

Errata and Clarifications

May 7, 1998

Card - After the Mongol Armies, is the Marco Polo credit worth \$40 for both Overland East and Cosmopolitan?

A. Yes.

Map - Does St. Gali support Nuremburg?

A. No, play it as the board appears.

Map - What is the extent of the Bay of Biscay "sea"?

A. It touches the coastal waters from Edinburg to Seville.

Map - Does Paris connect to London and Portsmouth? Does Bari connect to Corfu?

A. Yes to all, across coastal waters.

Map - Does Barca's coastal waters connect to the E. Med. Sea? Does Libya's connect to the C.Med. Sea?

A. Yes. No.

Map - Does the Norwegian Sea have any significance for play?

A. No, you can only cross one sea with The Heavens and the areas that are adjacent to the Norwegian Sea are also accessible by coastal water.

Map & 4.1 - Are Iceland and West Africa only accessible by sea?

A. Yes, requiring The Heavens or Seaworthy Vessels.

2.2 #5 - In using Caravan to go from Venice to Belgrade via Dubrovnik, must I compete with a player in Dubrovnik?

A. Only if Dubrovnik is fully occupied at the time of transit, in which case you must place enough tokens to initiate competition in Dubrovnik and only if successful may you pass through with more tokens to go to Belgrade.

4.1 - Can the Pirates/Viking card reduce domination markers in the Far East and New World boxes?

A. Yes.

4.4 - Are tokens in their capital doubled for both defense and attacks?

A. Yes.

9.32 - If all expansion tokens have been purchased (none remain in stock) when a player loses a domination marker to a disaster (such as Rebellion), may the player replace the marker with a square token from his expansion pool? Must he?

A. Yes, the player may -- at his option -- use expansion tokens in such cases. Alternatively, you may leave the space empty if you have none in stock.

9.32 - Can Armor and Stirrups be played in the same turn by the same player to obtain a +2 advantage?

A. Yes.

9.32 - If Armor or Stirrups has been played and Gunpowder or Longbow is played later in the same Play Cards Phase, what happens?

A. As the card is already in play and therefore cannot be held as a misery burden, the only effect is that the Armor or Stirrups card does not have any effect versus the player(s) who later played

Gunpowder/Longbow. Armor/Stirrups is still used against other players and discarded at the end of the Expansion Phase.

9.32 - How does Chaos affect the order of play?

A. Players in chaos are assumed to be buying zero expansion tokens and play order is determined in the usual fashion. Thus, to pay off a surplus/shortage, a player must bid negative or win the tie at zero.

9.33 - Can a player who owns Printed Word and Patronage claim a rebate by patronizing a personality?

A. No.

9.33 - If you have Printed Word and play a leader with credits toward two or more Advances, one of which you already have, may you take the rebate even if you do not plan to buy the unowned Advance?

A. Yes.

9.41 - What is the limit to use of The Heavens?

A. All Galleys of a player with The Heavens may use it to cross one sea. The limit is not one sea per player, but rather one sea per shipment.

9.53 - If Blue has colored squares in an unfilled province co-existing with recently-arrived Red tokens, are all of them removed in a competition initiated by white-side-up Blue tokens?

A. Yes, the loser of any competition loses all tokens in the province.

9.53 - If I coexist with another player and then use competition to gain control, may I use Wind/Watermill to force a trade?

A. No, you must take the province "from another player" -- meaning that player must control it completely first.

9.53 - If one of several defenders in a province has a military advantage but others do not, is the attacker required to place the additional token to counter the military advantage?

A. Yes.

9.53 - When does the conversion between square tokens to circular tokens occur?

A. Immediately as each competition roll is conducted.

9.53 - Can Cathedral be used only during a player's offensive Competitions?

A. No, it can be used on offense or defense, but only once against each non-owner.

9.61 - Does a commodity shortage die roll of 12 (affecting Gold and Ivory) cause card draws or payments for both commodities? In order to remove a Gold/Ivory shortage, what is paid?

A. Yes, in shortage, two cards could be drawn. Only \$10 is paid to remove the joint shortage.

9.7 - May you later collect expansion tokens if they were not at first available at the time of allocation (example, after Black Death places more in stock)?

A. No, you only get what is available at the time of allocation between cash and tokens.

10 - Can players pay cash to other players for the play, discard or non-discard of cards, or performance of other "services"?

A. Players may plead, protest and whine, but the actual payment of bribes for services rendered is strictly forbidden. You may promise a service, but never show a card without the incurring the penalty in the rules.

11.1 - If someone has bought all 26 Advances, is the final turn played out fully, including a final card play phase?

A. Yes.

11.1 - Do you make new Shortage/Surplus rolls for application to the final card play phase?

A. Yes.

11.2 - Can a card be discarded (with Master of Art) instead of played during the final card play phase?

A. No.

11.2 - Is the final card play phase considered to be a different turn? Does Enlightened Ruler played during the final turn's play card phase still protect a player during the final card play phase?

A. No; Yes.

11.2 - When do rerolls occur in the case of a tie with the War card?

A. At the start of each player's portion of the Play Card phase (possibly continuing to the next turn's phase). If a War continues past the last player during the Final Card Play phase, the game ends without further die rolls for the War.

11.4 - A tied War continues in the next player's Play Card turn. If that player is in the War, can he play a military advantage card prior to resolving the War?

A. Yes, but the War must be resolved before any non-military card is played.

Age of Renaissance

EuroGames 2nd Edition Rules

In 1999, EuroGames released the international version of Avalon Hill's Age of Renaissance. The updated "2nd edition" simplified and sped up the game; the following changes were made, and can be easily incorporated into the US version of the game using the Advance Log on the previous page.

Gameplay Changes

- The initial deal is 3 cards to each player; the player may keep two, and discard the third back into the deck. Prior to dealing the following cards are removed from the deck: *The Crusades*, *Walter The Penniless*, *Silk*, *Spice* and *Rashid Ad Din*. After the initial deal, the deck is shuffled along with those cards
- One Epoch 2 Timber card is added to Epoch 1 to help Hamburg.
- There are 3 Patronage boxes. The first will still protect the Leader from being used by others, the second allows 1 other player to use that leader, and the third allows 2 players to use that card. Further Leader cards are unprotected. Money is not used to protect Leaders anymore.
- Misery Relief has been simplified. You earn it by buying a minimum of two advances each in the Science, Commerce and Communications categories (1 MR), then three in each (2 MR) and finally all advances in all three categories (3 MR). You may no longer "pay" off Misery.

Advance Changes

- Master Art allows you to discard one card immediately when purchasing that Advance.
- Wind/ Watermill is changed. Its new ability is to allow the *last*-moving owner of Wind/ to adjust the Shortage/ Surplus track for either Grain, Cloth, Wine or Metal. He may adjust a Shortage or Surplus to neutral, or create a Shortage or Surplus from neutral status. He does this following the first-moving player's opportunity to buy off Shortages/Surpluses. Its position and price are switched with Advanced Agriculture.
- Written Record is changed. Its new ability is to force a card trade with any defeated non-owner. This is essentially a simplified Wind/ Watermill from the original edition, with die rolls or tokens spent. Written Record loses its +10 Leader credit.
- The New World attribute of an automatic reduction of 1 MR per turn is shifted to Enlightenment.
- The credits for Communications are 30 (for Written Record), 20 and 10, instead of 10, 10 and 10.
- The credits for Civics are 10 higher than present (20, 30, 40, 50 and 60 for Middle Class).
- Patronage's credit is now 20 instead of 10.
- Proselytism's credit is now 30 instead of 20

AGE OF RENAISSANCE (AoR) FAQ

Version: 0.5

Updated: 20 Feb 1999

The following sections were added or modified this update:

- 3.2) Game Rules
 - e) Breaking Ties (typo)
 - i) Tokens in Stock vs Expansion
- 3.4) Advances
 - f) Ocean Navigation
 - g) Civil War

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1) GENERAL

Age of Renaissance (AoR) is a multi-player game for 3-6 set in the Middle Ages (750-1750). Players represent commerce powers of the period competing for domination of various commodity markets. Victory is determined by the player with the highest total of: money + advances - misery.

