

# UNOFFICIAL Revised Pax Renaissance 2<sup>nd</sup> Edition Rulebook

## Version 1.4

Based on living rules updated Feb 12, 2024

### EDITOR'S NOTE

This document is an **unofficial** revision of the Pax Renaissance 2<sup>nd</sup> edition rules, intended to improve clarity, consistency, and comprehensiveness. Updates from v.1.3 include language clarifying use of the Age of Reformation Promo content (**C1c, L7**), clarified Agent placement timing after Battles (**B10e, E2.1a**), removed ability to repress a placed Agent with another Agent from the same card (**E2.2b,d**), updated ability text for Star Chamber card (**Errata**), clarified payment of Florins when both market columns are vacant (**E1c**), updated starting player determination (**C7**), and other minor improvements throughout.

Notable changes from the original rules include:

- Inclusion of the rules for the Age of Reformation Promo Variant (**C1c, L7**)
- Listing of card errata and rules tips (**p. 30–31**)
- Aids for visualizing the rules for Agent placement, Battles, and Regime Changes (**p. 32–33**)
- Clarification of Bishop and Queen movement with Empire Squares (**B9**)
- Restructuring of the Regime Change glossary entry to clarify execution of Strawman Regime Changes and Coronation of a King already in your tableau (**B11**, see REGIME CHANGE)
- Addition of key concepts to section B (Tokens (**B8**), Token & Queen Movement (**B9**), Battles (**B10**), Regime Changes (**B11**), Location (**B12**), and Repress (**B13**)) to compile important information spread across multiple glossary entries in a single location
- Clarification of Supreme Religion definition (**L3**)
- Inclusion of a variant for storing Repressed Tokens in the Throne Slot of the gameboard when an Empire Square is in a player's tableau (for easier assessment of the board state) (**B8f**)
- Many other edits for consistency and clarity throughout

Where possible, I have adhered closely to the original rules text and structure. However, revisions to the original language have been made to improve consistency and address questions repeatedly asked on the Ion Games Discord channel or the BGG rules forums. I expect some will disagree with these changes; I encourage everyone to play according to the rules that make the game the most fun for your group.

If you have any suggestions, comments, or the skills and desire to make this a prettier document, please feel free to contact me on BoardGameGeek.com (username Vantastic).

These revised rules were rewritten and edited by Van Willis based on the original work. No permission to publish this document has been obtained. This is not to be seen as a challenge to copyright, but rather as an additional reference for owners of the game.

## A. SUMMARY

### A1. INTRODUCTION

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

- 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 elsewhere, usually in the referenced section or the glossary.
- 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* (L). 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 serve as an 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.** If playing a card with the bomb icon, you may perform its One-shot, which can realign trade or weaken and seize an Empire. For details, see *coronations* (I), *conspiracies* (J1), *peasant revolts* (J2), *Religious Wars* (K1), *apostasy* (K3), 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).

### 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 their turn to declare victory if they have met the listed conditions of that particular Victory Square. See **Part L**.

## A4. CHANGES FROM 1ST EDITION

An in-depth comparison of the changes between editions can be found [here](#). In summary, the changes are as follows:

1. **New Components** include wooden tokens for Pirate ships, Pawns for Concessions and Serfs, placards for Player Boards, and squares for Victory & Empires. The new heraldic shield tokens can be placed into empty Throne slots to indicate who has control over that Empire.
2. **Extra Map Cards**. These allow the mounted gameboard to be left behind for small game portability.
3. **Player's Guide (Book II)**. This adds the solitaire game, "Push-Start" playthrough, and Strategy tips.
4. **Expanded rules** include Dalmatians, Cryptography, Condottieri, apostasy, and the solitaire game.
5. **New Emporium & Trade Route**. This adds a white Trade Route to the Red Sea.
6. **Throne slots**. These allow storage of Empire Squares, Queens, Bishops, and Repressed Tokens when a King is not in any Tableau.
7. **4 States** have been added to each Empire, making possible a Medieval Papal States, Catholic England, Orthodox Greece, or other states not possible in the 1st edition.

## B. COMPONENTS & KEY CONCEPTS

### B1. GAME CONTENTS

- **Rulebook** (You are reading it).
- **Player's Guide**.
- **188 Cards**; 168 Tableau & 20 Map.
- **14 Tiles**; 10 Empire Squares & 4 Victory Squares.
- **1 Mapboard**.
- **4 Player Boards** (on punchout board).
- **24 Heraldic Shield tokens**; 6 in each of four player colors (yellow, purple, green, blue).
- **13 Pirate Ships** (6 gold galleys, 4 green galleys, 3 red round ships).
- **40 Pawns**; 10 in each of four player colors (yellow, purple, green, blue).
- **15 Bishops**; Chess Bishops (5 gold, 5 green, and 5 red) representing inquisitors.
- **24 Rooks**; Chess Castles (10 gold, 7 green, and 7 red) representing nobles.
- **24 Knights**; Chess Knights (10 gold, 7 green, and 7 red) representing heavy cavalry.
- **37 Florin Disks**; 33 yellow disks worth 1 Florin each, and 4 red disks worth 5 Florins each. The Florins provided in the game are not a hard limit. Use spare disks if required.
- **4 Busted Disks**; 2 white and 2 black disks, representing busted Emporia.

### B2. GAMEBOARD ANATOMY

- a. **Empire slot (10)**. These slots store a *Map Card (B6)* when an Empire's religious state changes.
- b. **Medieval vs. Theocracy**. The Papal States and Mamluk start **Theocratic**, shown by the Catholic crucifix and the Islamic crescent. The remaining Empires, with no religious icons, start **Medieval**.
- c. **Borders (13)** are the 10mm of space between each Empire. They are used to place Concessions (including a player's start Concession indicated by their heraldic escutcheon) or Pirates.
- d. **Throne slot (10)**. Gameboard slots for storing Empire Squares not in the Tableau of any player.
- e. **Draw Deck Slots & Market Slots**. Two rows, one East and one West.
- f. **Victory Slots (4)**. The four Victory Squares are stored here.
- g. **China**. Florins not controlled by players are stored here. See CHINA.
- h. **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.

## B4. EMPIRE SQUARES

The ten two-sided Empire Squares start in the Throne slot (B2d) next to their Location. While here, they remain uninfluenced by any player. Whenever you acquire an Empire Square from its Throne slot or another player's tableau, whether through a *One-shot* (E2), *vote* (F6) or *campaign* (F9), place it into your Tableau (East or West) with its **King** side (gold frame) faceup. If it becomes a **Republic**, turn its pillar-frame side faceup. While in your Tableau, treat both Kings and Republics as tableau cards. While an Empire Square is in your tableau, place one of your heraldic shield tokens in the corresponding Throne slot to indicate in whose tableau an Empire Square resides.

- a. **Op and Prestige Icons.** If present, these are as described in **Part F** and **B5c,d**.

## B5. TABLEAU CARDS

The East and West **tableau cards** represent personalities who inhabited Europe from 1460 to 1530.

The following card features are listed:

- a. **Ops Column.** A banner containing the icons, Ops, and Abilities available while the card is in your Tableau. A black banner indicates an Eastern **philosophy**, while a white banner indicates the West.
- b. **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.
- c. **Prestige.** Some cards have a Prestige Icon, with a gold diamond backdrop, relevant for victory. Prestige on cards in your Hand are inactive.
- d. **Ops.** Operations (F) that can be done if activated by an action E4.
- e. **One-Shot.** A **bomb icon** indicates that the play of this card can trigger a One-shot, either trade shift, coronation, Civil War, Religious War, or apostasy as indicated. Bomb icons for trade shifts are black or white, and Religious Wars are in religious colors.
- f. **Abilities.** Some cards have an Ability listed in a scroll frame. Abilities are active if in your Tableau, and, unlike Ops, are active even if the East or West Ops are not run.
- g. **Agents.** This depicts a number of Agent icons, 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 is a gray Pawn, this indicates that you place a Pawn in your player color.

## B6. MAP CARDS

There are 20 Map Cards, two per Empire, which are used to modify the map of Europe and the Mediterranean. Each is double-sided, with each side showing a possible THEOCRACY or medieval state of the Empire. They start the game in a stack and are placed in an Empire when its religious state changes.

- a. **Cities.** A CITY is a Knight or Rook icon of a color indicating its Religion enclosed by a circle on the map. If its name is in all capital letters, it is the **capital**. Any shape or color of Ruling Class Token can occupy a city; however, during Levy placement (F4, G4), the color and shape of the Levy must match the icon shown in the City.
- b. **Trade Routes.** The white and black lines are Trade Routes, running from a start **Emporium** (marked by a nine-pointed star) to its end (marked by an **arrowhead**). Borders crossed by an active or inactive Trade Route are considered **Sea Borders**.
- c. **Concessions.** These are Pawns placed in BORDERS, the gap between two Empires. Each player starts with a Concession placed in the Border marked with their bank escutcheon (in Lisbon, Florence, Augsburg, or Alexandria).
- d. **Emporia.** A City surrounded by a nine-pointed star is called an EMPORIUM. They are Trebizond, Spice Islands, and Red Sea (white), and Tana, Novgorod, and Timbuktu (black).

## B7. COMET CARDS & VICTORY SQUARES

- a. **Comets.** These 4 cards are mixed into the last 12 cards of both draw decks during setup (C5).
- b. **Victory Squares.** These 4 tiles 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.

