

Important game terms are **CAPITALIZED**.

Examples and Notes are written inside boxes.

Special rules, that only apply under certain circumstances, are written on gray background.

## 1 Introduction

In The Age of Renaissance, three to six players each lead a trading nation through the middle ages and into the age of Enlightenment.

Players seek wealth and power by controlling commodity markets. Wealth is then spent to buy social advances, which, in turn, grant advantages and, ultimately, decide who wins the game.

## 2 Contents

- A 20.75 x 31 inch mapboard
- Six sets of colored tokens, each consisting of:
  - 20 round (●) markers
  - 35 square (■) tokens
- Six sets of 26 wooden cubes
- Markers: two shortage/surplus and one wind/watermill
- Six player mats
- 47 History cards
- Three six-sided dice (white, black and green)
- One Record Board

## 3 Game concepts

### Turns and phases

The game is played over a number of **TURNS**. Each turn consists of seven **PHASES**.

**PLAY ORDER** is determined at the beginning of each turn. Each phase is completed by all players, in play order, before the next phase starts.

### Epochs

The game is divided into three **EPOCHS**, each with its own deck of cards. When the epoch 1 deck is gone, epoch 2 begins.

### Provinces

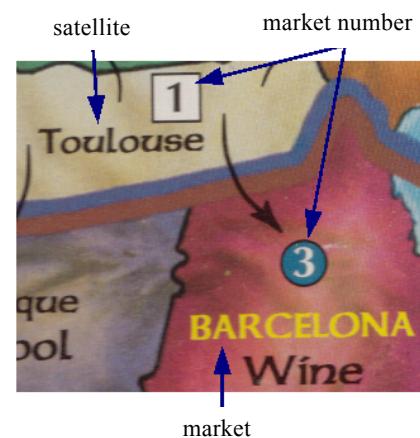
The map is separated into a number of **PROVINCES**. Each province has a name (Barcelona), a color representing goods produced there (or gray for none), and a

number inside a square or circle (the **MARKET NUMBER**).

Provinces with a number greater than 1 inside a circle are called **MARKETS**.

The higher the number, the more effort is required to control a market.

Provinces with the number 1 inside a square are called **SATELLITES**.



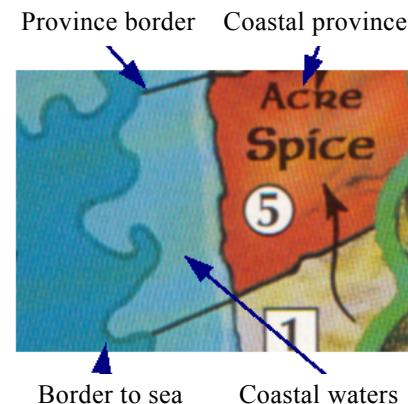
### Capitals

A **CAPITAL** is one player's starting position. Barcelona (shown above) is a capital: The market number is inside a colored circle. That color corresponds to the position's token color.

The other capitals are: Venice, Genoa, Paris, London and Hamburg.

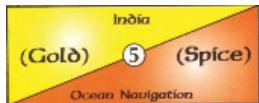
### Coastal provinces

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



## Overseas provinces

Off-map provinces include: Iceland, West Africa, the far east (East Indies, India, China) and the new world (South America, North America). They are represented by boxes on map edges.



## Seas and Oceans

Bodies of water that are not directly adjacent to a land area are called **SEAS** (medium blue) or **OCEANS** (dark blue).

N

## Areas

The map is divided into eight **AREAS** by thick colored lines. Each area is coded with a roman numeral (example: Barcelona is part of area IV).

## Turn income

Each player receives both **PROVINCE INCOME**, which depends on the number of markets a player controls, and **TAX INCOME**, which is based on Play Order.

## Commodities

Each market offers access to a specific trade good, or **COMMODITY**. Commodities are a way to gain extra wealth, especially if a player controls many provinces supplying the same commodity.

Provinces of the far east provide two commodities each (as indicated by the multi-colored boxes), those of the new world, three.