Players use tokens to expand across the map and to combat other players for map areas. There are civilization advances that can be bought that have various benefits on play. Finally there is a card deck containing leaders, events, and commodity cards. The card deck is organized into 3 epochs. When the card deck for epoch 1 is gone, epoch 2 cards plus any played epoch 1 cards are shuffled to create the new deck to draw from. Some cards may only occur once and are not recycled into future epochs; there are leaders and some events.

This is not an expansion to the Civilization / Advanced Civilization games. It is its own game, but with obvious influences from Civ and History of the World.

Research & Design: Jared Scarborough

Game Development: Don Greenwood

1.1) Other Sources

Avalon Hill has finally put together its own FAQ for this game. This was

printed in their magazine "General Vol.31 #5" and is also available on their web site.

General Vol.31, No.4

- "Series Replay: Age of Renaissance"

General Vol.31, No.5

- "Reading, 'Riting, and 'Rithmatic in the Age of Renaissance"; by J.Kisner.
- "Tricks and Taboos"; by S.Tucker
- "Questions Box: AoR"; FAQ p50
- (insert) Commodity markers for AoR

2) COMPONENTS

- 22x34 map board (2 pieces). Unfortunately, the board folds with the map surface on the outside, so the map is not protected from scuffing and other similar rubbing damage that may occur in shipping. :(
- 6 sets of player pieces:
36 tokens, 24 domination markers, 1 ship, 1 misery, 1 turn, 12 commodity markers.
- 6 player mats (turn of sequence, other notes)
- pad of Advance Logs
- 64 History cards (27 Commodity, 18 Event, and 19 Leaders)
- 3 dice (color, black, white)
- play money (1, 5, 10, 20, 100) x36 each

For some reason, the cards decks in many of the games is messed up (i.e two Religious Strife cards and no Rebellion card). You can call AH and request a replacement deck (1-800-999-3222).

3) CLARIFICATIONS

3.1) Map Board

- a) Bay of Biscay extends from Edinburgh to Seville
- b) Paris is directly connected to Portsmouth
- c) No purpose for Norwegian Sea
- d) The Eastern Med and Barca area are adjacent
- e) Iceland and W.Africa are only accessible across a sea.
 - need at least 'Heavens' or 'Seaworthy Vessels' to reach
- f) New World and Far East are Coastal Provinces (4.4 p2). They do not belong to any specific Area, nor are they an Area themselves.
- g) The number of players affects which areas that are in play. Everything within an area not in play is not part of the map and cannot be used for movement, caravans, etc. (includes provinces and coastal areas). Sea areas do not belong to any specific area so are always in play.

3.2) Game Rules

a) Market Competition (Combat)

When you lose a combat, you lose ALL the tokens used in the attack (both old and new).

Example A) You are attacking Tunis, a 4 area, which currently only has 1 token of another player. So, 5 new tokens are needed to attack. If you lose, all 5 tokens are lost. You cannot place 3 tokens from the attack into Tunis and just lose 2.

Example B) same as A above except now you have 2 old tokens in Tunis as well from a previous turn. The total to attack is still 5 (3 new + 2 old). If you lose, you lose all 5 tokens (both old and new)!

Also, a player cannot attack another players tokens without also attacking the area containing them.

When attacking an area, the side up (white/color) of tokens in that area does not change the number of tokens needed to attack, it is the same either way. Side up only affects if a satellite area can contribute or not.

b) Token Buys and Turn Order

Your turn order for the next turn is based on the number of tokens you are buying. So, if I buy 13 tokens, I pay \$13 to the bank, take 13 tokens, and compare my 13 to other players' buys for turn order.

There are two special cases:

A) You can buy more than the number of tokens you have available. So, if you buy 30 and only have 25 tokens in stock, you pay \$30 to the bank and take the 25 tokens. This might be done if you are trying to get the last turn position for some reason.

B) You can buy a negative amount. So, if you buy -5, I pay \$5 to the bank and take no tokens. This can be done if trying to gain the 1st turn position. You cannot combine the purchase of tokens with a negative bid. A negative bid means 0 tokens.

c) Tokens in Home Capital Area

A player's tokens in their home capital area have their strength doubled for both attack and defense of that area. (4.4 p3)

d) Home Capital Area Expansion

A player always has a friendly presence in their home capital area and can use it to expand from even when it is dominated by another player (9.5 p6). Thus a player can not ever be eliminated from the game by removing all their tokens/markers from the board.

e) Breaking Ties

Ties for turn order are broken by capital choice order, with the later chosen capital getting their choice to go earlier or not. Other ties are broken by the current turn order, with the player going earliest gaining the decision.

f) Token Removal

A player's square tokens cannot be removed or change location once placed on the map. A player can replace a circle domination marker with a square token during their expansion phase in order to use the domination marker elsewhere. In this case only 1 token is used to replace the marker.

g) Shortage & Surplus

If the same commodity is affected by two Shortages or two Surpluses, majority holder of that commodity is also affected twice (drawing two cards or paying \$ twice). In the above case, two such markers are placed by the commodity, which requires that each be bought off separately if the 1st player of the next turn so desires. Finally, when both a Shortage and a Surplus occur for the same commodity, this is treated as no effect and the majority owner receives/pays nothing.

h) Eliminated Players (9.32 p5)

When a player is eliminated or leaves the game, the order of play is based on the number of players remaining. You cannot use Advances against an eliminated player's units (i.e. Holy Indulgence, Cathedral, etc.). The units can only defend and get the Nationalism benefit if applicable.

i) Tokens in Stock vs Expansion

If a player has no tokens left in Stock (all were purchased for Expansion), then that player CAN take tokens from his Expansion pool to cover the effect of cards played (replace Domination marker with square token). The player can choose to not replace with a token and just leave the area empty instead. A player can never add tokens to his Expansion pool after they have been purchased. So if a player removed one token as in the example above, they could not later restore a token to the Expansion pool if some become available later in play.

3.3) Cards

a) War - In case of a tie, rerolls occur for each remaining player's turn of the same play card phase until the tie is broken. If the tie is unbroken after the last player has taken their play card turn, rerolls start again during the next play card phase. So, in a 6 player game, if War was played by the 2nd player and a tie results, there would be 4 possible rerolls to occur for that play card phase.

b) Military Advantage

There are four such cards (Epoch 1: Armor, Stirrups and Epoch 2: Long Bow, Gunpowder). Those for Epoch 2 void those for Epoch 1. So, once Long Bow is played:

- the Armor/Stirrups card can no longer be played, only discarded.
- if Armor/Stirrups is currently 'in play' by a previous player, its military advantages are now canceled.

If two players have MAs in play (both need to be from the same epoch) and they attack each other, the attacker will still win ties. Also, the +1 to competition totals only apply for the player with Armor or Gunpowder. So, Armor is stronger than Stirrups, and Gunpowder stronger than Long Bow.