## B8. TOKENS

Wooden chess and ship pieces represent the different types of actors in Pax Renaissance: Bishops = inquisitors, Knights = heavy cavalry, Rooks = nobles, Pawns = merchants, and ships = pirates. Except for Pawns, each of these pieces is aligned to a specific religion, as indicated by their color: gold = Catholic, green = Islamic, and red = Reformist. Since the position of these pieces stipulates how they can be used, it is important to understand the following terminology:

- a. **Token.** Once on the Map or in a Tableau, all wooden chess and ship pieces are called Tokens.
  - b. **Ruling Class.** Any Knight or Rook Token in a City on the map is considered Ruling Class (regardless of color).
  - c. **Repressed Token.** Pawns, Rooks, and Knights stored on an Empire Square, including Vassals and Republics, are called Repressed Tokens. They represent serfs/slaves (Pawns) and disenfranchised nobility (Knights and Rooks).
  - d. **Agent.** Chess pieces (Bishops, Knights, Rooks, or Pawns) or Pirates as depicted in the lower corner of a card. These tokens are placed on a single card or Border depending upon the base symbol of the icon: circular (on a City), between 2 cards (Border), or diamond (card). Once an Agent is placed on the Map or in a Tableau (E2.2), it is considered a Token.
  - e. **Token management.** If during play you need to place a Token but none are available of that type in the supply, remove the necessary Tokens from any Repressed Tokens, or if this is not possible, from any position.
  - f. **Repressed Token Variant.** To make it easier to assess the board state, Repressed Tokens can alternately be stored in the Throne Slot of their Empire Square when the Empire Square is acquired into a Tableau. For all game purposes, Repressed Tokens are still treated as though they were on their respective Empire Square (e.g. can be *pacified* (F1b) when a Bishop is moved to their Empire Square).

**Easily Missed:** *Ruling Class, Bishop Tokens, and Pirate Ships do not “belong” to any player. Any player may use them for a Religious War, holy victory, etc. regardless of who moves them or caused them to be placed.*

## B9. TOKEN & QUEEN MOVEMENT

Except for Pirates moved with the Corsair (F7) op, Tokens are not moved between Cities or Empires, even as the result of a campaign (F9) or Religious War (K). Bishops can be moved between Tableau cards and Thrones using the Inquisitor op (F1).

- a. **Repressed Tokens.** If an Empire Square ever moves, its repressed Tokens travel with it (e.g. *sales* (E3), *apostasy* (K3), and all types of *Regime Change* (B11).
- b. **Queens & Bishops.** Except for the Discarding of Queens in the case of a King’s *beheading* (I1c), Queens and Bishops follow their Empire Square to and from the Throne. However, Queens and Bishops are Discarded during all Regime Changes (B11) within or between Tableaux (except Strawman Coronations, see B11i).



## B10. BATTLES

Battles allow you to influence the board state and, when Victorious, enact a Regime Change (B11). To resolve a battle:

- a. **Determine attackers and defenders.** Attackers and defenders are determined by a Battle's type (see *campaign* (F9), *Civil War* (J1, J2), and *Religious War* (K)). All eligible Tokens must fight (Bishops never fight in a Battle).
- b. **Eliminate attackers & defenders.** Each attacking Token Kills one defending Token but is itself Killed in exchange. The attacking player chooses all casualties. The Battle is **Victorious** if any attackers survive.
- c. **Attacker placement.** Any surviving Agents or Repressed Tokens used as attackers in a Battle must be placed in the conquered Empire (until it is Saturated). Knights and Rooks go into empty Cities (ignoring the City icon), Pirate ships 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 (determined by the attacking player) are Repressed for no cost (or eliminated if pirates).
- d. **Victorious.** All Victorious battles result in a Regime Change. After placing surviving Agent and Repressed Token attackers (B10c), enact a Regime Change (see B11).
- e. **Agent placement.** Agents that do not participate in the Battle (Bishops/Pawns in Religious Wars) must be placed after the Battle and any resulting REGIME CHANGE per E2.2a/d.

## B11. REGIME CHANGES

By allowing you to place Concessions (globalization victory), create Republics (Renaissance victory), influence Kings (imperial victory), and create Theocracies (holy victory), successfully enacting Regime Changes is one of the main ways to position yourself for claiming a victory condition. Regime Changes occur in an Empire during a *coronation* (Ia) or if you wage a Victorious *vote* (F6), *campaign* (F9g), *Civil War* (J1, J2), or *Religious War* (K) against that Empire. To resolve a Regime Change:

- a. **External.** If the targeted Empire Square is outside your Tableau (either in its Throne or an opponent's Tableau), move the Empire Square to your Tableau on its King side, in the furthest East or West position as appropriate (or below its Suzerain in the case of a successful campaign, see F9g).
- b. **Strawman.** Except for Coronation (B11i), if the targeted Empire Square is already in your Tableau, flip the Empire Square to its opposite side (i.e. from King to Republic or Republic to King), and move it to the furthest East or West position as appropriate. A Strawman Regime Change is the only way to create a Republic (you are not allowed to campaign against an Empire in your own Tableau, see F9a).
- c. **Concession.** If you cause a Regime Change, you always have the option to add one Pawn as a CONCESSION. 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 China to Repress it.
- d. **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 a valid Map Location, if empty (either Cities for Rooks or Knights, or into Borders for Concessions).
- e. **Golden Liberty.** If the Regime Change is caused by a vote, you may optionally add, subtract, or flip the target Empire's Map Card to create a *Medieval* (non-theocratic) state (B2b).
- f. **Tokens & Queens.** If an Empire Square with Repressed Tokens moves, the Repressed Tokens remain on the tile. If the Empire Square comes from its THRONE, it comes with its Bishop (if any) and Queen (if any). If the Empire Square comes from an enemy Tableau, or if it is flipped in your own Tableau (see B11b), Bishops and Queens are Discarded and its Vassals are returned to their Thrones.
- g. **Vassalage.** If the Regime Change is caused by a Victorious *campaign* (F9g), the winning Empire becomes a Suzerain and the loser becomes its VASSAL (see VASSAL).
- h. **When a Suzerain** suffers a Regime Change it loses its Vassals—return them to their Thrones.
- i. **Strawman Coronation.** Coronation on a King already in your tableau causes a special kind of REGIME CHANGE called a Strawman Coronation. Strawman Coronations allow you the option of placing a Concession and/or Emancipating Repressed Tokens in the targeted Empire but do not alter the King's

position in your tableau, flip the Empire Square, Discard a Bishop, or change the status of Suzerains/Vassals.

## B12. LOCATION

The top right (for Western) or top left (for Eastern) of each Tableau Card indicates the Empire or Map Card its Agents are placed into and where its Ops take effect. If the Agent is a Concession or Pirate, the Location is in a Border of the indicated Empire or Map Card. Player Boards and unmarried Queens have no Location, but a coronated Queen always has a Location in the Empire she is married to.

**a. “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 (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”.*

**b. “The West”.** Same as ‘The East’, except it operates in the six Western Locations (England, Portugal, France, Aragon, Holy Roman Empire, and Papal States).

**Example:** *A player using a tax op on a card with a Location of ‘The West’ may target a Concession bordering Portugal and England and choose either Empire to receive the Levy (as long as it is unsaturated).*

**c. Concession & Pirate Tokens.** These Tokens lie in the Border between two Empires and are considered to be located in both.

**d. Adjacent.** Two Empires are adjacent if they share a Border, or if they are diagonal to each other on the Map.

## B13. REPRESS

This removes a Ruling Class or Concession Token from the Map, which becomes a Repressed Token that is set on the Empire Square, whether in a Throne or a Tableau. Repress can result from Agent placement (E2.2), Regime Change (B11), ops (F4, F5), trade shift (H1), or Victorious Battles (B10c). Depending on the cause of the REPRESS, it may be free or associated with either the gain or payment of Florins.

**a. Cost.** Each time you repress as a result of *Agent placement* (E2.2) or a Regime Change (B11), the cost is 1 Florin per Token, paid to China.

**b. Gain.** Each time you repress as the result of the *repress op* (F5), you gain 1 Florin from China.

**c. Free.** 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 (B10c), the excess (determined by the attacking player) are repressed for no cost (or eliminated if pirates).

**d. Serfs.** The Location of a card (or Empire Square in the case of a Regime Change) used to repress a Concession determines which Empire it enters as a Serf.

## C. SETUP

### C1. POPULATING THE 1460 MAP

The Map and Throne slots 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 both Timbuktu and Novgorod, and a white disk over both the Spice Islands and the Red Sea. An *Emporium* (**B6d**) 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 starting Map Cards (the ones that depict a small “◊” after the Empire name) 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.
  - **Age of Reformation Promo Variant (for use with the 1550 Map Variant only).** Use the 2 new map cards and corresponding Empire Squares for the Hungary and Ottoman medieval states. Trebizond starts busted instead of the Red Sea. If the Papal States becomes a Reformist or Islamic Theocracy with a King, use the respective side of the new Papal States Empire Square. (Use the original Empire Square when Papal States is Medieval, Catholic, or a Republic). Place the Age of Byzantine Victory Square with the other Victory Squares as an additionally available victory condition (**L7**). Include the additional East and West cards in their respective decks before setup, and the banker cards in the pool of available bankers (placed over any of the unused Player Boards if selected, which will also indicate the player color for the new banker in that game).

### C2. PLAYERS & STARTING CONCESSIONS

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

- a. **Fugger Bank Start Concession.** Place a blue Pawn in Augsburg (Border between France/Holy Roman Empire).
- b. **Medici Bank Start Concession.** Place a yellow Pawn in Florence (Aragon/Papal States Border).
- c. **Coeur Bank Start Concession.** Place a purple Pawn in Alexandria (Ottoman/Mamluk Border).
- d. **Marchionni Bank Start Concession.** Place a green Pawn in Lisbon (England/Portugal Border).

