose color match their Theocracies.

SUZERAIN - The overlord of a Vassal, see Vassal.

TABLEAU (**C3**) - This is a row of faceup cards under your control. Your East Tableau is to the right and your West Tableau to the left, separated by your Player Board.

THEOCRACY - Rule by a state religion where the **politicians in charge** are priests or mullahs. A Theocracy is indicated by a religious icon on the Map or Map Card (**B2b**), and can be either a King or a Republic. Only the

⁵⁴ REPUBLIC VS. KINGDOM. In the court of the Hungarian king Matthias Corvinus, humanist Lippo Brandolini compared a Republic to a Kingdom. In a Republic, rule is by constitutional Law rather than the judgement of a person or persons, whether tyrants or electorate. The basis of the Law is the nature of man rather than the divine right of kings. The judicial, police, defense, and electoral functions were in the hands of the guilds (i.e. the business class). The arts, sciences, education, and the economy flourish under the rule of Law. The Renaissance began in the Republic of Florence, and spread to other Republics. So did banks and banking.

⁵⁵ THE RENAISSANCE REPUBLICS were not democracies, although the two are frequently confused. A democracy is an unlimited majority rule, a social system in which one's work, property, and life are at the mercy of any gang that may muster the vote of the majority at any moment for any purpose. In a republic, the majority has no say over the basic principles of governance, which are instead based upon discoveries of the nature of man as documented in a constitution. The USA was founded as a republic, not a democracy. Democracies are Platonic, and Republics Aristotelian. —*Ayn Rand, 1976.*

Papal States and Mamluk start as a Theocracy, but all **Empires** can have a **Theocracy Map Card** added, subtracted, or flipped as a result of a Regime Change during a victorious Religious War. If they are the correct color, Ruling Class in a Theocracy and Pirates Adjacent to a Theocracy count towards religious Supremacy during a *holy victory* (L3).⁵⁶ If a Pirate is Adjacent to two Theocracies of its color, it is counted twice. Theocracies can be reversed in a *conspiracy* (J1).

THRONE (B2d, C6b) - One of the 10 square slots on the gameboard where the Empire squares are initially stored as Kings.

TOKENS - Wood chess pieces on the Map and Tableau. Pirate punchouts are also Tokens. Bishops = inquisitors, Knights = heavy cavalry, Rooks = nobles, and Pawns = merchants (or serfs/slaves if repressed).⁵⁷

TOKEN MANAGEMENT - Each player has 10 Pawns, and each religion has 5 Bishops. There are 10 gold, 7 green, and 7 red Rooks. There are 10 gold, 7 green, and 7 red Knights. The punchout ships are double-sided, with 10 gold, 7 green, and 3 red ships. Collectively these are called **Tokens**. If during card play or adding a Levy you wish to place a Token but none remains, you may remove the necessary Tokens from any Repressed Tokens, or (if this is not possible) from any position.

TORCH - This Ability is exceptional because it applies to all players. As long as it is *unsilenced* (F1g) in any Tableau, *declaring victory* (E6) costs 2 actions instead of one for the victory type indicated. This effect is non-cumulative. (It simulates spreading a philosophy discrediting that specific victory.)

TRADE ROUTE (G2) - Two trade routes are active at any one time: the West (the white line) and the East (black line). Each one starts at a 20-pointed star called an Emporium, and ends at the arrowhead. Although there are two white Emporia (Trebizond and Spice Islands), one is always covered by a *busted disk* (C1) so there will always be just one West trade route. Similarly, although there are three black Emporia (Tana, Novgorod, and Timbuktu), two of them are always busted at a given time leaving one unbusted.

VASSAL - If a King conquers another Empire in a *campaign* (F9), the losing Empire is called a **Vassal**. The Vassal King card is placed adjacent and below that of its conqueror to indicate vassalage. A Vassal's Prestige and Ops remain active. Vassals are always on their King side.

Easily Missed: You can sell a Vassal.

- a. **Vassal-Suzerain Combination.** The overlord of a Vassal is called a **Suzerain**. Like the *royal couple* (I1), a Vassal and its Suzerain are treated as two separate cards during an *Eastern/Western Ops action* (E4) but are treated as two separate cards also for Bishop movement/silencing (F1f,g), unlike the *royal couple*, which is treated as one card for Bishop movement/silencing). A Bishop on an Empire travels with it if the Empire becomes a Vassal or is Emancipated from Vassalage.
- b. **Targeting Vassals.** Vassals can be targeted by Ops or One-shots just as non-vassals, except you cannot initiate a *vote* (F6) against a Vassal.