3.4) Advances

a) Caravan - Caravan can be used to move through any un-controlled area. This includes new dominated areas where all the tokens/markers are face down (white). So Caravan can be used to attack areas two deep: 1st the adjacent area as normal, then through this area into a 2nd one.

b) Renaissance - This can be used once per turn to change turn order order at the start of any phase. Even when a 'Civil War' forces that player to the last position, Renaissance can be used to move up a space if it hasn't been previously used that turn. This can also be used to switch places with the 1st player before they have a chance to remove any Shortage/Surplus markers. Once used, the new turn order lasts for the rest of that turn (not just the phase it was used in). You can only switch places once per turn regardless of the number of non-owners.

c) Cathedral - Can be used win an attack, whether you are the defender or the attacker. Can be used once per turn against each non-owner. So in a 6 player game, if you were the only one with Cathedral, you could use it a total of 5 times, once against each non-owner.

d) Printed Word - Can only be used to get rebates on leader cards that you play. You cannot combine this with Patronage to get rebates on leader cards played by other players.

e) Seaworthy Vessels - This by itself does not automatically allow entry

to Area V. You would still need to purchase Overland East to do enter this area.

f) Ocean Navigation - The shipping box number is the limit of Overseas areas that you can have any tokens in (1box=1area, 2box=2area, etc.). So it is the same regardless of whether you have just one token in an Overseas area or a Domination marker.

g) Civil War - The player hit with this card always has their choice to lose half of their tokens or half of their last recorded cash; even when they may have zero tokens or cash.

4) HOUSE RULES

a) Early Crusade

Some people feel that an early play of the Crusades card (like on Turn-1) can give that player too much of an early lead. So, to lessen this advantage: Place crusades domination marker face up (new), so the player can't expand off of it on the same turn. Another option is to shuffle the Crusades card into the bottom part of the deck (less effect the more players there are).

BTW, the chance of an early Crusades card is:

28 cards in epoch1,
minimum for each turn: N cards are drawn, +1 awarded in expansion phase

N	T1	T2	T3	T4	T5	T6	T7
6 player	42.8	67.9	92.9	100			
5 player	35.7	57.1	78.6	100			
4 player	28.6	46.4	64.2	82.1	100		
3 player	21.4	35.7	50.0	64.2	78.6	92.8	100

b) Start Card

For the 1st card dealt, before capitals are chosen, deal only commodities so that every player has one to start. This may influence you in which capital to select, plus ensures that everyone has at least one commodity card. Also, it helps reduce the odds of a Crusades card on Turn1.

c) Loss of Capital

When a player's capital is lost, then all earned income is halved until the player regains their capital. This affects commodity payoffs, leader rebates, area income, and Interest & Profit.

5) STRATEGY

This section is certainly subject to opinion and debate. I'm sure the content of this section will vary as new input comes in.

5.1 Overall

The game revolves around commodities and advances. Players that can get the best return on their investments are generally the winner in the long run. Also the cards you get can drastically affect your strategy, changing the order of advances you were thinking of or the commodities you may be going after.

Checking the map area values in the section below, you will find that the top four commodities (Silk, Spice, Gold, Ivory) usually comprise about half or more of the total market value in play. So, being the majority owner in one or more of these commodities will be a big step in winning the game. Spice is especially good since there are a lot of areas and it has a high value (9). These commodities will encourage a race to areas 6, 8, FE, and NW.

A typical strategy for cashing in on a big payout for a commodity card is to:

- buy lots of tokens + use military card, go last in turn
- take over areas to dominate a market
- bid low or negative to go 1st next turn
- play your commodity card next turn for big payoff

The pros is that this keeps you from tipping off players for what commodity you are going after, plus removes their chance to react to counter you move. The con, of course, is that you are going last and therefore don't have the best odds on attacks (base 41.67). But this can be helped by playing a military advantage card and/or having the Proselytism advance.

Area Expansion -
Card Play -
Advances -

5.2 By Capital

I feel that Venice and Genoa have the better odds of winning. This is because they a) start in a rich area 7, and b) have an easier approach to expanding into areas 5, 6, and 8; generally divvying them up between them and Barcelona for free. The other capitals are going to need big ship builds or advances to get to these areas and will be arriving after all the areas are taken, so will have to fight for them. Everyone has the same chance of getting to the FE and NW areas.

a) Venice

You and Genoa will be competing in expanding to the East Med. Better to share the area with Genoa, then consolidate you gains when the map is full. Being the first into area 5 is a big plus. Besides Cloth, you have a good shot at the top 4 commodities which can really pay off if you get to the FE first.

b) Genoa

Basically the same as for Venice, except you have another close rival in Barcelona. Try to block Barcelona from the east by taking up coastal areas and try to force Venice to take the Northern route. Try to pick up Sicily and Tunis. Based on commodity cards, you are in a good position to pick off areas from Barcelona, Paris, and Venice. Also need to watch Paris on Turn1 since they can use Caravan to grab Lyons from you.

c) Barcelona

Yours will be a tough road. You get off to a quick start will low token areas in Spain and N.Africa. Try to get a presence in areas 5 & 6 too. Your obvious markets are Wool and Wine, try to go after Silk and Ivory too. Because of your low token areas, you will be a favorite target for others trying to pick up that one extra market area (Nationalism would help).

d) Paris

Because of your position, your main goal should be to dominate most of Europe. This will give you a good mix of markets but nothing very valuable or very many in any single one. Your commodity cards will most likely dictate which direction you head in. Cloth and Metal may be decent choices. Don't get bogged down in small Galley builds, go straight to Seaworthy Vessels. Also an early presence in the Med (via Bordeaux, Montpellier) will help your expansion to the Near East.

e) London

Obviously, ship builds will be your priority. You will be competing with Barcelona for Wool and maybe Hamburg for Timber or Metal. Your home area should be fairly safe since no one will want the low value markets there, plus they have decent defense values. Off the top 4 ivory may be a good choice.

f) Hamburg

You start in a poor region, so your cash build up will probably be slower than others and you will often be chasing the pack. You have to mix ship builds and Caravan to secure the North areas before London does and try to get to area 5 quickly. Besides Timber and Metal, Fur and Gold will be good choices. Try to not get bogged down with Paris early on, and try to seal off N.Europe from expansion by London, Paris, and Venice.

Another common action is to purchase both Caravan and a ship on Turn1, often taking a misery hit too.

5.3 Avaloncon'97 Update

First, congratulations to George Sauer of Circleville, OH who won the tournament. There were three rounds of action: Winners in the first round (were 3 heats) advanced to the second; then 2nd and 3rd place finishes from the first round were used to bring the second round up to 6 games (36 people); the winners of the second round then advances to the final game. Overall, I think there were about 100+ gamers in the tournament. Plus, there were usually several AoR games going on in the open gaming areas during the convention.

Out of this tournament, every capital posted at least one win. This helped to show that the game is mainly determined by the player and their play strategy rather than by which capital they are playing. The capital certainly contributes to the strategy but is far from being the major factor in winning/losing.

Players were usually 'in tune' and aware of various market grabs underway by other players expansion moves and normally took steps to break them up. So, I did not see a bunch of big payouts for commodities occurring during the games. The more successful strategies seemed to be the less obvious and indirect methods. Meaning...

- a) Avoid being the perceived leader at the mid-game (early Epoch 2). Otherwise, you'll attract a lot of unwanted attention and bad events to yourself. Probably longer than necessary too, until a new obvious leader is determined. By then, you probably won't be able to recover from all the bad effects. Being the 'leader' in the late-game is not as bad, since you should be more protected (via advances, etc.) from various bad effects.
- b) The indirect approach via purchasing advances yields good results. You are less likely to be labeled the leader; since this is often determined by who controls the most areas. Plus, the savings gained when using leader cards and patronage are just as valuable and meaningful as getting a market payoff.
- c) Pay attention to your misery! Always try to be the player with the lowest misery if possible. If you are still in the 'blue' when the games ends, great! That may equate into a 50 or 100+ difference between you and other players, which is just as good as a high spice or gold payout.

6) STAT NUMBERS

6.1) Combat Percentages

Below are the CRT percentages for combat.
You can win based on:

- A) the Green die - dependent on turn order, or
- B) the Black/White dice combo - turn order doesn't matter

The table shows the four possible combinations for each turn position.