### C3. PLAYER TABLEAUX

To start their **Tableau**, each player places their Player Board in front of them. They will play East Tableau cards to the right of their Player Board, and West Tableau cards to the left.

- a. **Pawns.** Each player places the 9 remaining Pawns of their color into their **Reserves** near their 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** is a single city but is considered unoccupied if it holds fewer than three Tokens, consequently, it starts with three Tokens (two green Knights and a green Rook).



## C5. PREPARING THE EAST & 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 plus the two West Comet cards, placed just above the East draw deck.
- c. **Astrology Variant (optional).** As part of Setup and Market Refresh, turn the top card of each Draw Deck faceup, 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 Throne slot next to their respective Empire.
- c. **Victory Squares.** The four Victory Squares are placed on the gameboard where indicated, with the inactive side faceup.

## C7. STARTING FLORINS

The first player is the one whose starting Concession is farthest along the white (West) Trade Route. The first player receives 3 Florins, the second player (clockwise) 4 Florins, the third player (if any) 5 Florins, and the fourth player (if any) 6 Florins.

- a. **China.** Place the remaining Florins onto the gameboard in the region called China.
- b. **The First Player** now takes their 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:

*(Max twice per turn)*

1. **Purchase Market Card (E1).** By paying Florins to the Market, take a faceup card into your Hand.
2. **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.
  - **Bomb Icon.** If the card has the One-shot (bomb) icon and you decide to trigger it, Agent placement is mandatory, until Saturation; see **Parts H, I, J, K**. One-shots are one of the primary methods for enacting Regime Changes (**B11**).
3. **Sell Card (E3).** Discard one card from your Hand or Tableau to receive 2 Florins from China.

*(Max once per turn)*

4. **Activate Eastern Ops (E4).** Perform up to one Op per card in your Eastern Tableau. This action can be performed only once per player turn.
5. **Activate Western Ops (E4).** As above but in your Western Tableau.
6. **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**.
7. **Convene a Western Trade Fair (E5).** Same as Eastern, except the facedown card in the West Market is discarded and the voyage follows the white Trade Route.
8. **Victory Action (E6).** This action wins the game if you meet the requirements per **Part L**.

## 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. If either of the cards in the leftmost column are faceup, flip them to their facedown (trade fair) side. Place any florins present in the space left by the previous trade fair card on the new trade fair card. 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.

- a. **Facedown Cards** may no longer be purchased (their historical protagonists are deemed to have withered into obscurity without financial backing).
- b. **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.
- c. **Round Robin.** Continue play clockwise with the next player and their action phase.

## E. ACTIONS

### E1. PURCHASE MARKET CARD

Purchase a faceup card from the Market into your Hand.

- a. **Hand Size.** You are limited to two cards in your Hand. If you wish to purchase a third card (except for a Comet, see **E1f**) you must first *play (E2)* or *sell (E3)* one already in your Hand.
- b. **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.
- c. **Market Gap.** If a market column is vacant, pay the card in this column in the other market row. (This might occur if you purchase two cards in one turn, or if you convene a trade fair in your first action). If both market columns are vacant, pay the Florin to China instead. (This can occur with Abilities allowing trade fairs without expending an action).
- d. **Speculation Profits.** Take any Florins on the card you purchase (but you can't use them toward that purchase).
- e. **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**).
- f. **Comet.** If you purchase a Comet, it is played immediately per **L1**, without regard for Hand size limits.

## E2. PLAY HAND CARD & PLACE AGENTS

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

### 1. If One-Shot Occurs.

**a. Battle.** If the One-shot is a Civil or Religious War, Rook, Knight, Pawn, and Pirate Agents function as attackers in a Battle per **Part J** (conspiracies and peasant revolts) or **Part K** (crusades, reformations, and jihads). If any attackers survive, they are **Victorious** and cause a REGIME CHANGE (**B11**). Agents that do not participate in the Battle (Bishops/Pawns in Religious Wars) must be placed after the Battle and any resulting REGIME CHANGE per **E2.2a/d** below.

**b. No Battle.** If the One-shot is a *trade shift*, *coronation*, or *apostasy*, there is no Battle and its Agent(s) must be placed after the resolution of the One-shot until Saturation. See **E2.2a-d** below for placement details.

### 2. If No One-Shot.

The placement of Agent Tokens occurs individually and 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 these directly on the Tableau card played. Alternatively, you may place it on any Tableau card (even in an opponent's Tableau) or Throne 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 pay 1 Florin to China to Repress it. A placed Agent can even Repress a Token of the same type and color, but never another Agent from the same card.

**c. Place Pirate Agents.** Take a pirate ship 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 of the Empire specified. If there is already a Concession there, 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. A placed Agent can even Repress a Pawn of the same color in this manner, but never another Agent from the same card.

**e. If You're out of Tokens,** you may remove the necessary Tokens from any Repressed Tokens, or if this is not possible, from any position (see TOKEN MANAGEMENT).

**f. Strawman** is your play of a One-shot, Op, or Agents 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. However, you cannot use campaign for Strawman.

## E3. SELL CARD

Discard a card or Empire Square to receive 2 Florins from China. The sold item must come from your Hand, Tableau, or an *Old Maid* (**I2a**). Except for Empire Squares, 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. This is one action.

**b. Sold Empires.** If you sell an Empire Square, including Vassals, return it to its Throne (and any of its Vassals to their thrones) along with its Queen (if any) and all Tokens (Repressed Tokens & Bishops).

**c. Sales Abilities.** A card with an Ability affecting its sale may only use this Ability if sold from Tableau.

## E4. ACTIVATE OPS (EAST & 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.

**a. Order.** You may perform your Ops in any order. You may perform Ops on cards acquired as a result of Ops (e.g. campaign and vote), as long as it is in the proper (East or West) Tableau and hasn't already been used for an Op.

**b. Target of the Op.** You may use an Op only against the targets depicted in the Op icon. 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*, *corsair*, *siege*, or *campaign* ops).

**c. “The East” or “The West” Locations.** 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, the phasing player chooses one of the four Eastern Locations for it. A card in ‘The West’ is treated similarly except it operates in the six Western Locations (England, Portugal, France, Aragon, Holy Roman Empire, and Papal States). 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: 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 acting card's Location does not matter.

**e. Strawman Target.** You may target your own Tableau cards or Tokens. For example:

- Repress your own Pawn to gain a Florin, avoid taxes, and/or fuel a future Civil War.
- *Vote* (**F6**) against your own King to create a Republic (or vice versa).
- Tax your own Concession to raise a levy in your undefended empire.
- Siege Heretics in an Empire you control to prevent targeting by a Religious War

## E5. PERFORM TRADE FAIR (EAST & WEST ARE SEPARATE ACTIONS)

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* (**G1a**).

## E6. VICTORY ACTION

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

## F. TABLEAU OPS

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

**a. Religious Op.** This Op icon (*inquisitor*) is light blue and moves a Bishop of the indicated Religion. This is the only Op not silenced by the presence of a Bishop (**F1f**).

**b. Economic Op.** This Op icon (*commerce*) is light orange and targets Florins in the Market, either lying in the East or the West as indicated by the icon (**F2**).

**c. Political Ops.** These Op icons are purple and *behead* (**F3**), *tax* (**F4**), *repress* (**F5**), or elect (by a vote, see **F6**) their targets.

**d. Military Ops.** These Op icons are dark red and target Ruling Class or Pirate Tokens. They can be used to Kill Tokens, see *corsair* (**F7**), *siege* (**F8**), and *campaign* (**F9**).

## F1. INQUISITOR (RELIGIOUS OP)

Use this Op to move a Bishop Token of the indicated religious color from one Tableau card to an Adjacent card in the same Tableau, or to another card (in any Tableau or Throne) that has the same Location as the one it currently sits on.

- a. Diet Of Worms Rule.** If a Bishop enters a card (by placement or movement) containing a Bishop (of any color), both Bishops are Killed in an exchange.
- b. Pacification Rule.** If a Bishop enters an Empire Square (by placement or movement) containing Repressed Tokens but no Bishops, you may choose one Token (of any type and color) to Kill at no cost.
- c. Move Restrictions.** You cannot move a Bishop onto a Player Board. This often means that it cannot cross between East and West in a Tableau (because the East and West are separated by a Player Board in each Tableau). You may not move a Bishop on a Throne directly to another Throne.
- d. Vassals.** A vassal card is adjacent to the tableau cards immediately to its right and left, its Suzerain, and other Vassals under that Suzerain.
- 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, Ottoman, Byzantium, Mamluk, “The East”, or vice versa. Correspondingly for “The West”.
- f. Silenced Ops.** The presence of any Bishop on a card or royal couple prevents some of its Ops from being used. Only its light blue (religious) Ops can be used.
- g. Silenced Abilities.** A Bishop also silences any listed Ability, e.g. ransom or *Stadtwechsel*. However, Prestige and Abilities granting immunity to silencing are never silenced.

## F2. COMMERCE (ECONOMIC OP)

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

## 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 Square, the card used to behead is also Killed.

## F4. TAX (POLITICAL OP)

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 their Concession. In either case, the Concession owner must place a Levy within the taxing Empire (representing that the tax monies were used to start an army).

- a. Tax Prerequisites.** The tax location must not be **Saturated** (i.e. must have at least one empty City) and must have a Concession in its Borders as the target of taxation.
- b. The East/The West.** These cards are considered to be in all of the Empires of the East or West, so that the taxing player specifies which Location/Empire is being levied.