## Shortage and Surplus

At the end of each turn, two die rolls determine which commodities are in shortage or surplus. Goods in shortage pay out at a higher price, those in surplus, lower.

## The Marketplace

The **MARKEPLACE** on the left-hand edge of the board shows all 12 commodities and whether their price is neutral, in shortage or in surplus.

## Markers and Tokens

Each player has 20 round markers and 35 square tokens. **MARKERS** are used to record market influence.

**TOKENS** are earned as income, then used to expand on the board, as well as purchase advances, cards, etc. Along with 25 '1's, each player has five '5's and ten '10's which represent the equivalent of five and ten single tokens.

## Stock and Income

Tokens can be found:

- 1) On the mapboard, where they represent market influence.
- 2) In the **INCOME AREA** to the right of a player's mat. Here, tokens are Income.
- 3) In **STOCK**.

Markers can be found:

- 1) On the mapboard, where they replace victorious tokens.
- 2) At the top of a player's mat. Here they indicate a player's province income.

## Cubes

Each player has 26 cubes. 21 are used to record the ownership of advances on the **RECORD BOARD**. The others illustrate standing on the mapboard's five tracks.

## Dominance

Once a player dominates a market, the square tokens are replaced by a round **DOMINATION** marker, white side up (○), to mark expansion into a new market. This is later flipped to its colored side (●) to identify a controlled market. Single square tokens in satellites are never replaced with (○), though they are flipped at the end of a given turn.

## Trade fleets

**TRADE FLEETS** provide quicker transport than overland travel and allow access to

provinces that cannot be reached by land. The SHIPPING DISPLAY keeps track of which players possess what shipping ability.



### The three types of ships:

**GALLEYS** (top row): can only travel along coasts.

**SEAWORTHY VESSELS** (middle row) can travel anywhere on the map except the far east or new world.

**OCEANGOING SHIPPING** (bottom row) can travel anywhere.

### Misery

**MISERY** represents the unsatisfied needs of the population for each player. A player who moves past the '27' square is immediately out of play. Misery is deducted from a player's final score.

### Advances

Civilization **ADVANCES** represent the *re-creation* of history and the game's main focus. During the game, advances provide advantages; in the endgame each is a single Victory Point.

### Categories

Advances come in six categories: Science, Civics, Religion, Commerce and Exploration.

### History cards

The history deck contains three types of cards:

**COMMODITIES**, **EVENTS** and **LEADERS**.

Each card also contains a number (1, 2, or 3) written inside either a circle or a square.

### Epochs

At the beginning of the game, only cards of epoch I are used. Once they are used up, discards with a square epoch symbol are removed from the game. Those with round symbols are shuffled together with all cards labeled epoch II to form the new deck. This occurs again in the transition to epoch III.

### Commodity cards

When a commodity card is played, all players who control markets providing this commodity are paid according to the number of such markets they control (give or take shortages / surpluses). Stone and Wool are exceptions, since certain Advances provide additional markets of Stone (■) and Wool (wool).

### Event cards

Event card effects are as noted by text. Events can be **VOIDED** by other cards or advances.

### Leader cards

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

### Voided cards

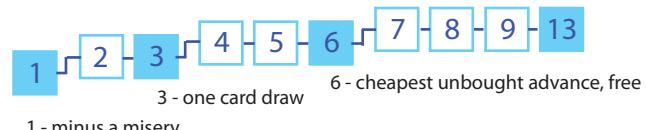
Voided cards are simply discarded.

### The Enlightenment Track

A few leader cards allow users (including those using Patronage) to advance 1, 2 or 3 spaces on the **ENLIGHTENMENT TRACK**. The Enlightenment Track provides benefits at the #1, #3 and #6 spaces.

Laws of Matter, Printed Word, Master Art and Cosmopolitan also increase standing on the track (E) by one space each.

If the Enlightenment Track has a **single leader** following Tax Collection in Phase #4, he may change places with an adjoining player on the Turn Order track.