BW	B>W	to win	(41.6%)
BW=	B>=W	to win	(58.3%), use a military advantage card

G G > turn to win
 G= G >= turn to win, Advance 'G'

Turn	BW G	BW G=	BW= G	BW= G=
1	90.28	100.00	93.06	100.00
2	80.56	90.28	86.11	93.06
3	70.83	80.56	79.17	86.11
4	61.11	70.83	72.22	79.17
5	51.39	61.11	65.28	72.22
6	41.67	51.39	58.33	65.28

6.2) Map Area Values

This table breaks down each map region, listing: the number of market areas (#A), the number of tokens to fill these areas (#Tok), the number of Satellite areas (#S), the combined value of the region, and a listing of the specific commodity areas.

Area Values

	#A	#Tok	#S	Value	Commodities
1	6	19	6	30	St3 T2 T4 Gr5 M3 F2
2	8	25	5	55	Wo2 Wo2 Wo3 Wo5 T3 Gr5 M3 I2
3	11	35	5	86	St2 St4 St4 Gr3 C3 C4 C4 Wi3 M3 F3 Go2
4	5	13	2	36	Wo2 Wo3 Wi3 Wi3 Si2
5	8	19	3	64	Wo2 T2 Gr2 F2 F2 Si3 Sp4 Go2
6	6	24	5	69	Wi3 Si4 Sp5 Sp5 Go3 I4
7	13	8	3	100	St2 St3 St4 St5 T3 T4 Gr2 Gr2 C4 C5 C5 Wi5 M4
8	11	28	6	97	Wo2 Wo2 T2 Gr3 C4 Wi3 M2 M4 Si2 I2 I2
FE	3	15	-	123	Si/Sp5 Si/Sp5 Sp/Go5
NW	2	12	-	41	Gr/C/F6 M/Sp/Go6

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This table shows the number of market areas in play based on the number of players. The total value for the regions in play is listed as well as a comparison of the first 8 markets vs the top 4. As can be seen, the top 4 commodities tend to dominate the overall market.

N	Areas	St	Wo	T	Gr	C	Wi	M	F	Si	Sp	Go	I	Value	St-F	Si-I	
3	4-8	46	4	5	4	5	5	5	4	3	6	7	4	3	1602	623	979
4	3-8	57	7	5	4	6	8	6	5	4	6	7	5	3	2122	1053	1069
5	2-8	65	7	9	5	7	8	6	6	4	6	7	5	4	2449	1310	1139
6	1-8	71	8	9	7	8	8	6	7	5	6	7	5	4	2737	1598	1139

7) VARIANTS

A) Generals

Each capital starts with one general. Use a colored chip/pawn to show location (starts in capital area). A general adds +1 on combat rolls and counts as 1 token in combat (attack and defense). Can only be used to affect combat in one area per turn. If an attack succeeds, then place the general in the conquered area, if it fails return general to starting area (or can use to attack same area again if possible). If an area containing a general is conquered by another player, the conquering player can either ransom or eliminate the general. If the owning player does not pay the named \$\$ amount, the general is removed from play. Generals cost \$15 to bring back into play and only one general per player can be in play at any one time. Generals are purchased during the Purchase phase.

B) Market Dominance

If you dominate a market (own more than anyone else, no ties), then when a commodity card is played for that market you can control the payoffs:

- for each market share you own above all players you can deny 1 share of the market to another player.

Ex: Wool, Britain owns 6, Spain 2, Genoa 1. Britain controls the market. By subtracting 3 shares from their total they can cancel the payout to Spain and Genoa, and still collect 3 shares of income.

Ex: If the totals were Br 4, Sp 3, Ge 1. Then Britain could use their 1 extra share to reduce Sp to 2 or Ge to 0, but not both.

C) VP end of game count

In addition, to the normal total...

- Add up the total strength of all the areas you control.
- Add +10 vp if you control all the areas in your home area.



Player Capitals

Age of Renaissance Advance Log Sheet (2100)

This is a redesign of the Advance Log Sheet found in Avalon Hill's Age of Renaissance® game. Brady Severns redesigned it with playtesting and suggestions by Marty Hoff. You are encouraged to make copies for personal use.

2	3	4	5	6	✓	Science	(300)	Pts.	Cr.	X	MR	Prerequisites	Benefit
---	---	---	---	---	---	---------	-------	------	-----	---	----	---------------	---------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	A	The Heavens	30	20	Research Credit: 10	5	② ③	Allows transit of one sea as coastal province.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	B	Human Body	60	20		10	③ ③	Reduces Misery one space. Lessens Mysticism Misery.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C	Laws of Matter	90	20		5	③	voids Alchemy and lessens Mysticism Misery.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D	Enlightenment	120	20		50	③ ③ ③	Halves Misery Relief price and lessens Mysticism Misery.

2	3	4	5	6	✓	Religion	(300)	Pts.	Cr.	MI	MR	Prerequisites	Benefit (Each Religion Advance incurs a Misery increase of one space.)
---	---	---	---	---	---	----------	-------	------	-----	----	----	---------------	--

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	E	Patronage	30	20	1	10	①	Allows investment in Leaders played by other players.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	F	Holy Indulgence	60	20	1	0		Collect two Expansion <input type="checkbox"/> s/turn from each non-owner.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	G	Proselytism	90	20	1	0		Wins attacks if colored die roll is ≥ Order of Play.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	H	Cathedral	120	20	1	25	F	Automatically wins one attack/turn vs. each non-owner.

2	3	4	5	6	✓	Commerce	(300)	Pts.	Cr.	X	MR	Prerequisites	Benefit
---	---	---	---	---	---	----------	-------	------	-----	---	----	---------------	---------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	I	Caravan	20	10	Research Credit: 10	5		May place <input type="checkbox"/> s through adjacent uncontrolled provinces.	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	J	Wind/Watermill	40	10		5	I		May buy one trade attempt with defeated Market. dr ≤ Market #.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	K	Improved Agriculture	50	10		25	J		Reduces Misery one space. Reduces effects of Famine.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	L	Interest & Profit	80	10		0	K		Doubles cash after Expansion but only up to the value of Income.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	M	Industry	110	0		5	L		Increases commodity value by one payment box.

2	3	4	5	6	✓	Communication	(300)	Pts.	Cr.	X	MR	Prerequisites	Benefit
---	---	---	---	---	---	---------------	-------	------	-----	---	----	---------------	---------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	N	Written Record	30	10	Research Credit: 10	5	① ① ①	Increases Leader Credits by \$10, including Patronage claims.	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	O	Printed Word	60	10		10	N	② ② ②	Earns Leader Discount Rebate for any earned Advances.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	P	Master Art	90	10		5	O	③	May discard one card/turn without effect in the Buy Card Phase.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Q	Renaissance	120	0		100	P	② ③ ③	Once/turn trades Order of Play with adjacent non-owner.

2	3	4	5	6	✓	Exploration	(400)	Pts.	Cr.	X	MR	Prerequisites	Benefit
---	---	---	---	---	---	-------------	-------	------	-----	---	----	---------------	---------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	R	Overland East	40	20	Research Credit: 10	5	① ① ②	Allows transit of Area V.	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	S	Seaworthy Vessels	80	20		5			May enter all Coastal Provinces except Far East and New World.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	T	Ocean Navigation	120	20		5	A,S	② ② ②	Allows transit of Far East.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	U	New World	160	0		25	V,T	②	May enter New World. Reduces Misery one space/Income Phase.