## F5. REPRESS (POLITICAL OP)

Use this Op to move one Map Token (of any color, matching the card’s **repress op icon**— Knight, Rook, and/or Pawn) in the acting card’s Location to its corresponding Empire Square as a Repressed Token.

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

## F6. VOTE (POLITICAL OP)

Use this Op to cause a REGIME CHANGE (**B11**) in an Empire. The target Empire Square 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 in its Throne.

- a. **Cost.** Pay to China a number of Florins equal to the Empire's Repressed Tokens (Serfs, Knights, Rooks).
- b. **Plurality Rule.** To perform this Op, you must have more Concessions than each other player on the Empire's Borders.
- c. **Democratic Effects.** A Vote causes a REGIME CHANGE (**B11**).
- d. **Golden Liberty.** If the Empire is a Theocracy, you may optionally add, subtract, or flip its Map Card to create a *Medieval* (non-theocratic) state (**B2b**).

## 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 sharing a Sea Border. This Pirate must be of the color specified by the icon's religious symbol 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 Battle, and there is no cost.

## 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.

## F9. CAMPAIGN (MILITARY OP)

This Op is found only on Empire Squares on their King side. Use it to create a Battle in a defending Empire Adjacent to the King's Location (adjacency includes diagonals).

- a. **No Strawman.** All campaigns are against an Empire in its Throne or an enemy Tableau. You are not allowed to campaign against an Empire in your own Tableau.
- b. **Attackers.** All Knights (of every color) in the King's Location are the **attackers**.
- c. **Cost.** Pay to China 1 Florin for each attacker. To make a campaign, all Knights must attack and all must be paid for.
- d. **Defenders.** All Ruling Class Tokens in the defending Empire are the **defenders**.
- e. **Repressed.** Repressed Tokens in either Empire do not participate in the Battle.
- f. **Resolution.** A BATTLE (**B10**) is fought (see battle table on player aid). If Victorious, the defending Empire suffers a REGIME CHANGE (**B11**) and is claimed as a VASSAL (next bullet) of the attacking Empire.
- g. **Claiming Vassals.** Place the defeated Empire Square on its King side below the Victorious Empire Square in your Tableau to show his vassalage to your King (now called a **Suzerain**). All Repressed Tokens remain repressed on the Vassal, unless you choose to Emancipate them in the REGIME CHANGE (**B11**).
- h. **Movement.** This Op moves no Tokens between Empires. Thus, a newly conquered Vassal Empire contains only Emancipated Tokens (if any) and its Pirates and Concessions (if any).
- i. **Campaigns by Vassals.** If a Vassal wins a campaign, the conquered Empire ends up as a Vassal under the same Suzerain. Per **F9a**, however, a Vassal and its Suzerain cannot campaign each other.



## G. TRADE FAIR

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

### G1. PROFITS & DISCARD

- a. **Profits.** Add 1 Florin (if 1- or 2-player game) or 2 Florins (if 3- or 4-player game) from China to the market Florins lying on either the East or West facedown card, as appropriate. Together, these Florins are called **profits**.
- b. **Discard** the facedown card out of the game, leaving the profits on the empty gap.

### G2. SUBSIDY

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 is the one that is not *busted* (**C1a**).
- b. **Emporium Subsidy.** The player who convened the trade fair receives 1 Florin out of profits. If this takes the only profit, the voyage ends (**G5**) before it begins and **G3/G4** do not occur.

### G3. VOYAGE PROFIT DISPERSAL

The voyage proceeds from one Empire to the next, following the Trade Route.

- a. **Concession.** If a Concession sits in the Sea Border between two Empires, the owner of that Concession receives 1 Florin out of profits as the voyage passes.
- b. **Piracy.** If a Pirate (of any color) sits in the Sea Border between two Empires, China receives 1 Florin out of profits as the voyage passes.

### G4. LEVIES

Each Empire the voyage enters, starting with the one containing the Emporium, receives one Token, called a **Levy**. A Levy is placed in one of the unoccupied Cities on the Empire and must be the color and shape indicated by its City icon. 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.** An Empire is **Saturated** if all its Cities are occupied; no Levies are placed in a Saturated Empire.
- c. **Venetian Condottieri.** Certain card Abilities (e.g. Duchy of Ferrara, Wolf of Rimini, Gonfalonier) allow the City of Venice to hold two Tokens instead of one. As soon as one or more of these cards is set into play and the knight icon in Venice is gold (Catholic), Venice is considered unoccupied if it holds fewer than two Tokens. If there are two Tokens in Venice when this Ability is sold, beheaded, or silenced, or the Papal States becomes a Reformist or Islamic Theocracy, Discard the second token in Venice (i.e. the token not residing on the printed City icon) so that only a single Knight or Rook remains in the Papal States.

## G5. VOYAGE END

The voyage ends when it reaches its arrowhead or at the last Concession or Pirate to take a profit if the profits run out. No Levies are raised beyond the voyage end.

- 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 *refresh market phase* (D2).

## G6. BANKRUPTCY VARIANT (OPTIONAL)

If you convene a trade fair, you do not receive 1 Florin out of profits for convening the trade fair, contrary to G2b. As a consequence, it is possible for you to run out of Florins, cards, and Concessions during a game. If so, 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, 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 (for free), placed into the Empire Square where the Token was located. This also reroutes the Trade Route for any future trade fair actions taken of that color. After moving the busted disk (C1a), you must place any Agent(s) until Saturation.

- a. **Spice Islands Route (white).** If the Spice Islands is covered by a white “busted” disk, this trade shift moves it from the Spice Islands to cover the uncovered white Emporium (either Trebizond or the Red Sea).
  - **Spice Islands Requirement:** You must have at least one Discovery Prestige in your Tableau (not counting the card being played) in order to activate the Spice Islands trade shift! This simulates the challenges faced in learning how to circumnavigate Africa.
- b. **Red Sea Emporium (white).** If the Red Sea is covered by a white “busted” disk, this trade shift moves it from the Red Sea to cover the uncovered white Emporium (either Trebizond or the Spice Islands).
- c. **Novgorod Emporium (black).** If Novgorod is covered by a black “busted” disk, this trade shift moves it from Novgorod to cover the uncovered black Emporium (either Timbuktu or Tana).
- d. **Timbuktu Emporium (black).** If Timbuktu is covered by a black “busted” disk, this trade shift moves it from Timbuktu to cover the uncovered black Emporium (either Novgorod or Tana).

## I. CORONATIONS

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. Alternatively, the Queen can be played as an *Old Maid* (I2).

- a. **Concession Reward.** A coronation causes a REGIME CHANGE (B11).
- b. **Strawman Coronation.** Coronation on a King already in your tableau causes a special kind of Regime Change called a Strawman Coronation. Strawman Coronations allow you the option of placing a Concession and/or Emancipating Repressed Tokens in the targeted Empire but do not alter the King’s position in your tableau, flip the Empire Square, Discard a Bishop, or change the status of Suzerains/Vassals.

## I1. ROYAL COUPLE

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

- a. **Location.** The royal couple go into the furthest East or West position of your Tableau according to the King's 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.** If the King is returned to his Throne (e.g. *sales* (E3a) or *apostasy* (K3)), the Queen goes with him in all instances except for the King's *beheading* (F3). *Beheading* and REGIME CHANGE represent the violent overthrow of the royal couple jointly and result in the Queen being Killed.
- d. **Regime Change.** If you acquire a royal couple from the Throne during a REGIME CHANGE, the marriage is preserved.
- 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—ignore her during apostasy, do not perform her Ops, and do not use her Abilities.

- a. **Sales.** An Old Maid can be sold per E3.
- b. **Endgame Prestige.** If she has Prestige, it counts when victory is calculated (L2, L3, L5, L6, L7).

## 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 choose whether to trigger a Civil War in the card's Location.

- 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 (B10).
- c. **Succession.** If the attackers have at least one survivor, the Civil War is **Victorious**, causing a REGIME CHANGE (B11). See J1 or J2.

### J1. CONSPIRACY ONE-SHOT

If you launch a **conspiracy**, this creates a BATTLE:

- a. **Attackers.** The following are the only attackers in a conspiracy and must join the BATTLE:
  - The card's Agents (except Bishops)
  - Bordering Pirates (any color)
  - Repressed ruling class (repressed Knights & Rooks on that Empire Square, any color)
- b. **Defenders.** All Ruling Class Tokens (i.e. Tokens in Cities).

### J2. PEASANT REVOLT ONE-SHOT

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

- a. **Attackers.** The following are the only attackers in a peasant revolt and must join the BATTLE:
  - The card's Agents (except Bishops)
  - Bordering Pirates (any color)
  - Bordering Concessions (of your color)
  - Serfs (repressed Pawns on that Empire Square, any color)
- b. **Defenders.** All Ruling Class Tokens (i.e. Tokens in Cities).

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

## K. RELIGIOUS WARS & APOSTASY

There are 3 kinds of Religious Wars: **crusades** (Catholic), **reformations** (Protestant), and **jihads** (Islamic). If you play a card depicting a Religious War One-shot, you first choose whether to trigger a Religious War in the card's Location.

- a. **No Religious War.** If no, there is no BATTLE. You may place the card's Agent Tokens per **E2.2**.
- b. **Religious War.** If yes, there is a BATTLE (**B10**) between **Believers** (Tokens of the religious color shown on the Religious War One-shot) and **Heretics** (Tokens of the other two religions).
- c. **Theocracy.** If the attackers have at least one survivor, the Religious War is Victorious, causing a REGIME CHANGE (**B11**) and creating a Theocracy (see **K2**).