### The Player Mat

The player mat serves three purposes:

- 1) It provides a visual display of all advances
- 2) It separates Stock from Income
- 3) It allows players to quickly determine a given player's Province Income.

## Province Income

At gamestart players place their round markers in the 20 circles at the top of their player mat. Then, as these are placed on the board to represent Market Influence, a player always uses the marker on the smallest numbered circle, so that how many provinces he influences and what next turn's province income will be is evident--the first uncovered circle says it all.

## Stock / Income

To keep an accurate count of a player's income and spending, square tokens are moved from Stock, on a Player Mat's left side, to Income, located off-mat on the right-hand side, when income is earned.

Likewise, spending sees square tokens moved from Income to Stock.

Each player has 25 single tokens, along with five tokens with a '5' on them, and five showing a '10'. 100 Tokens are thus available.

## The Record Board

The acquisition of advances during a game is recorded by placing cubes on the Record Board in relevant spaces.

## The Map's Five Tracks

Each track requires one cube per player:

### \* The Capital Bid Track

-- records Capital selection at gamestart

### \* The Play Order Track

-- records a given turn's play order

### \* Shipping

-- records each player's shipping ability

### \* Misery

-- records each player's misery level

### \* The Enlightenment Track

-- records player Enlightenment points

**Note:** Also place a small object on the Phase Order Chart to assist with game flow.

## Tax Income

To determine Play Order, all players bid on play order choice. The winner chooses first from among these options:

Play Order	1st	2nd	3rd	4th	5th	6th
Tokens (□)	0	5	10	15	20	25
Misery	0	1	2	3	4	5

If 3 players, use the 1st, 3rd and 4th spaces.

If 4 players, use the 1st, 2nd, 3rd and 5th

If 5 players, use the 1st, 2nd, 3rd, 4th and 5th

## Bidding

Bidding occurs at gamestart and prior to each turn.

To distribute positions at gamestart, each player arranges a sequence of tokens--one for each position being played--to indicate choice, with the token nearest the board his first choice. Players may also bid tokens-in-fist. Ties are resolved by rolling dice.

Prior to each turn, players bid tokens-in-fist to determine the method for establishing Turn Order choice. Ties are broken using the previous turn's Play Order (#1 wins all ties).

## 4. Game Set-Up

### The Cards

To begin, sort all 47 cards by epoch. Now shuffle the cards for each epoch and deal one from the first epoch to each player.

If 3-4 players, deal **two** to each player.

Place the remaining epoch I cards on the Draw Pile space. The epoch 2 and 3 decks are placed aside until needed.

### Areas Used

Depending on the number of players, use the following areas of the board:

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

**Note:** Overland East is required to enter Area V.

## Capital Bids

Each player takes one square token from each of the colors being used and as many as ten tokens of no particular color with which to bid.

Players each arrange their tokens in preference order, with their first choice nearest the board and least desired furthest away. This is done in secret. If they wish they may also place any number of their ten tokens in their right fist. Players simultaneously reveal their arranged tokens and any they might have in-fist. Then, the player with the most tokens-in-fist is awarded his #1 pick and places one of his color's cubes at the beginning of each of the five tracks and the other 21 near the Record Board. He also places all his (□) tokens in Stock, except for 10 (minus any bid he made), which are placed to the right of his Player Mat.

He then places his '5' and '10' tokens in Stock, and his 20 round markers at the top of his Player Mat--all except for the marker covering #1, which is placed on his Capital.

Repeat for successively lower tokens-in-fist bids. If there are ties, roll dice, with the high roll getting the earlier pick, and all lower rolls **paying one less token** than their bid.

Once all in-fist bids are settled, remove chosen colors and compare remaining preferences. If any first choices are now unique, they are assigned. Repeat this process at lower levels, rolling for ties, until all players have positions. If more than one color is tied at the same time, resolve them in the following order: Hamburg, then London, Paris, Barcelona, Genoa, Venice.