2	3	4	5	6	✓	Civics	(500)	Pts.	Cr.		MR	Prerequisites	Benefit
---	---	---	---	---	---	--------	-------	------	-----	--	----	---------------	---------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	V	Urban Ascendancy	20	10	↑	5		May buy one extra card for \$10 each turn.	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	W	Nationalism	60	20		5	①		Adds 1 to all attack totals in Home Area.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	X	Institutional Research	100	30		10	② ②		Provides 10 Credits for any Advance except Civics & Religion.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Y	Cosmopolitan	150	40		25	R	② ② ③	May add Satellite <input type="checkbox"/> s to all adjacent province attacks.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Z	Middle Class	170	50		50	K		Increases Income by \$10/turn. Halves Stabilization costs.

Capital Bid & Choices

Bid _____ 1st _____
 2nd _____ 3rd _____
 4th _____ 5th _____

TURN LOG

Total Turn Tokens Cash

_____ 1 _____
 _____ 2 _____
 _____ 3 _____
 _____ 4 _____
 _____ 5 _____
 _____ 6 _____
 _____ 7 _____
 _____ 8 _____
 _____ 9 _____
 _____ 10 _____
 _____ 11 _____
 _____ 12 _____
 _____ 13 _____
 _____ 14 _____
 _____ 15 _____
 _____ 16 _____

Cathedral Usage

Turn vs. 2 3 4 5 6



Player/Capitals

Age of Renaissance Advance Log Sheet^{2.1} (2100)

Ham	Lon	Par	Bar	Gen	Ven	Science	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Benefit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	A The Heavens	30	20			5	② ③		Allows transit of one sea as coastal province.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	B Human Body	60	20			10	③ ③		Reduces Misery one space. Lessens Mysticism Misery.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C Laws of Matter	90	20			5	③		VOIDS Alchemy and lessens Mysticism Misery.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D Enlightenment	120	20			50	③ ③ ③		Halves Misery Relief price and lessens Mysticism Misery.
Research Credit: 10														
Ham	Lon	Par	Bar	Gen	Ven	Religion	(300)	Pts.	Cr.	MI	MR	Prqs.	Leaders	Benefit (Each Religion Advance incurs a Misery increase of one space.)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	E Patronage	30	20		1	10		①	Allows investment in Leaders played by other players.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	F Holy Indulgence	60	20		1	0			Collect two Expansion <input type="checkbox"/> s/turn from each non-owner.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	G Proselytism	90	20		1	0			Wins attacks if colored die roll is ≥ Order of Play.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	H Cathedral	120	20		1	25	F		Automatically wins one attack/turn vs. each non-owner.
Ham	Lon	Par	Bar	Gen	Ven	Commerce	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Benefit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	I Caravan	20	10			5			May place <input type="checkbox"/> s through adjacent uncontrolled provinces.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	J Wind/Watermill	40	10			5	I		May buy one trade attempt with defeated Market. dr ≤ Market #.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	K Improved Agriculture	50	10			25	J		Reduces Misery one space. Reduces effects of Famine.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	L Interest & Profit	80	10			0	K		Doubles cash after Expansion but only up to the value of Income.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	M Industry	110	0			5	L		Increases commodity value by one payment box.
Research Credit: 10														
Ham	Lon	Par	Bar	Gen	Ven	Communication	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Benefit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	N Written Record	30	10			5		① ① ①	Increases Leader Credits by \$10, including Patronage claims.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	O Printed Word	60	10			10	N	② ② ②	Earns Leader Discount Rebate for any earned Advances.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	P Master Art	90	10			5	O	③	May discard one card/turn without effect in the Buy Card Phase.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Q Renaissance	120	0			100	P	② ③ ③	Once/turn trades Order of Play with adjacent non-owner.
Research Credit: 10														
Ham	Lon	Par	Bar	Gen	Ven	Exploration	(400)	Pts.	Cr.	X	MR	Prqs.	Leaders	Benefit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	R Overland East	40	20			5		① ① ②	Allows transit of Area V.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	S Seaworthy Vessels	80	20			5			May enter all Coastal Provinces except Far East and New World.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	T Ocean Navigation	120	20			5	A, S	② ② ②	Allows transit of Far East.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	U New World	160	0			25	V, T	②	May enter New World. Reduces Misery one space/Income Phase.
Research Credit: 10														
Ham	Lon	Par	Bar	Gen	Ven	Civics	(500)	Pts.	Cr.		MR	Prqs.	Leaders	Benefit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	V Urban Ascendancy	20	10			5			May buy one extra card for \$10 each turn.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	W Nationalism	60	20			5		①	Adds 1 to all attack totals in Home Area. (Also +1 to War! die roll.)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	X Institutional Research	100	30			10		② ②	Provides 10 Credits for any Advance except Civics & Religion.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Y Cosmopolitan	150	40			25	R	② ② ③	May add Satellite <input type="checkbox"/> s to all adjacent province attacks.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Z Middle Class	170	50			50	K		Increases Income by \$10/turn. Halves Stabilization costs.

Capital Bid

1st _____ 2nd _____ 3rd _____

4th _____ 5th _____ 6th _____

TURN LOG
Total Turn Tokens Cash

_____ 1 _____

_____ 2 _____

_____ 3 _____

_____ 4 _____

_____ 5 _____

_____ 6 _____

_____ 7 _____

_____ 8 _____

_____ 9 _____

_____ 10 _____

_____ 11 _____

_____ 12 _____

_____ 13 _____

Cathedral Usage
Turn vs. B G V P L H

Final Score

Science _____

Religion _____

Commerce _____

Communication _____

Exploration _____

Civics _____

+ Cash _____

- Misery _____

This is a redesign of the Advance Log Sheet found in Avalon Hill's Age of Renaissance® game. Layout: Brady Severns. Suggestions and proofing: Mary Hoff and JP Rodman. Copying encouraged for personal use only.

Age of Renaissance

Advance Log Sheet^{3.0}



Player/Capitals

Capital Bid

\$40 -

1st _____ 2nd _____ 3rd _____
4th _____ 5th _____ 6th _____

Science	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit
A The Heavens		30	20	10	5		② ③	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Allows transit of one sea as coastal province.
B Human Body		60	20	10	10		③ ③	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Reduces Misery one space. Lessens Mysticism Misery.
C Laws of Matter		90	20	10	5		③	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	voids Alchemy and lessens Mysticism Misery.
D Enlightenment		120	20	10	50		③ ③ ③	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Halves Misery Relief price and lessens Mysticism Misery.
Religion	(300)	Pts.	Cr.	MI	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit (Each Religion Advance also incurs a Misery increase of one space.)
E Patronage		30	20	1	10		①	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Allows investment in Leaders played by other players.
F Holy Indulgence		60	20	1	0			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Collect two Expansion <input type="checkbox"/> s/turn from each non-owner.
G Proselytism		90	20	1	0			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wins attacks if colored die roll is ≥ Order of Play.
H Cathedral		120	20	1	25	F		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Automatically wins one attack/turn vs. each non-owner.
Commerce	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit
I Caravan		20	10	10	5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	May place <input type="checkbox"/> s through adjacent uncontrolled provinces.
J Wind/Watermill		40	10	10	5	I		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	May buy one trade attempt with defeated Market. dr ≤ Market #.
K Improved Agriculture		50	10	10	25	J		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Reduces Misery one space. Reduces effects of Famine.
L Interest & Profit		80	10	10	0	K		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Doubles cash after Expansion but only up to the value of Income.
M Industry		110	0	10	5	L		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Increases commodity value by one payment box.
Communication	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit
N Written Record		30	10	10	5		① ① ①	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Increases Leader Credits by \$10, including Patronage claims.
O Printed Word		60	10	10	10	N	② ② ②	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Earns Leader Discount Rebate for any earned Advances.
P Master Art		90	10	10	5	O	③	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	May discard one card/turn without effect in the Buy Card Phase.
Q Renaissance		120	0	10	100	P	② ③ ③	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Once/turn trades Order of Play with adjacent non-owner.
Exploration	(400)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit
R Overland East		40	20	10	5		① ① ②	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Allows transit of Area V.
S Seaworthy Vessels		80	20	10	5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	May enter all Coastal Provinces except Far East and New World.
T Ocean Navigation		120	20	10	5	A, S	② ② ②	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Allows transit of Far East.
U New World		160	0	10	25	V, T	②	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	May enter New World. Reduces Misery one space/Income Phase.
Civics	(500)	Pts.	Cr.		MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit
V Urban Ascendancy		20	10		5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	May buy one extra card for \$10 each turn.
W Nationalism		60	20		5		①	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Adds 1 to all attack totals in Home Area. (Also adds 1 to War! die roll.)
X Institutional Research		100	30		10		② ②	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Provides 10 Credits for any Advance except Civics & Religion.
Y Cosmopolitan		150	40		25	R	② ② ③	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	May add Satellite <input type="checkbox"/> s to all adjacent province attacks.
Z Middle Class		170	50		50	K		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Increases Income by \$10/turn. Halves Stabilization costs.