### K1. CRUSADE, REFORMATION, OR JIHAD ONE-SHOT

If you launch a Religious War, this creates a BATTLE (**B10**):

- a. **Attackers.** The following are the only attackers in a Religious War and must join the BATTLE:
  - The card's Agents (except Bishops or Pawns<sup>1</sup>)
  - Bordering Pirates (Believers only)
  - Ruling Class (Knights & Rooks in that Location, Believers only)
  - Knights in Adjacent Locations (Believers only, Adjacency includes diagonals, see ADJACENT).
- b. **Defenders.** All non-repressed Heretics in the Location (Ruling Class and bordering Heretic Pirates).
- 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).
- d. **Repressed Tokens.** Repressed Tokens do not fight in a Religious War (and thus can't be used for the "bloody rule").

### K2. CRUSADE, REFORMATION, OR JIHAD EFFECTS

- a. **Map Card Change.** A Victorious crusade/jihad/reformation in an Empire changes it into a Catholic/Islamic/Reformist Theocracy, respectively. If necessary, add, remove, flip, or replace its Map Card to indicate this 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 (**B11**).

### K3. APOSTASY ONE-SHOT

If you play a card depicting an apostasy one-shot, you first choose whether to trigger the apostasy. If triggered, the apostasy affects the Tableaux of all players—putting them on trial for dealing with Heretics. Each player whose Tableau contains Prestige icons matching both Religions indicated on the apostasy One-shot must Discard all of their Tableau cards depicting either of the indicated Prestige icons! There is no Battle.

- a. **Royal Couple.** If either the King or Queen is 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 Discarded by its own One-shot (e.g. Oratory of Divine Love), it must place its Agents (e.g. Bishops) after dying.
- c. **Old Maids (I2)** do not count towards apostasy.

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<sup>1</sup> This is an exception to the rule that Agents (except for Bishops) are attackers in Battle (see BATTLE, part b) and only applies to 2 cards in the game—Zionist State (PREN168X) and Huguenots (PREN210P). I previously eliminated this exception to smooth gameplay and add more dynamism to the One-Shots associated with these cards but have reverted to the original rules after the designer clarified that this was an intentional prioritization of simulation over gameplay considerations.

## L. ENDGAME & 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. Since Comet cards do not enter your Hand, they can be purchased without regard for Hand size limits.

- a. **Cometa Aster.** Like any other card, if a Comet reaches the leftmost (cheapest) slot of the Market, 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 (**G1b**).

### L2. ENDGAME

The game ends if you use the victory action (**E6**) to declare victory in a particular activated Victory Square. To use the victory action, you must meet the victory conditions listed in **L3-L7** for the corresponding Victory Square.

- a. **Patron Victory.** If the market cannot be refreshed from either the East or West draw decks during market refresh (**D2**), the game ends, and the player with the most Patron Prestige in their Tableau wins.
- b. **Tiebreaker.** If players are tied for Patron Prestige, the tied player with the most Florins wins. Players still tied share their victory.

### L3. HOLY VICTORY (TORQUEMADA)

To win, you must have more Prestige of the Supreme Religion in your Tableau than each opponent. A Religion achieves **supremacy** if it has both:

- (1) More Bishop Tokens of its color in Tableaux or Thrones than both other religions combined
- and**
- (2) More Tokens (Knights, Rooks, and Pirates) of its color in play in its Theocracies than the combined number of Tokens both other religions have of their color in their respective theocracies. Count only unrepressed Tokens whose color match the Theocracy where they reside. Pirates, being on the border, can count twice (once in each adjacent Theocracy).

### L4. IMPERIAL VICTORY (CHARLES V)

To win, you must have at least two more Empire Squares on their King side (whether Suzerains or Vassals) in your Tableau than each opponent; in a 2-player game, you must have at least three more.

### L5. GLOBALIZATION VICTORY (COLUMBUS)

To win, you must have:

- (1) More *Discovery Prestige* in your Tableau than each opponent.
- and**
- (2) At least two more Concessions than each opponent.

### L6. RENAISSANCE VICTORY (LEONARDO)

To win, you must have:

- (1) More Republics than each opponent.
- and**
- (2) At least two more *Law Prestige* in your Tableau than each opponent.

## **L7. AGE OF BYZANTINE VICTORY (PHILOTHEI OF ATHENS)**

(AGE OF REFORMATION PROMO ONLY)

To win, you must have:

(1) More Empire Squares on their King side (whether Suzerains or Vassals) in your Tableau than each opponent

**and**

(2) More Prestige of the Religion with the most Theocracies in your Tableau than each opponent.



# GLOSSARY (Capitalized Terms)

**ABILITY (B5f)** - A special rule listed on a card's scroll (lower corner), active for you as long as the card is unsilenced and in your Tableau. Its effects are cumulative (e.g. Concession payout in spice island trade fairs).

**a. Red Text.** These Abilities apply to all players, and their effects are not cumulative.

**b. Free Ops.** An Ability that lets you run Ops for free still limits you to one "activate Ops" per East or West. An Ability that runs both East and West Ops as a single action runs them separately and sequentially (i.e. all East Ops followed by all West Ops or vice versa).

**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. Cards in a royal couple are adjacent to each other and the tableau cards next to them. A vassal is adjacent to the tableau cards immediately to its right and left, its Suzerain (and any associated queens), and other Vassals and queens under that Suzerain.

**AGENTS (E2.2)** - Icons in the lower corner of a card that indicate the type of Tokens (Bishops, Knights, Rooks, Pawns, or Pirates) placed as a result of playing the card (after resolution of a one-shot or optionally if no one-shot). The base symbol of the icon indicates where the Agent is placed: circular (on a City), between 2 cards (Border), or diamond (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. Order Of Battle.**

**(1) Determine attackers and defenders.** Attackers and defenders are determined by a Battle's type (see *campaign* (F9), *Civil War* (J1, J2), and *Religious War* (K)). All eligible Tokens must fight (Bishops never fight in a Battle).

**(2) Eliminate attackers & defenders.** Each attacking Token Kills one defending Token but is itself Killed in exchange. The attacking player chooses all casualties. The Battle is **Victorious** if any attackers survive.

**(3) Attacker placement.** Any surviving Agents or Repressed Tokens used as attackers in a Battle must be placed in the conquered Empire (until it is Saturated). Knights and Rooks go into empty Cities (ignoring the City icon), Pirate ships 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 (determined by the attacking player) are Repressed for no cost (or eliminated if pirates).

**(4) Victorious.** All Victorious battles result in a REGIME CHANGE. After placing surviving Agent and Repressed Token attackers, enact a REGIME CHANGE (see B11).

**(5) Agent placement.** Agents that do not participate in the Battle (Bishops/Pawns in Religious Wars) must be placed after the Battle and any resulting REGIME CHANGE per E2.2a/d.

**b. Agents.** These are attackers, except for Bishops, which never fight in a Battle, and Pawns in the case of Religious Wars.

**c. Ruling Class.** An Empire is defended by the Tokens in its Cities. In a Religious War, however, attackers and defenders are determined by the Token's color (K1a,b).

**d. Pirates.** Ship Tokens are attackers in *conspiracies* (J1a) and *peasant revolts* (J2a), and fight according to their color in Religious Wars (K1a,b).

**e. 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.

**f. Adjacent Knights.** These Tokens fight (as attackers) only in campaigns (the cost is 1 Florin per Knight per F9c) and Religious Wars (K1a,b).

**g. Repressed Knights & Rooks.** These Tokens fight (as attackers) only in conspiracies (J1a).

**BELIEVER (K1)** - A Token of the religious color shown on a card's Religious War One-shot. See HERETIC.

**BISHOP (F1)** - This chess piece, in one of the 3 religious colors, represents a religious inquisitor or missionary. Bishops are always located on (and travel among) Tableau cards or Thrones per **F1**.

**a. Placement.** A Bishop of the specified religion is placed as an Agent on any Tableau card or Throne that shares its Location (**E2.2a**), and if its One-shot triggers a Battle, its placement is not restricted to the same Location where the One-shot was triggered. A Bishop entering a card (by placement or movement) Kills any other Bishop there in exchange. It can also Kill one Repressed Token there if no other Bishop is present (*pacification*, see **F1b**).

**b. Silencing.** The presence of a Bishop silences (i.e. inactivates, see **F1f**) all of a card's Abilities and its Ops except for *religious ops* (light blue, see **Fa**) and Abilities granting immunity to silencing.

**c. In Play.** A Bishop is never found on the Map nor fights in Battles, and never becomes Repressed. If a card is moved or removed, its Bishop follows. However, Bishops only follow Empire Squares to and from the Throne and are instead Discarded during all Regime Changes (**B11**) within or between Tableaux (except Strawman Coronations, see **B11i**).

**d. Movement.** A Bishop of the specified color is moved using the *inquisitor op* (**F1**).

**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 one Pirate (Sea Borders only). A Concession on a Sea Border can receive trade fair *profits* (**G3**).

**CATHOLIC** - Religion that recognizes the pope as the centralized authority. Color = gold. 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)** - Circular map icon containing a Levy icon (Knight or Rook). Each City can contain one Knight or Rook, regardless of the City icon (Constantinople can hold 3). Thus, the number of Cities in an Empire limits the number of Ruling Class Tokens it can contain. The color and shape of a Levy during Levy placement must match the icon shown in the City icon. But for other placements (Agents, Victorious attackers, or Emancipated Tokens), any shape or color of Knight or Rook can occupy a city.

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

**COMET (B7a)** - One of 4 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, Regiomontanus, and Excommunication of Halley's Comet.