## 5. Order of Play

### Phase #6

Each turn ends with bids made to select the method for choosing the next turn's play order. This is done using tokens-in-right-fist. If there are no bids, default is the prior turn's play order. if '1' is the high bid, 'A' is the method used; if '2', is the highest bid, 'B'; if '3', 'C'.

- A. **Provinces** (fewest ● plays first)
- B. **Cards** (fewest Cards in hand)
- C. **Misery** (least Misery)

If there is a tie (for example, two players have only one card), the previous turn is checked, with first to play able to choose first.

Only successful bids are paid.

**Example:** there are two '3' bids and a '2' bid. The '3' bids cause Least Misery to be the method used to select play order and are paid; the '2' is not paid.

### Turn #1 only: use the Capital Bid Track's order and begin play with Phase #1.

Play Order Track cubes are now placed, in order, above the Track. Then, as they select Play Order, players place their cube on their selected Track spot.

If playing with less than six players, omit:

- 5-players: #6
- 4-players: #6 and #4
- 3-players: #6, #5 and #2

### Phase #1 -- Draw Card

The first player, only, may spend a token to remove one shortage / surplus. Then:

The earliest player in the new turn order to own **Wind/Watermill** may choose to place either a Surplus or Shortage on either Grain, Cloth, Wine or Metal.

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

Each player with **Urban Ascendancy** may buy a card for one token. Then:  
Each player with **Master Art** may discard one or two cards.

### Phase #2 -- Play Cards

Each player, in turn, may play cards.

#### \*\*\*\*\* Commodity Cards

\* When a commodity card is played, each player holding one or more of its markets is paid according to the number of markets controlled. Exceptions are Stone

and Wool, which pay per market **and** per advance (the relevant icon is ■ for Stone and wool for Wool).

- \* Two cards (Gold/Ivory and Wine/Cloth) offer a choice of which of the two is paid out.
- \* A commodity card's first box is for one province, the second for two, etc.
- \* If a commodity is in shortage, the price increases by one box. If in surplus, the price is reduced one. Once the card has been played, the shortage / surplus marker is removed.
- \* If a commodity card is played while in double shortage / surplus, the price is adjusted by one box, and one marker is removed.

The Wind/Watermill marker, however, adjusts a commodity price two spaces if it 'agrees' with a Shortage/Surplus (remove both).

Players owning **Interest & Profit** have their payout value increased by one box.

#### \*\*\*\*\* Event Cards

Players owning **Laws of Matter** are immune from the Alchemy event card.

Some events require that a player replace round domination markers with square tokens. These, are taken from Stock, or if necessary, Income.

#### \*\*\*\*\* Leader Cards

Leader cards offer discounts on advances bought in Phase # 4.

Players owning **Written Record** receive an additional one token Leader discount.

The first leader card to be played in a turn is placed in the leader card box. This leader benefits only the player who played it. All other leaders are placed in front of the player playing the card and can be used by other players owning PATRONAGE .

Players owning **Patronage** receive leader discounts from leaders played in front of players.

The original player of a leader card can dissuade others from using Patronage by placing a number of his tokens on the card at the time the card is played. Any other player wanting to use Patronage

must pay the original owner this number of tokens (this will occur in Phase #4).

If Patronage is used, the payer moves a number of tokens in Income to Stock and the payee does the reverse. Any tokens placed on the card are returned to Stock after the end of Phase #4.

A player with **Printed Word** receives leader discounts for advances already owned. This rebate is for his purchases only (can not be had with Patronage) and does not include a Written Record bonus. The rebate is paid from Stock when the leader card is played.

#### Phase #4 -- Purchase

Each player, in order, can choose to buy any of the following, in any order desired:

- \* a ship upgrade
- \* advances
- \* misery relief

#### \*\*\*\*\* Ship Upgrade

Ship upgrades allow an increase in same ship transport capacity. A player can initially buy Galley 2 and then upgrade this to Galley 4, for example.

Purchased advances adjust **ship type**.