TURN LOG			
Total	Turn	Tokens	Cash
_____	1	_____	_____
_____	2	_____	_____
_____	3	_____	_____
_____	4	_____	_____
_____	5	_____	_____
_____	6	_____	_____
_____	7	_____	_____
_____	8	_____	_____
_____	9	_____	_____
_____	10	_____	_____
_____	11	_____	_____
_____	12	_____	_____
_____	13	_____	_____
_____	14	_____	_____

Cathedral Usage						
Turn vs.	V	G	B	P	L	H
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Commodities	Value	Cards/Epoch	Prov. in	3p	4p	5p	6p	FE	NW
2 Stone	1{n ² }	① ① ① ①	① ①	4	7	7	8		
3 Wool	2{n ² }	① ① ① ①	① ①	5	5	9	9		
4 Timber	3{n ² }	① ② ② ①	② ② ①	4	4	5	7		
5 Grain	4{n ² }	② ② ② ②	② ②	4	5	6	7	+1	
6 Cloth	5{n ² }	② ② ② ②	② ② ② ②	4	7	7	7	+1	
7 Wine	5{n ² }	② ② ② ②	② ② ② ②	5	6	6	6		
8 Metal	6{n ² }	② ② ② ②	② ② ② ②	3	4	5	6	+1	
9 Fur	7{n ² }	② ② ② ②	② ② ② ②	2	3	3	4	+1	
10 Silk	8{n ² }	② ② ② ②	② ② ② ②	4	4	4	4	+2	
11 Spice	9{n ² }	② ② ② ②	② ② ② ②	3	3	3	3	+3	+1
12 Gold	10{n ² }	② ② ② ②	② ② ② ②	2	3	3	3	+1	+1
Ivory		② ② ② ②	② ② ② ②	3	3	4	4		

Shipping	Ven	Gen	Bar	Par	Lon	Ham
Galley G2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Galley G4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Galley G6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Galley G8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Seaworthy Vessels S10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Seaworthy Vessels S12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Seaworthy Vessels S14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Seaworthy Vessels S16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ocean Navigation ON1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ocean Navigation ON2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ocean Navigation ON3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ocean Navigation ON4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Event Cards	①	②	③	Epoch	①	②	③
Enlightened Ruler	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mysticism Abounds	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Alchemist's Gold	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rebellion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Revolutionary Uprisings	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Civil War	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Religious Strife	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Papal Decree	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pirates and Vikings	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gun Powder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Long Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stirrups	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War!	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mongol Armies	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Crusades	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Famine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Black Death	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Final Score (2100)	
Science	_____
Religion	_____
Commerce	_____
Communication	_____
Exploration	_____
Civics	_____
+ Cash	_____
- Misery	_____

Competition Roll %				
Order	None	MA	Pros.	Both
1	90	93	100	100
2	81	86	90	93
3	71	79	81	86
4	61	72	71	79
5	51	65	61	72
6	42	58	51	65
War%	+0	+1	+2	+3
Win	42	58	72	84
Tie	16	14	11	8
Loss	42	28	17	8

This is a redesign of the Advance Log Sheet found in Avalon Hill's Age of Renaissance game. Layout: Brady Severns. Suggestions and proofing: Mary Hoff and JP Rodman. Copying encouraged for personal use only.

Age of Renaissance Advance Log - 2nd Edition


	SCIENCE	Points	Credit	Prerequisites	Benefit (Misery Relief)
//////					
□□□□□□ A	The Heavens	30	20	2 3	Allows transit of <i>one</i> sea as a coastal province
□□□□□□ B	Human Body	60	20	3 3	Reduces Misery one space. Lessens Mysticism Misery
□□□□□□ C	Laws of Matter	90	20	3	Voids Alchemy and lessens Mysticism Misery
□□□□□□ D	Enlightenment	120	20	3 3 3	Reduces Misery one space each turn
	RELIGION	Points	Credit	Prerequisites	Benefit
□□□□□□ E	Patronage	30	10	1	One Misery. Allows use of Leader cards played by others
□□□□□□ F	Holy Indulgence	60	20		One Misery. Collect 2 □ /turn from each non-owner
□□□□□□ G	Proselytism	90	30		One Misery. Win attacks if colored die roll ≥ Order of Play
□□□□□□ H	Cathedral	120	20	F	One Misery. Win one attack/turn vs. each non-owner
	COMMERCE	Points	Credit	Prerequisites	Benefit (Misery Relief)
□□□□□□ I	Caravan	20	10		Place □ 's through adjacent uncontrolled provinces
□□□□□□ J	Improved Agriculture	40	10	I	Reduces Misery one space. Reduces effects of Famine.
□□□□□□ K	Wind/Watermill	50	10	J	First player can adjust supply of Grain, Cloth, Wine, or Metal
□□□□□□ L	Interest & Profit	80	10	K	Doubles cash after Expansion but only up to value of income
□□□□□□ M	Industry	110	0	L	Increases commodity value by one payment box
	COMMUNICATION	Points	Credit	Prerequisites	Benefit (Misery Relief)
□□□□□□ N	Written Record	30	30	1 1 1	Once/turn, after successful attack, force non-owner to trade 1 card
□□□□□□ O	Printed Word	60	20	N 2 2 2	Earns Leader Discount Rebate for any earned Advances
□□□□□□ P	Master Art	90	10	O 3	May discard one card/turn in the Buy Card phase
□□□□□□ Q	Renaissance	120	0	P 2 3 3	Once/turn trades Order of Play with an adjacent non-owner
	EXPLORATION	Points	Credit	Prerequisites	Benefit
□□□□□□ R	Overland East	40	20	1 1 2	Allows transit of Area V
□□□□□□ S	Seaworthy Vessels	80	20		May enter all Coastal Provinces except Far East & New World
□□□□□□ T	Ocean Navigation	120	20	A S 2 2 2	May enter Far East. Maintain 1 Overseas Box per ship upgrade
□□□□□□ U	New World	160	0	V T 2	May enter New World
	CIVICS	Points	Credit	Prerequisites	Benefit
□□□□□□ V	Urban Ascendancy	20	20		May buy one extra card each turn for \$10
□□□□□□ W	Nationalism	60	30	1	Adds 1 to all attack totals in Home Area
□□□□□□ X	Institutional Research	100	40	2 2	Provides 10 Credits to Advances except in Civics and Religion
□□□□□□ Y	Cosmopolitan	150	50	R 2 2 3	May add Satellite ■ 's to all adjacent province attacks
□□□□□□ Z	Middle Class	170	60	K	Increases income by \$10 each turn. Halves Stabilization costs

Misery Relief
 2 advances in each = 1 MR
 3 advances in each = 2 MR
 4 advances in each = 3 MR