**CONCESSION (B2c)** - A Pawn in one of the player colors located in the Border between two Empires (max one concession per Border). It represents both merchants and the permission to sell at a local port.

**a. Placement.** The gray Pawn icon means that a Pawn of your color is *placed* as an Agent (**E2d**).

**b. In Play.** 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.

**c. Trade Fair.** Concessions in the Sea Borders along an activated white or black Trade Route are paid from the profits of a trade fair (**G3**).

**CRYPTOGRAPHY** - The MEDICI CIPHERS BROKEN Ability allows you, if you sell the card, to perform one Op using a card from an opponent's Tableau, exactly as if that card was in your Tableau. 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 Square, 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 Castile, who has a Behead Op. You sell Cryptography to have her murder her husband. This Discards the Portuguese Empire Square back to its Throne and the widow Isabella from the game.*

**DISCARD** - Cards (and any Bishops on them) are discarded as a result of *selling cards* (**E3**), *beheading* (**F3**), *apostasy* (**K3**), *trade fairs* (**G1b**), or *Comet purchase* (**L1**). Remove discarded cards from the game, and return discarded Tokens to the general pool or player Reserves.

**a. Empires.** Return a discarded Empire Square plus its Vassal(s) to their respective Throne(s). Retain any Repressed Tokens and Bishops. Discard the Queen (if any) if beheaded.

**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)** - Either a Map Card or a slot on the Map labeled England, France, Holy Roman Empire (HRE), Hungary, Byzantium, Portugal, Aragon, Papal States, Ottoman Empire, or Mamluk.

**EMPIRE SQUARE (B4)** - The 10 two-sided Empire Squares start in the Throne slot (**B2d**) next to their Location. While here, they remain uninfluenced by any player. Whenever you acquire an Empire Square from its Throne slot or another player's tableau, whether through a *One-shot* (**E2**), *vote* (**F6**) or *campaign* (**F9**), place it into your Tableau (East or West) with its King side (gold frame) faceup. Empire Squares are flipped when targeted by a STRAWMAN REGIME CHANGE in your own Tableau (except Strawman Coronations, see **B11b** and **B11i**). If it becomes a Republic, turn its pillar-frame side faceup. While in your Tableau, treat both Kings and Republics as tableau cards. While an Empire Square is in your tableau, place one of your heraldic shield tokens in the corresponding Throne slot to indicate in whose tableau an Empire Square resides.

**EMPORIUM (B6d)** - A City marked by a nine-pointed star. It can be either white (for commoner luxuries such as spices and silks) or black (for nobility luxuries such as gold and slaves). The black Trade Route starts at a black emporium, and the white Trade Route starts at a white emporium. 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 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.** Your number of Florins is public knowledge.

**HAND** - If you purchase a card from the Market other than a Comet, place it in your Hand, kept hidden from other players. Your Hand size is limited to 2 cards. You cannot purchase a card (except for Comets, see **E1f**) if you are at this hand size.

**a. Larger Hand Size Ability.** If such an Ability is silenced or lost, immediately Discard down to two cards of your choice.

**b. Abilities and Prestige** on cards in your Hand are inactive.

**HERETIC (K1)** - A Token of a religious color different from the religious color shown on a card's Religious War One-shot. See **BELIEVER**.

**ISLAM** - Religion that uses the koran as its authority. Color = green. See **PRESTIGE**.

**KILL** - For cards: same as Discard (but implies violence). For Tokens: return the Token to the Reserves/pool.

**KING** - The side of an Empire Square with a gold frame. Each Empire Square has a King on one side, and a Republic on the other.

**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 must match the Token type and color indicated on the City icon but cannot be placed in a fully occupied City.

**LOCATION** - The top right (for Western) or top left (for Eastern) of each Tableau Card indicates the Empire or Map Card its Agents are placed into and where its Ops take effect. If the Agent is a Concession or Pirate, the Location is in a Border of the indicated Empire or Map Card. Player Boards 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 (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).

**Example:** *A player using a tax op on a card with a Location of 'The West' may target a Concession bordering Portugal and England and choose either Empire to receive the Levy (as long as it is unsaturated).*

**d. Concession & Pirate Tokens.** These Tokens lie in the Border between two Empires and are considered to be located in both.

**e. Bishops.** The Location listed on a Bishop card indicates which tableau cards or Throne that a Bishop can start in. A Bishop's placement is not restricted to the same Location where its One-shot was triggered.

**f. Adjacent.** Two Empires are adjacent if they share a Border, or if they are diagonal to each other on the Map.

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

MAP CARD (**B6**) - There are 20 of these, two for each 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. Because Map Cards are double-sided, each Empire has 4 **religious states**: 3 Theocracies and 1 *Medieval* (i.e. non-theocratic) state. Map Cards are laid on the Map (e.g. after a Religious War or *golden liberty* (**F6d**)) to indicate which state it becomes.

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**). The East or West *trade fair action* (**E5**) Discards the leftmost (facedown) Market Card.

MEDIEVAL (**B2b**) - A Map Card without a central religious icon, indicating a non-theocratic feudal state.

OLD MAID (**I2**) - A Queen played without a coronation. Store her under your Player Board for the rest of the game. Any Prestige on Old Maids counts toward victory.

ONE-SHOT - This special one-time action optionally occurs as a result of the play of a card (**E2.1**) with the bomb icon. When triggered, a Civil War (**Part J**) or Religious War (**Part K**) One-shot's Agents function as attackers in a Battle. Since *trade shift* (**H**), *coronation* (**I**), and *apostasy* (**K3**) one-shots do not initiate Battles, their Agents do not function as attackers and must instead be placed after resolution of the One-shot (until Saturation).

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.

a. **The target** of an Op is 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 target 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, but is placed in a player color.

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 wooden ship Token in a religious color that can only inhabit Sea Borders, see BORDER.

a. **Placement.** A Pirate of the specified religion is placed as an Agent (**E2.2c**). It must be placed in a Sea Border of its card's Location. This placement Kills any Concession or Pirate already occupying the Sea Border.

b. **In Play.** Each Pirate takes 1 Florin from Trade Route *profits* (**G3**) and participates in *Civil & Religious Wars* (**J1, J2, K1**). They can never be Repressed, and are Killed either by the *siege op* (**F8**) or by Pirates entering their Sea Border, either during *placement* or by the *corsair op*.

c. **Movement.** Move a Pirate by the *corsair op* (**F7**) of the corresponding religion.

d. **Arsenal/Dalmatians.** If your Concessions cannot be Killed by Pirates due to an Ability, a Pirate placed on your Concession coexists with it, but cannot participate in trade fairs. However, you are still not

allowed to place a new Concession into a Border containing a Pirate. When this Ability is sold or silenced, immediately Kill any of your Concessions coexisting with Pirates.

**PRESTIGE** - There are six kinds of Prestige: Reformist, Catholic, Islamic, Law, Discovery, and Patron. These are depicted with a gold diamond in the banner of certain Tableau Cards, and are important for certain victories (**L2a**, **L3**, **L5**, **L6**, **L7**). Prestige on cards in your Hand are inactive.

**QUEEN** - A card with a *coronation* (**I**) One-shot and a list of suitors. Playing a Queen does not place Agents, but does create either a *royal couple* (**II**) with one of her unwed suitors, or an *Old Maid* (**II**). Except for the Discarding of Queens in the case of a King's *beheading* (**IIc**), Queens follow their Empire Square to and from the Throne (e.g. during a Regime Change (**B11**) from the Throne or during sales (**E3**) or *apostasy* (**K3**)). However, Queens are Discarded during all Regime Changes (**B11**) within or between Tableaux.

**REFORMIST** - Religion that uses the bible/tanakh rather than the pope as its authority. Color = red. See **PRESTIGE**.

**REGIME CHANGE** - Regime Changes occur in an Empire during a *coronation* (**Ia**) or if you wage a Victorious *vote* (**F6**), *campaign* (**F9g**), Civil War (**J1**, **J2**), or Religious War (**K**) against that Empire. To resolve a Regime Change:

- a. External.** If the targeted Empire Square is outside your Tableau (either in its Throne or an opponent's Tableau), move the Empire Square to your Tableau on its King side, in the furthest East or West position as appropriate (or below its Suzerain in the case of a successful campaign, see **F9g**).
- b. Strawman.** Except for Coronation, if the targeted Empire Square is already in your Tableau, flip the Empire Square to its opposite side (i.e. from King to Republic or Republic to King), and move it to the furthest East or West position as appropriate. A Strawman Regime Change is the only way to create a Republic (you are not allowed to campaign against an Empire in your own Tableau, see **F9a**).
- c. Concession.** If you cause a Regime Change, you always have the option to add one Pawn as a CONCESSION. 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 China to Repress it.
- d. 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 a valid Map Location, if empty (either Cities for Rooks or Knights, or into Borders for Concessions).
- e. Golden Liberty.** If the Regime Change is caused by a vote, you may optionally add, subtract, or flip the target Empire's Map Card to create a *Medieval* (non-theocratic) state (**B2b**).
- f. Tokens & Queens.** If an Empire Square with Repressed Tokens moves, the Repressed Tokens remain on the tile. If the Empire Square comes from its THRONE, it comes with its Bishop (if any) and Queen (if any). If the Empire Square comes from an enemy Tableau, or if it is flipped in your own Tableau (see **B11b**), Bishops and Queens are Discarded and its Vassals are returned to their Thrones.
- g. Vassalage.** If the Regime Change is caused by a Victorious *campaign* (**F9g**), the winning Empire becomes a Suzerain and the loser becomes its VASSAL (see **VASSAL**).
- h. When a Suzerain** suffers a Regime Change it loses its Vassals—return them to their Thrones.
- i. Strawman Coronation.** Coronation on a King already in your tableau causes a special kind of Regime Change called a Strawman Coronation. Strawman Coronations allow you the option of placing a Concession and/or Emancipating Repressed Tokens in the targeted Empire but do not alter the King's position in your tableau, flip the Empire Square, Discard a Bishop, or change the status of Suzerains/Vassals.