**Example:** London upgrades his Shipping on Turn #2, from Galley 2 to Galley 4 for one token. On Turn #3 he buys the Seaworthy Vessels advance for 8 tokens, which moves his Shipping cube marker from Galley 4 to Any Sea 10. That turn he may also upgrade, say from Any Sea 10 to 12.

Each Shipping Upgrade costs one cube. Any number of upgrades are allowed in a turn.

#### \*\*\*\*\* Advances

Player Mats list all 21 advances. Advances are also found on the Record Board, where purchases are recorded.

Explanation:

- \* Many advances offer same category discounts. These are the green numbers found on the far-right end of all advance boxes.

- \* Advances must have already been bought during prior turns in order for their discounts to be used.

**Example:** Genoa buys The Heavens on Turn #1, paying 5 tokens. Then, on Turn #2, when Genoa buys Human Body, the same category discount of '2' means that instead of paying '7', Human Body costs only '5'. If, however, Genoa wanted to purchase Human Body in Turn #1, there would be no discount from The Heavens.

Institutional Research provides an **immediate** two token discount for all advances, except those in the Religion category.

- \* Two of the advance categories must be acquired in order. The red arrows on the right-hand edge of these categories and their even-numbered prices indicate this.

**Example:** Hamburg has Overland East. For his second purchase in Exploration, he must buy Seaworthy Vessels. He can't skip to New World.

- \* Multiple discounts can occasionally mean purchases for as low as '0' tokens.
- \* Many advances provide Misery Relief. This is the blue numeral on the far-right end of some advance boxes.

#### \*\*\*\*\* Misery Relief

The Misery Index is divided into four sections. The first requires just one Misery Relief point to move up one space. The second requires two, the third, three and the fourth, four. Thus, the farther down the Index a player falls, the more expensive it is to move up.

Relief points are generated when advances are purchased. Tokens **can supplement and / or replace** points, one token per point.

Additional Misery relief, **beyond the first** earned/purchased, requires that a player must own a **TIER** of advances (at least one advance in each category). This allows the purchase of enough points to move up on the Index. If two tiers are owned (any two advances in all categories), additional upward movement is possible.

Any unused relief points are forfeit.

#### Tiers Required To Buy Misery Relief

One Misery Relief Level .... none
2nd Level ..... 1
3rd and 4th Level ..... 2
5th, 6th, 7th ..... 3

Improved Agriculture and Human Body each provide a one space improvement on the Misery Index, regardless of the new owner's possession of tiers.

**Example:** Venice buys Improved Agriculture and has 18 misery. The purchase moves his misery cube marker up to 17. Then, since he earned three relief points, he moves it up to 16. If he had a tier of advances he could choose to also use three tokens and/or additional points earned to move to 15. He would need two tiers to move beyond that.

#### Phase #5: Expansion

Expansion allows a player to open and control new markets or compete for those already held by other players. To begin Expansion, each player receives the **Tax Income and resulting Misery**, if any, that they chose previously.

**Example:** London chose #3 in the Play Order. It now receives 10 Tokens from Supply and 2 Misery. It decides to use 9 tokens and save 1 for the next turn.

Tax Income tokens are added to any that are left over from Phase #4. Likewise, any tokens left over at the end of Phase #5 are carried over into the new turn.

Tokens, which are free, can be used to:

- \* expand into empty provinces
- \* add to a token presence in a province or provinces
- \* attempt to take over a province or provinces from another player
- \* purchase an **EXPANSION CARD** from the card deck

At the start of the expansion phase, each player owning **Holy Indulgence** receives two extra Income (if insufficient Stock, extra are forfeit) for each player who doesn't own the advance (**three extra for 3-4 player games**).

Similarly, all players who don't own the advance lose two tokens (Income to Stock) for each player who does.

If those without Holy Indulgence lack sufficient Income, they need only pay what is available, while owners still receive their extra tokens.

#### \*\*\*\*\* Expanding Into Empty Provinces

Any number of tokens, up to and including the Market number, can be placed in an empty province. If the number of tokens placed equals the province's Market Number, those tokens are removed and replaced with a round Domination marker face down (○).