Initial Bid _____
 1st _____
 2nd _____
 3rd _____

\$Total	Turn	Tokens	Cash
_____	1	_____	_____
_____	2	_____	_____
_____	3	_____	_____
_____	4	_____	_____
_____	5	_____	_____
_____	6	_____	_____
_____	7	_____	_____
_____	8	_____	_____
_____	9	_____	_____
_____	10	_____	_____
_____	11	_____	_____
_____	12	_____	_____
_____	13	_____	_____
_____	14	_____	_____
_____	15	_____	_____

Wool <i>Smyrna • VIII</i> ②	Wool <i>Algiers • VIII</i> ②	Wool <i>Angora • V</i> ②	Timber <i>Fez • VIII</i> ②	Timber <i>Dubrovnik • VII</i> ③	Timber <i>Bordeaux • VII</i> ④	Stone <i>Naples • VII</i> ⑤	Stone <i>Milan • VII</i> ③
Wool <i>Edinburg • II</i> ②	Wool <i>London • II</i> ⑤	Wool <i>Toledo • IV</i> ③	Timber <i>Poti • V</i> ②	Timber <i>Bergen • II</i> ③	Timber <i>Riga • I</i> ②	Stone <i>Montpelier • VII</i> ②	Stone <i>Rome • VII</i> ④
Wool <i>Waterford • II</i> ②	Wool <i>York • II</i> ③	Wool <i>Basque • IV</i> ②	Timber <i>Hamburg • I</i> ④	Grain <i>Seville • VIII</i> ③	Grain <i>Sicily • VII</i> ②	Stone <i>Paris • III</i> ④	Stone <i>St. Malo • III</i> ②
Cloth <i>Tunis • VIII</i> ④	Cloth <i>Bruges • III</i> ④	Cloth <i>Budapest • III</i> ③	Cloth <i>Cologne • III</i> ④	Grain <i>Belgrade • VII</i> ②	Grain <i>Kiev • V</i> ②	Stone <i>Vienna • III</i> ④	Stone <i>Lubeck • I</i> ③
Cloth <i>Venice • VII</i> ⑤	Cloth <i>Genoa • VII</i> ⑤	Cloth <i>Florence • VII</i> ④	Grain <i>Dijon • III</i> ③	Grain <i>Portsmouth • II</i> ⑤	Grain <i>Danzig • I</i> ⑤	Fur <i>Varna • V</i> ②	Fur <i>Basel • III</i> ③
Gold <i>Suez • VI</i> ③	Gold <i>Sarai • V</i> ②	Gold <i>Prague • III</i> ②	Spice <i>Alexandria • VI</i> ⑤	Spice <i>Acre • VI</i> ⑤	Spice <i>Trebizond • V</i> ④	Fur <i>Tana • V</i> ②	Fur <i>Novgorud • I</i> ②
Wine <i>Crete • VIII</i> ③	Wine <i>Marseilles • VII</i> ⑤	Wine <i>Cyprus • VI</i> ③	Metal <i>Constantinople • VIII</i> ④	Metal <i>Granada • VIII</i> ②	Metal <i>Lyons • VII</i> ④	Ivory <i>Tripoli • VIII</i> ②	Ivory <i>West Africa • VIII</i> ②
Wine <i>Lisbon • IV</i> ③	Wine <i>Barcelona • IV</i> ③	Wine <i>Strassburg • III</i> ③	Metal <i>Nuremberg • III</i> ③	Metal <i>Chester • II</i> ③	Metal <i>Stockholm • I</i> ③	Ivory <i>Cairo • VI</i> ④	Ivory <i>Iceland • II</i> ②
Silk ⑤ <i>East Indies</i>		Silk ⑤ <i>China</i>		Gold ⑤ <i>India</i>		Silk <i>Salonika • VIII</i> ②	Silk <i>Aleppo • VI</i> ④
Gold ⑥ <i>South America</i>			Fur ⑥ <i>North America</i>			Silk <i>Erzerum • V</i> ③	Silk <i>Valencia • IV</i> ②

<p>1 4 9 16 25</p> <p>Stone</p> <p>VII</p> <p>Naples</p> <p>36 49 64 81 100 121</p>	<p>1 4 9 16 25</p> <p>Stone</p> <p>VII</p> <p>Milan</p> <p>36 49 64 81 100 121</p>	<p>1 4 9 16 25</p> <p>Stone</p> <p>VII</p> <p>Montpellier</p> <p>36 49 64 81 100 121</p>	<p>1 4 9 16 25</p> <p>Stone</p> <p>VII</p> <p>Rome</p> <p>36 49 64 81 100 121</p>	<p>1 4 9 16 25</p> <p>Stone</p> <p>III</p> <p>Paris</p> <p>36 49 64 81 100 121</p>	<p>1 4 9 16 25</p> <p>Stone</p> <p>III</p> <p>St Malo</p> <p>36 49 64 81 100 121</p>
<p>1 4 9 16 25</p> <p>Stone</p> <p>III</p> <p>Vienna</p> <p>36 49 64 81 100 121</p>	<p>1 4 9 16 25</p> <p>Stone</p> <p>I</p> <p>Lubeck</p> <p>36 49 64 81 100 121</p>	<p>2 8 18 32 50</p> <p>Wool</p> <p>VIII</p> <p>Smyrna</p> <p>72 98 128 162 200 242 288</p>	<p>2 8 18 32 50</p> <p>Wool</p> <p>VIII</p> <p>Algiers</p> <p>72 98 128 162 200 242 288</p>	<p>2 8 18 32 50</p> <p>Wool</p> <p>V</p> <p>Angora</p> <p>72 98 128 162 200 242 288</p>	<p>2 8 18 32 50</p> <p>Wool</p> <p>IV</p> <p>Toledo</p> <p>72 98 128 162 200 242 288</p>
<p>2 8 18 32 50</p> <p>Wool</p> <p>IV</p> <p>Basque</p> <p>72 98 128 162 200 242 288</p>	<p>2 8 18 32 50</p> <p>Wool</p> <p>II</p> <p>London</p> <p>72 98 128 162 200 242 288</p>	<p>2 8 18 32 50</p> <p>Wool</p> <p>II</p> <p>Waterford</p> <p>72 98 128 162 200 242 288</p>	<p>2 8 18 32 50</p> <p>Wool</p> <p>II</p> <p>York</p> <p>72 98 128 162 200 242 288</p>	<p>2 8 18 32 50</p> <p>Wool</p> <p>II</p> <p>Edinburgh</p> <p>72 98 128 162 200 242 288</p>	<p>3 12 27 48 75</p> <p>Timber</p> <p>VIII</p> <p>Fez</p> <p>108 147 192 243 300</p>
<p>3 12 27 48 75</p> <p>Timber</p> <p>VII</p> <p>Dubrovnik</p> <p>108 147 192 243 300</p>	<p>3 12 27 48 75</p> <p>Timber</p> <p>VII</p> <p>Bordeaux</p> <p>108 147 192 243 300</p>	<p>3 12 27 48 75</p> <p>Timber</p> <p>V</p> <p>Poti</p> <p>108 147 192 243 300</p>	<p>3 12 27 48 75</p> <p>Timber</p> <p>II</p> <p>Bergen</p> <p>108 147 192 243 300</p>	<p>3 12 27 48 75</p> <p>Timber</p> <p>I</p> <p>Riga</p> <p>108 147 192 243 300</p>	<p>3 12 27 48 75</p> <p>Timber</p> <p>I</p> <p>Hamburg</p> <p>108 147 192 243 300</p>
<p>4 16 36 64 100</p> <p>Grain</p> <p>VIII</p> <p>Seville</p> <p>144 196 256 324 400 484</p>	<p>4 16 36 64 100</p> <p>Grain</p> <p>VII</p> <p>Sicily</p> <p>144 196 256 324 400 484</p>	<p>4 16 36 64 100</p> <p>Grain</p> <p>VII</p> <p>Belgrade</p> <p>144 196 256 324 400 484</p>	<p>4 16 36 64 100</p> <p>Grain</p> <p>V</p> <p>Kiev</p> <p>144 196 256 324 400 484</p>	<p>4 16 36 64 100</p> <p>Grain</p> <p>III</p> <p>Dijon</p> <p>144 196 256 324 400 484</p>	<p>4 16 36 64 100</p> <p>Grain</p> <p>II</p> <p>Portsmouth</p> <p>144 196 256 324 400 484</p>
<p>4 16 36 64 100</p> <p>Grain</p> <p>I</p> <p>Danzig</p> <p>144 196 256 324 400 484</p>	<p>4 16 36 64 100</p> <p>Grain</p> <p></p> <p>N. America</p> <p>144 196 256 324 400 484</p>	<p>5 20 45 80 125</p> <p>Cloth</p> <p>VIII</p> <p>Tunis</p> <p>180 245 320 405 500 605</p>	<p>5 20 45 80 125</p> <p>Cloth</p> <p>VII</p> <p>Venice</p> <p>180 245 320 405 500 605</p>	<p>5 20 45 80 125</p> <p>Cloth</p> <p>VII</p> <p>Florence</p> <p>180 245 320 405 500 605</p>	<p>5 20 45 80 125</p> <p>Cloth</p> <p>VII</p> <p>Genoa</p> <p>180 245 320 405 500 605</p>