**RELIGION** - All Tokens except Pawns are in one of three colors indicating their religion: gold = Catholic, green = Islamic, red = Reformist (or Eastern Orthodox). Light blue Ops with a religious symbol are religious ops. (**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, whether in a Throne or a Tableau. Repress can result from Agent placement (**E2.2**), Regime Change (**B11**), ops (**F4**, **F5**), trade shift (**H1**), or Victorious Battles (**B10c**). Depending on the cause of the REPRESS, it may be free or associated with either the gain or payment of Florins.

- a. **Cost.** Each time you repress as a result of *Agent placement* (**E2.2**) or a Regime Change (**B11**), the cost is 1 Florin per Token, paid to China.
- b. **Gain.** Each time you repress as the result of the *repress op* (**F5**), you gain 1 Florin from China.
- c. **Free.** 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 (**B10c**), the excess (determined by the attacking player) are repressed for no cost (or eliminated if pirates).
- d. **Serfs.** The Location of a card (or Empire Square in the case of a Regime Change) used to repress a Concession determines which Empire it enters as a Serf.

REPPRESSED TOKEN - Pawns, Rooks, and Knights stored on an Empire Square, including Vassals and Republics, are called Repressed Tokens. They represent serfs/slaves (Pawns), and disenfranchised nobility (Knights and Rooks). Each one increases the cost of a *vote* (**F6a**) in an Empire by 1 Florin. Each can fight in certain Battles and may be Emancipated (**B11d**). If an Empire Square with Repressed Tokens moves, the Repressed Tokens remain on the tile. Repressed Tokens can be Killed when a Bishop moves to their Empire Square (*pacification*, see **F1b**).

- a. **Repressed Token Variant.** To make it easier to assess the board state, Repressed Tokens can alternately be stored in the Throne Slot of their Empire Square when the Empire Square is acquired into a Tableau. For all game purposes, Repressed Tokens are still treated as though they were on their respective Empire Square (e.g. can be *pacified* (**F1b**) when a Bishop is moved to their Empire Square).

REPUBLIC - The side of an Empire Square with a pillar frame. It is created by flipping a King in your own Tableau by a Strawman Regime Change (**B11b**, either *vote* (not on a Vassal), Civil War, or Religious War), and is important for a *Renaissance Victory* (**L6**).

**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.*

RESERVES - A player's Florins and unused Pawns.

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

RULING CLASS - Any Knight or Rook Token in a City on the map, regardless of color. Such Tokens can be placed as a result of a Levy, Agent, or Victorious Battle.

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 that 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 - Any Pawn, regardless of color, stored as a Repressed Token on an Empire Square. Serfs must join as attackers in *peasant revolts* (**J2**).

**STRAWMAN CORONATION (B11i)**- Coronation on a King already in your tableau. Causes a special kind of Regime Change allowing you the option of placing a Concession and/or Emancipating Repressed Tokens in the targeted Empire but does not alter the King's position in your tableau, flip the Empire Square, Discard a Bishop, or change the status of Suzerains/Vassals.

**STRAWMAN REGIME CHANGE (B11b)** – Causing a Regime Change in an Empire already in your Tableau (**B11b**). 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. Other Strawman attack examples: taxing your own Concession (**F4**) or *voting* your own Empire (**F6**).

**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 the combined number of Tokens both other religions have of their color in their respective theocracies. Count only unrepressed Tokens whose color match the Theocracy where they reside. Pirates, being on the border, can count twice (once in each adjacent Theocracy).

**SUZERAIN** - The overlord of a Vassal, see **VASSAL**.

**TABLEAU (C3)** - 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 priests or mullahs under a state religion, as indicated by a religious icon in the center of its Map slot or Map Card (**B2b**). A Theocracy can be either a King or a Republic. The absence of a religious icon indicates it is a non-theocracy in its *Medieval* state.

**a. Disestablishment.** A Theocracy is changed by adding, subtracting, or flipping a Map Card as a result of a REGIME CHANGE during a Victorious Religious War. An Empire can lose its Theocracy after a successful Vote (*golden liberty*, **F6d**).

**b. Holy Victory (L3).** Ruling Class in a Theocracy and Pirates Adjacent to a Theocracy count towards religious Supremacy if they are the color associated with the Theocracy. If a Pirate is Adjacent to two Theocracies of its color, it is counted twice.

**THRONE (B2d, C6b)** - An Empire Square stored in one of the 10 throne slots on the gameboard. Even if it once was a Republic, it is stored in its Throne as a King. Thrones can also retain Repressed Tokens, Bishops, and/or Queens.

**TOKENS** - Wooden chess and ship pieces on the Map and Tableau. Bishops = inquisitors, Knights = heavy cavalry, Rooks = nobles, and Pawns = merchants.

**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. There are 6 gold, 4 green, and 3 red Pirates. Collectively these are called **Tokens**. If during play you need to place a Token but none are available of that type in the supply, remove the necessary Tokens from any Repressed Tokens, or if this is not possible, from any position.

**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 9-pointed star called an Emporium, and ends at the arrowhead. Although there are 3 white Emporia (Trebizond, Spice Islands, and Red Sea), 2 are covered by a *busted disk* (**C1**) so there will always be just one West trade route. Similarly, although there are 3 black Emporia (Tana, Novgorod, and Timbuktu), 2 of them are always busted at a given time leaving one unbusted.

**VASSAL** - If a King conquers another Empire in a *campaign* (**F9g**), the losing Empire is called a **Vassal**. The Vassal Empire Square is placed below that of its conqueror to indicate vassalage. A Vassal's Prestige and Ops remain active. Vassals are always on their King side.

**a. Vassal-Suzerain Combination.** The overlord of a Vassal is called a **Suzerain**. A Vassal and its Suzerain are treated as two separate cards during an *Eastern/Western Ops action* (**E4**) and Bishop movement/silencing (**F1d,f**).

**b. Tokens.** If an Empire Square becomes a Vassal, it retains all Repressed Tokens. Any Queens or Bishops are retained if the Empire Square comes from its Throne but are Discarded if it comes from an enemy Tableau.

**c. Targeting Vassals.** Vassals can be targeted by all Ops or One-shots except for the *vote Op* (**F6**).

**d. Liberation.** Return a Vassal to its Throne (retaining its Queen & Tokens if any) if it or its Suzerain is *sold* (**E3**), if it or its Suzerain is targeted by an apostasy (**K3**), or if its Suzerain suffers a REGIME CHANGE (except Strawman Coronations).

**e. Coronations** don't alter the status of Suzerains/Vassals.

**VICTORIOUS** - If the attackers have at least one survivor remaining after a Battle. See player aid.

**VICTORY SQUARES (B7b)** - 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. This flipping represents an old era being replaced by a modern one:

**a. The Medieval Age** replaced by Renaissance.

**b. The Galley Age** replaced by globalization.

**c. East-West Schism** replaced by holy victory.

**d. Age of Feudalism** replaced by imperialism.

**WEST** - Refers to the 6 western Empires in the game, and their cards, Trade Routes, and Market Rows. They generally reflect Western philosophy and cultural values.

# ERRATA

(Changes in red)

[Official] **Age of Feudalism/Imperial Victory** (Victory Square) should read “To win, have 2+ more King cards (not Republics) than each opponent. **In a 2-player game you must have 3+.**”

[Official] **Circassian Mamluks’ Mamluk Golden Age Ability** (PREN164X) should read “Your [Patron Prestige] count as green Bishops **in a Holy victory.**”

[Official] **Circassian Mamluks’ Slave Soldiers Ability** (PREN164X) should read “Each Repressed Token in Mamluk counts as a Knight in your **campaigns targeting an Eastern Empire.**”

[Unofficial] **Conquistadors’ Aztec Gold Ability** (PREN021) should read “Sell **this** card for 4 Florins instead of 2 Florins.”

[Official] **Duchy of Ferrara’s Condottiere Ability** (PREN055) should read “**Venice** can hold 2 **Tokens if its City icon is gold (see G4c).**” This Ability causes Venice to be treated as a single City containing 2 gold Knight Levy icons and is considered unoccupied if it holds fewer than 2 Tokens, (see **G4c**).

[Official] **Epicurean Swerve’s On the Nature of Things Ability** (PREN155X) should read “This **card** counts as a Republic for **a Renaissance victory.**”

[Official] **Ganfalonier’s Condottiere Ability** (PREN024) should read “**Venice** can hold 2 **Tokens if its City icon is gold (see G4c).**” This Ability causes Venice to be treated as a single City containing 2 gold Knight Levy icons and is considered unoccupied if it holds fewer than 2 Tokens, (see **G4c**).

[Unofficial] **Star Chamber’s Henry VIII Ability** (PREN006) should read “Your coronation One-shot can claim Kings who are married **and/or** in an opponent’s Tableau.” When used on a married King in his Throne or your own tableau, all Queens are retained (see **Ib** and **IId**).

[Official] **Wolf of Rimini’s Condottiere Ability** (PREN143X) should read “**Venice** can hold 2 **Tokens if its City icon is gold (see G4c).**” This Ability causes Venice to be treated as a single City containing 2 gold Knight Levy icons and is considered unoccupied if it holds fewer than 2 Tokens, (see **G4c**).