This is true for provinces with numbers in circles only. If the province number is inside a square, it is a satellite and does not receive a round Domination token, though it will still be flipped from (□) to (■) at the end of the turn.

#### \*\*\*\*\* Placing Expansion Tokens

Players may only expand from established holdings that they have occupied from the beginning of a given turn. Established holdings include all (■) and (●), including a player's capital—even when held by another player. All new placement is (□) and (○).

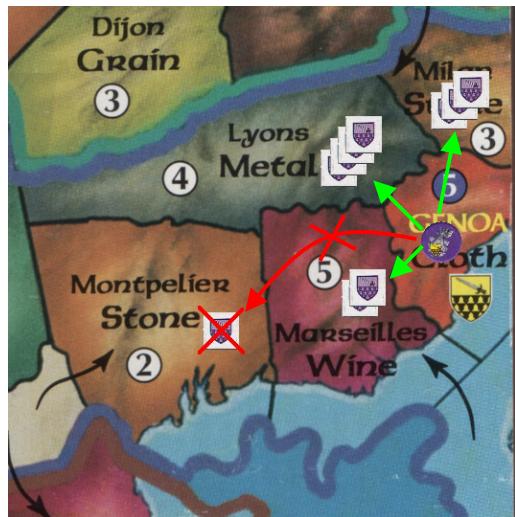
Players may add (□) on the board depending on how far away the added tokens are from their established holdings.

Only players holding **Overland East** are allowed to expand into Area V.

#### \*\*\*\*\* Overland Placement

Next door provinces over overland borders only.  
(example: Paris borders Dijon)

If a player holds **Caravan** he may place (□) two provinces away from his holdings, if there are no (■) or (●) owned by another player in the connecting province. Caravan expansion only works over land; not by sea.



**Example:** Above, Genoa can expand into Milan, Lyons and Marseilles because they are adjacent to Genoa province, whereas Montpellier is not. The (□) in Lyons and Milan are immediately replaced with (○). Those in Marseilles are not, as they are fewer than the market number.

**Example:** Below, Barcelona, having acquired Caravan, is expanding from his (●) in Barcelona into next door Toledo. Caravan then allows him to pass through Toledo to reach Grenada and Seville.

To the north, Caravan can reach Bordeaux, as Genoa's (□) in Toulouse is white-side up. On the other hand, Caravan cannot pass through the (●) in Montpellier.

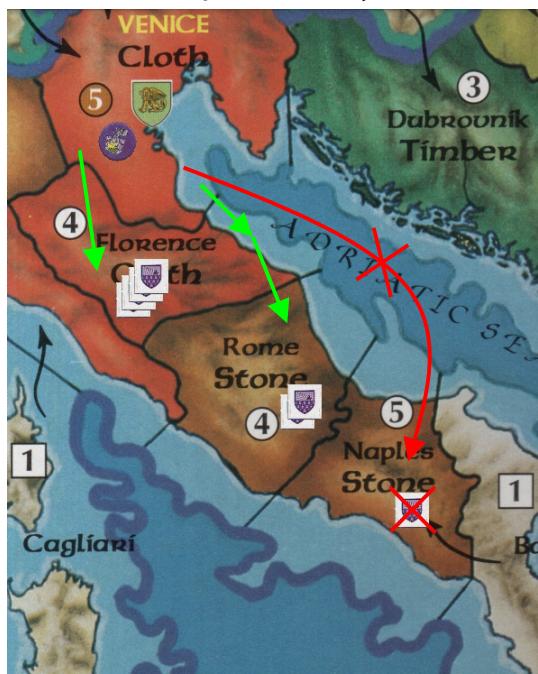
And, of course, Caravan cannot reach the island of Palma, since there is no land connection.



### \*\*\* Using Shipping

Players with shipping capabilities can expand across coastal waters (Galleys), seas (Seaworthy Vessels), and anywhere on the map (Ocean Navigation).

Both the number of tokens transported and the number of spaces transited are limited by the unit of shipping. Thus Galley '2' enables two tokens to be used in each province that is two or fewer spaces away.