⁵⁶ THE SEPARATION OF CHURCH AND STATE is an indispensable prerequisite for freedom. One of the artists for this game is a friend who faces death in her nation of birth (Iran) because she has become an atheist. Nevertheless, a theocracy has an advantage over democracies or autocracies where the rule of law is inconsistent or arbitrary, which is even more debilitating for individuals and their transactions than a complete (but predictable) tyranny.

⁵⁷ CHESS. In the 1470's, a new style of chess swept Europe, in which the queen became the most powerful piece on the board. This game's chess piece motif reflects medieval units that were made obsolete by the Renaissance. Kings and queens became figureheads in proper republics. Pawns (serfs) became merchants in a new business class, which today includes all employers, employees, and freelancers. Bishops are still with us, but have lost their political clout in the separation of church and state. Knights lost their "mafiosa" role of demanding protection money from the cities, and became mercenaries and police. The castles of the landowning aristocracy (rooks) were helpless before Renaissance artillery. Since then, land has become less and less valuable compared to the value of ideas, and landowners produce less wealth than entrepreneurs.

VICTORY SQUARES - One of 4 public tiles that start inactive (facedown) in the four slots provided on the gameboard. If you buy a Comet, you choose one inactive victory square to activate by flipping it faceup.

WEST - Refers to the 6 Western Empires in the game, and the cards, Trade Routes, and Market Rows exhibiting the philosophic and cultural dispositions associated with these Empires.

BATTLE TABLE <i>by Emily Lau</i>	Campaign Op	Conspiracy	Peasant Revolt	Religious War (crusade, jihad, reformation)
No. of icons on card (Agents)	-	attack (if Knights, Rooks, <i>or Pirates</i>)	attack (if Knights, Rooks, Pawns, <i>or Pirates</i>)	attack (if Knights, Rooks, <i>or Pirates</i>)
Knights on Map	attack (cost = 1 Florin each)	defense	defense	attack (Believers) defense (Heretics)
Rooks on Map	-	defense	defense	attack (Believers) defense (Heretics)
Knights Adjacent	(in target) defense	-	-	attack (Believers)
Rooks Adjacent	(in target) defense	-	-	-
Pirates bordering	-	attack	attack	attack (Believers) defense (Heretics)
Concession Pawns bordering	-	-	attack if owned by the attacking player	-
Knights or Rooks repressed	-	attack	-	-
Pawns repressed (Serfs)	-	-	attack	-
BATTLE RESOLUTION	Exchange	Exchange	Exchange	Exchange (casualties must be > 0)
Non-Strawman: If Empire is NOT in your Tableau & you have surviving attackers.	Take Empire from Throne/opponent as Vassal & add 1 Pawn (Concession).	Take Empire from Throne/opponent as King & add 1 Pawn (Concession). May <i>add/flip Map Card to Believer Theocracy or medieval.</i>	Take Empire from Throne/opponent as King & add 1 Pawn (Concession).	Take Empire from Throne/opponent as King & add 1 Pawn. <i>Add/flip Map Card to Believer Theocracy.</i>
Strawman: If Empire IS in your Tableau & you have surviving attackers.	Move Empire to become a Vassal & add 1 Pawn (Concession).	Flip Empire as King/Republic & add 1 Pawn (Concession). May <i>add/flip Map Card to Believer Theocracy or medieval.</i>	Flip Empire as King/Republic & add 1 Pawn (Concession).	Flip Empire as King/Republic & add 1 Pawn (Concession). <i>Add/flip Map Card to Believer Theocracy.</i>
Victorious Tokens put into empty conquered Cities	(optional Emancipation) : Empire's Repressed Tokens	Knights & Rooks used to attack.	Knights & Rooks used to attack. (optional Emancipation): Empire's Repressed Tokens	Knights & Rooks used to attack (except Adjacent attacking Knights are NOT moved), & (optional) Empire's Repressed Tokens.
Victorious Pawns put into empty	(optional Emancipation)	(optional Emancipation): Empire's Serfs	Pawns used to <i>attack</i> .	(optional Emancipation): Empire's Serfs

<i>Borders</i>	<i>: Empire's Serfs</i>			
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Also see: <https://boardgamegeek.com/thread/1681098/gaming-longue-duree>

1 - 4 PLAYERS

AGE: 12+

1 - 2 HOURS

Small pieces can be swallowed, not for children under 3 years.

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Cover Oil painting "The Banker & His Wife" by Marinus van Reymerswaele, 1541. *Background elements by Sheyda.*

Cover citation from the *Niccolo novels* of Dorothy Dunnett, 1986. "From Venice to Cathay, from Seville to the Gold Coast of Africa, men anchored their ships and opened their ledgers and weighed one thing against another as if nothing would ever change."