## RULES TIPS

Token religion (color) doesn’t matter except for in Religious Wars (**K**), the Corsair (**F7**) & Inquisition (**F1**) ops, and determining the Supreme Religion (**L3**).

Except for Pirates moved with the Corsair (**F7**) op, Tokens are not moved between Cities or Empires, even as the result of a campaign (**F9**) or Religious War (**K**).

City symbols (type and color) only matter for Levies (trade fairs (**G4**) and the Tax op (**F4**)), not for Agent placement (**E2.2**), placing victorious attackers (**B10c**), or emancipation (**B11d**).

Depending on the cause of the REPRESS, it may be free or associated with either the gain or payment of Florins.

- **Cost.** Each time you repress as a result of *Agent placement* (**E2.2**) or a Regime Change (**B11**), the cost is 1 Florin per Token, paid to China.
- **Gain.** Each time you repress as the result of the *repress op* (**F5**), you gain 1 Florin from China.
- **Free.** If you repress as a result of the *tax op* (**F4**), *trade shift* (**H1**), or when there are more Victorious survivors after a Battle than Cities or Borders to house them (**B10c**) there is no cost or gain.
- **Serfs.** The Location of the card used to repress a Concession determines which Empire it enters as a Serf.

A card's Location determines where its Agents are placed and where its Ops take effect

- Cards with a Location of "The East" or "The West" are considered to have a Location corresponding to any Empire in the East/West, respectively, each time they are used, as determined by the phasing player.

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

**Example:** *A player using a tax op on a card with a Location of 'The West' may target a Concession bordering Portugal and England and choose either Empire to receive the Levy (as long as it is unsaturated).*

- Cards in a Tableau opposite that of their Location are subject to the normal restrictions for op targeting and Bishop placement/movement.

**Example:** *Brotherhood of St. Mark is an HRE card that is played to your East Tableau. However, its behead op can only targets cards with a Location of HRE or "The West" and not cards in "The East."*

**Example:** *A Bishop on Brotherhood of St. Mark can be moved with the Inquisition op to any card with a Location of HRE or "The West," or to an adjacent card in the East tableau where it resides but not to a card with a Location of "The East." Conversely, a Bishop Agent from a card located in "The East" could not be placed on Brotherhood of St. Mark since its Location is in the West (HRE).*

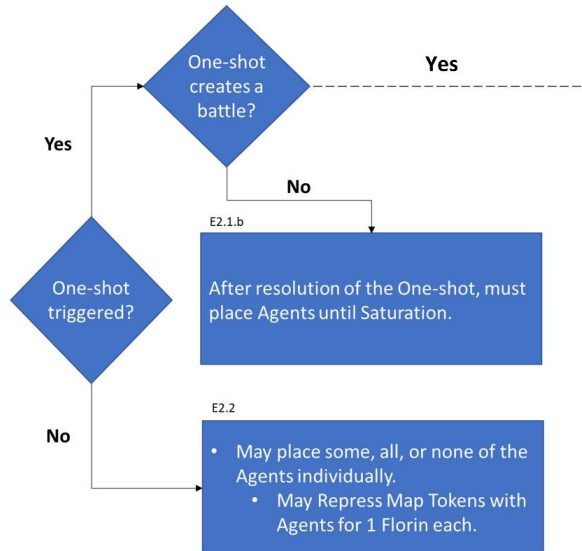
Except for the Discarding of Queens in the case of a King's *beheading* (**I1c**), Queens and Bishops follow their Empire Square to and from the Throne. However, Queens and Bishops are Discarded during all Regime Changes (**B11**) within or between Tableaux (except Strawman Coronations, see **B11i**).

If you cause a Regime Change outside your tableau, move the target Empire Square to your tableau (**B11a**). If you cause a Regime Change within your tableau, flip the Empire Square to its opposite side (**B11b**, except for Strawman Coronations, **B11i**).

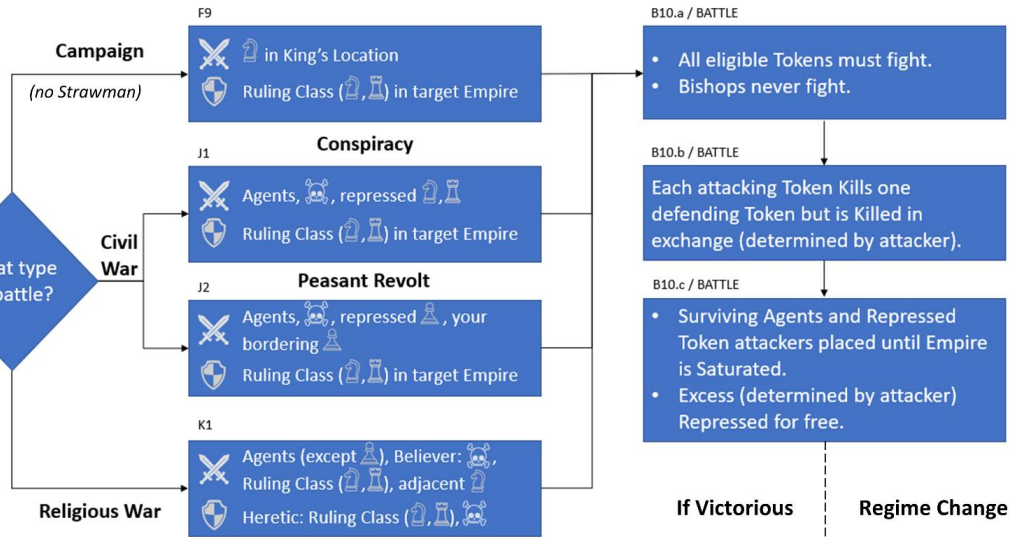
In Battles:

- Bishops never fight in Battles
- Agents are always attackers in One-shots (except for Bishops generally and Pawns in Religious Wars, **BATTLE part b**)
- Rooks and Knights on the map in the target Empire are always defenders (unless they are believers in a Religious War)
- Pirates always fight in One-shots resulting in a Battle (as attackers except when they are heretics in a Religious War)

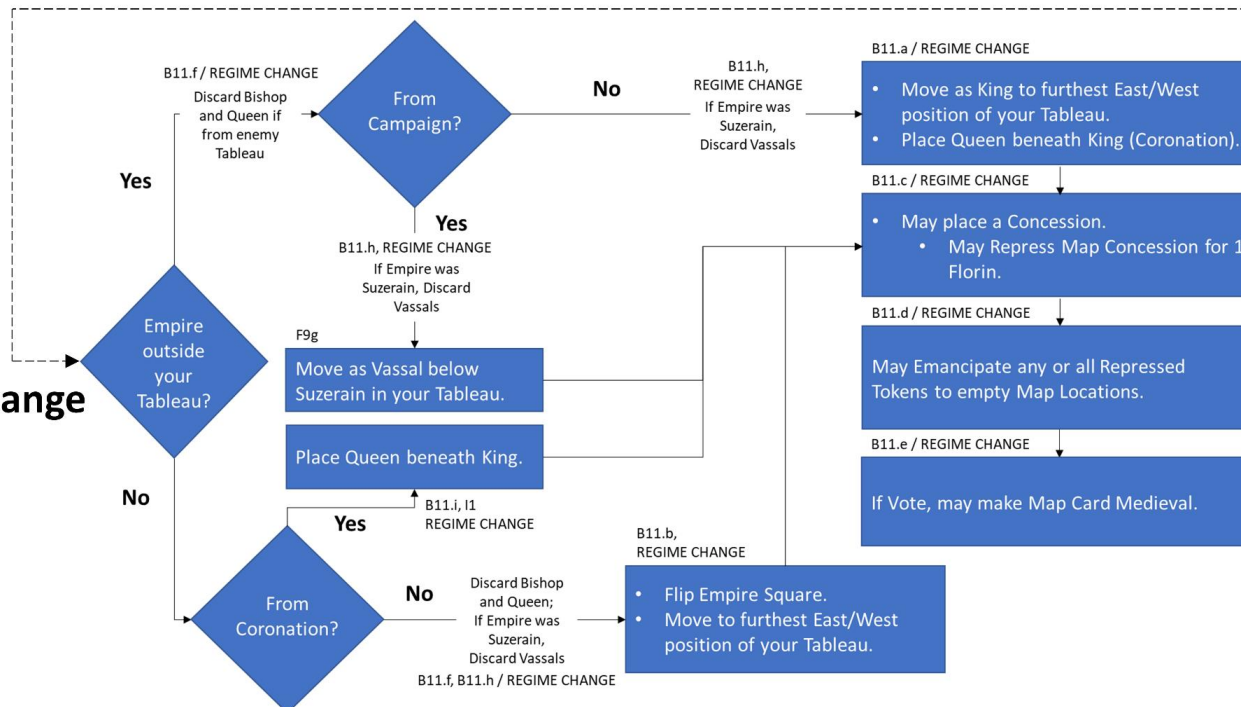
## Agent Placement



## Battle



## Regime Change



= Attackers











= Defenders



= Pirates



	ATTACKER		DEFENDER
CAMPAIGN:		VS.	
CONSPIRACY:		VS.	
PEASANT REVOLT:		VS.	
RELIGIOUS WAR:		VS.	

Adapted from the original by Cameron Adams ([boardgamegeek.com/filepage/250750/pax-ren-2e-battle-reference-w-icons](http://boardgamegeek.com/filepage/250750/pax-ren-2e-battle-reference-w-icons)). Used with permission.