**Example:** Genoa has apparently befriended (Venice) and is now expanding south. Since it has Galley '2', but no Caravan, it can reach Rome with only two tokens.

Obviously, it cannot use the Adriatic (a sea) so it can't reach Naples. It can, however, place all four of the tokens it needs to dominate Florence, because this is over land.

Neither Iceland nor West Africa can be reached through coastal waters

Once a player owns **The Heavens** his Galleys can pass through one sea (medium blue waters) and thereby reach Iceland and West Africa, for example.

With Ocean Navigation, the limit noted on the Shipping Display is the number of Far East provinces that may be dominated

Once a player owns **New World** he may dominate North and South America as well as the Far East. There is still the 1 - 4 province limit, however.

**Example:** A player who owns New World and has a '2' Ocean Navigation on the shipping display may dominate any two of the five Overseas provinces.

### \*\*\* Market Competition

A player expanding into a province where another player already has a presence may cause **MARKET COMPETITION**.

If the total number of tokens in the province after expansion does not exceed the market number, all tokens CO-EXIST and no competition occurs.

However, if a player expands into a province that already has a (○) or (●) in it, or if the total number of tokens will exceed the market number after expansion, the player expanding must compete.

Competing means that the expanding player must move **a number of tokens** into the province **equal to the province's market number plus as many tokens as his opponent has present**. In a dominated province, this is the market number, twice. If a player doesn't have enough tokens to effect this, he is not allowed to compete.

**Example:** A player loses twice in a '2' province. His Seaworthy Vessels can carry up to 10. He has already used 4 tokens, twice, and so is unable to compete a third time.

**Exception:** see Shortage/Surplus, page 11.

### \*\*\*\*\* Competition Modifiers

- Satellites
- Nationalism
- Capitals
- Events

Satellites which are (■) can help adjacent provinces dominated (○) or (●) by the same player if competition occurs within

the dominated province. Each satellite will provide each adjacent dominated province with a +1 modifier. This means that a player expanding into the dominated province will have to include an additional token.

**Example:** Paris competes in Bordeaux. Barcelona has a (●) in Bordeaux, and because the Market Number is '4', Paris requires '8' to do this. But, because Barcelona has a (■) in Toulouse, Paris needs not eight, but nine.

If a player owns **Cosmopolitan**, (■) satellites can also support competition occurring in adjacent provinces. A modifier of -1 is applied for each such (■) satellite.

If, in the above **example**, Paris is the player with a (■) in Toulouse, and it also owns Cosmopolitan, it needs only seven to compete in Bordeaux, because Toulouse provides a '-1' modifier.

A player owning **Nationalism** receives a modifier in all competition within its Capital's Area. For example: area II for London.

Nationalism causes a -1 modifier when expanding, and a +1 modifier when defending. If both Venice and Genoa own Nationalism, they cancel each other when competing in Area VII.

In a player's Capital, all tokens count double, for both expansion and defense.

Venice has a domination marker (○) or (●) in its own capital. Genoa competes there, needing 15 tokens: 5 for the market number, and 10 for the domination marker (which counts for 5 tokens and is doubled in value).

If Genoa had a domination marker in Venice's capital, and Venice was expanding into its own capital, it would only need 5 tokens, not 10, because its tokens would count double.

Event cards offering a military advantage, Stirrups, Long bow and Gunpowder, give the card's player a -1 modifier (one less token needed to compete). Likewise, an opponent who competes with such a player must add an additional token. The effect of each card is limited to a single game turn.

**Example:** Long bow voids Stirrups. However, if played first, the Stirrups card is still effective, except against the player of Long bow.

#### \*\*\*\*\* Miscellaneous Competition Rules

No matter the modifiers, an expanding player must always have tokens present equal to or greater than the market number of the target province.

Even if a defending player loses a competition, supporting satellite tokens are not removed.

If an expanding player already has tokens in the province he or she wishes to expand into, they can be used for the first competition attempt. If this attempt is unsuccessful, however, the original presence is removed.

If a province contains more than one player's tokens, an expanding third party treats them as a single opponent. Their strength is added together, then added to the province's market number. Modifiers are applied in favor of the defenders:

- Modifiers working against the expanding player are applied, even if caused by just one of the defender.
- Modifiers working for the expander are applied only if they would apply against all defenders.

#### \*\*\* Resolving Competition

To resolve a competition, roll the three dice.

The expanding player wins if:

- The black die shows a higher value than the white die, or
- The green die shows a higher value than the attacking player's position on the turn order display

(in games of less than six, use the actual number; for example, 5th, rather than 3rd out of three)

If the attacker wins, all the defender(s) tokens and markers are removed and replaced by one of the expanding player's domination tokens (○).

If the defender wins, all of the expanding player's tokens are returned to Stock.

A player owning **Cathedral** can choose to automatically win one competition against each non-owner. The use of Cathedral must be declared before a die roll is performed.

Cathedral can be used both to expand and for defense.

#### \*\*\*\*\* Buying Cards

At any time during their expansion phase move, players may pay tokens to buy an extra history deck card--one per player.

The price increases with each card purchase.

- 1<sup>st</sup> card: 1 token
- 2<sup>nd</sup> card: 2 tokens
- 3<sup>rd</sup> card: 3 tokens, etc.

[Note: Use tokens to illustrate most recent price.]

## Phase #5: Domination

### \*\*\*\*\* The Expansion Bonus

The player with the most expansion domination markers (○) on the map receives an extra card draw. Ties are resolved in favor of the player moving first. Now flip all (□) and (○).

### \*\*\*\*\* Province Income

Income for each player is determined by looking at their Player Mat. The last uncovered Domination token space list's the player's province income, which is now collected.

### \*\*\*\*\* Reduce Misery

Players owning **New World** move their Misery Index cube up two spaces for free each turn.

### \*\*\* Roll Shortage / Surplus

- Existing shortage / surplus and Wind / Watermill markers are removed
- All dice are rolled twice. The first roll is executed and results made permanent prior to the next roll
- Add together the black and white die to determine which commodity is affected. A '12' affects both gold / ivory
- If the green die shows a '1', '2' or '3', the commodity is in shortage. If '4', '5' or '6', it is in surplus
- A shortage and a surplus for a single commodity cancel each other
- A double shortage or double surplus is kept, though only one may apply at a time; if triggered, remove one.

## Shortage / Surplus & Competition

Shortage / Surplus status also affects competition:

- \* Provinces with commodities in Shortage, because their commodity is so desirable, require a competition die roll victory using only the green die.
- \* Provinces with commodities in Surplus, on the other hand, only require expansion tokens equal to their market number for competition to occur. This minimum

overrides all modifiers except for the capital province (doubling) requirement.

## The Majority Holder

If a player controls more of a commodity's provinces than any other player, that player is the **MAJORITY HOLDER**. If two or more players have the same number of provinces, there is no majority holder.

In cases of shortage, the majority holder draws one extra card.

In cases of surplus, the majority holder pays one token from Income to Stock; if no Income is available, one Misery space.

## 6. Endgame

The game ends after a turn in which either a player has purchased all 21 advances, or the last epoch 3 card is drawn.

### \*\*\*\*\* Final Card Play

After the final turn's Phase #5, a final play cards phase, only, is conducted--there is no Phase #6.

Using the same order of play as the final turn, all cards-in-hand must be played (except any discarded with Master Art, which may be used during card play). There is no chance to buy removal of Shortage / Surplus nor use Wind / Watermill.

### \*\*\*\*\* Winning the Game

Each player adds together the following:

- \* the number of advances owned (there are 21 to be purchased)
- \* the number of spaces on the Enlightenment Track (0 to 13)
- \* a point for every 10 tokens of Income (round down;  
*example*: 15 tokens = 1 point)
- \* a point for each dominated (●) province (consult player mats)
- \* then subtracts the number of Misery Track spaces (0 to 27).

The player with the most points wins.