<p>5 20 45 80 125</p> <p>Cloth</p> <p>III</p> <p>Bruges</p> <p>180 245 320 405 500 605</p>	<p>5 20 45 80 125</p> <p>Cloth</p> <p>III</p> <p>Cologne</p> <p>180 245 320 405 500 605</p>	<p>5 20 45 80 125</p> <p>Cloth</p> <p>III</p> <p>Budapest</p> <p>180 245 320 405 500 605</p>	<p>5 20 45 80 125</p> <p>Cloth</p>  <p>N. America</p> <p>180 245 320 405 500 605</p>	<p>5 20 45 80 125</p> <p>Wine</p> <p>VIII</p> <p>Crete</p> <p>180 245 320 405</p>	<p>5 20 45 80 125</p> <p>Wine</p> <p>VII</p> <p>Marseilles</p> <p>180 245 320 405</p>
<p>5 20 45 80 125</p> <p>Wine</p> <p>VI</p> <p>Cyprus</p> <p>180 245 320 405</p>	<p>5 20 45 80 125</p> <p>Wine</p> <p>IV</p> <p>Barcelona</p> <p>180 245 320 405</p>	<p>5 20 45 80 125</p> <p>Wine</p> <p>IV</p> <p>Lisbon</p> <p>180 245 320 405</p>	<p>5 20 45 80 125</p> <p>Wine</p> <p>III</p> <p>Strasburg</p> <p>180 245 320 405</p>	<p>6 24 54 96 150</p> <p>Metal</p> <p>VIII</p> <p>Constantinople</p> <p>216 294 384 486 600</p>	<p>6 24 54 96 150</p> <p>Metal</p> <p>VIII</p> <p>Granada</p> <p>216 294 384 486 600</p>
<p>6 24 54 96 150</p> <p>Metal</p> <p>VII</p> <p>Lyon</p> <p>216 294 384 486 600</p>	<p>6 24 54 96 150</p> <p>Metal</p> <p>III</p> <p>Nuremberg</p> <p>216 294 384 486 600</p>	<p>6 24 54 96 150</p> <p>Metal</p> <p>II</p> <p>Chester</p> <p>216 294 384 486 600</p>	<p>6 24 54 96 150</p> <p>Metal</p> <p>I</p> <p>Stockholm</p> <p>216 294 384 486 600</p>	<p>6 24 54 96 150</p> <p>Metal</p>  <p>S. America</p> <p>216 294 384 486 600</p>	<p>7 28 63 112</p> <p>Fur</p> <p>V</p> <p>Varna</p> <p>175 252 343 448</p>
<p>7 28 63 112</p> <p>Fur</p> <p>V</p> <p>Tana</p> <p>175 252 343 448</p>	<p>7 28 63 112</p> <p>Fur</p> <p>III</p> <p>Basel</p> <p>175 252 343 448</p>	<p>7 28 63 112</p> <p>Fur</p> <p>I</p> <p>Novgorud</p> <p>175 252 343 448</p>	<p>7 28 63 112</p> <p>Fur</p>  <p>N. America</p> <p>175 252 343 448</p>	<p>8 32 72 128</p> <p>Silk</p> <p>VIII</p> <p>Salonika</p> <p>200 288 392 512 648</p>	<p>8 32 72 128</p> <p>Silk</p> <p>VI</p> <p>Aleppo</p> <p>200 288 392 512 648</p>
<p>8 32 72 128</p> <p>Silk</p> <p>V</p> <p>Erzerum</p> <p>200 288 392 512 648</p>	<p>8 32 72 128</p> <p>Silk</p> <p>IV</p> <p>Valencia</p> <p>200 288 392 512 648</p>	<p>8 32 72 128</p> <p>Silk</p>  <p>East Indies</p> <p>200 288 392 512 648</p>	<p>8 32 72 128</p> <p>Silk</p>  <p>China</p> <p>200 288 392 512 648</p>	<p>9 36 81 144</p> <p>Spice</p> <p>VI</p> <p>Alexandria</p> <p>225 324 441 576 729 900</p>	<p>9 36 81 144</p> <p>Spice</p> <p>VI</p> <p>Acre</p> <p>225 324 441 576 729 900</p>
<p>9 36 81 144</p> <p>Spice</p> <p>V</p> <p>Trebizond</p> <p>225 324 441 576 729 900</p>	<p>9 36 81 144</p> <p>Spice</p>  <p>China</p> <p>225 324 441 576 729 900</p>	<p>9 36 81 144</p> <p>Spice</p>  <p>India</p> <p>225 324 441 576 729 900</p>	<p>9 36 81 144</p> <p>Spice</p>  <p>East Indies</p> <p>225 324 441 576 729 900</p>	<p>9 36 81 144</p> <p>Spice</p>  <p>S. America</p> <p>225 324 441 576 729 900</p>	

10 40 90 160

Gold
VI
Suez

250
360 490 640

10 40 90 160

Gold
V
Sarai


250
360 490 640

10 40 90 160

Gold
III
Prague

250
360 490 640

10 40 90 160

Gold

India

250
360 490 640

10 40 90 160

Gold

S. America

250
360 490 640

10 40 90 160

Ivory
VIII
Tripoli

250 360 490

10 40 90 160

Ivory
VIII
W. Africa

250 360 490

10 40 90 160

Ivory
VI
Cairo

250 360 490

10 40 90 160

Ivory
II
Iceland

250 360 490

A **SCIENCE**

Heavens

30

Allows transit of one sea as a Coastal Province.

20 Cr 5 MR -

B **SCIENCE**

Human Body

60

Reduces Misery one space. Lessens Mysticism Misery.

20 Cr 10 MR -

C **SCIENCE**

Laws of Matter

90

Voids Alchemy and lessens Mysticism Misery.

20 Cr 5 MR -

D **SCIENCE**

Enlightenment

120

Halves Misery Relief price and lessens Mysticism Misery.

20 Cr 50 MR -

E **RELIGION**

Patronage

30 +1 MR

Allows investment in Leaders played by other players.

20 Cr 10 MR -

F **RELIGION**

Holy Indulgence

60 +1 MR

Collects two s tokens /turn from each non-owner.

20 Cr 0 MR -

G **RELIGION**

Proselytism

90 +1 MR

Wins attacks if colored die roll is \geq Order of Play.

20 Cr 0 MR -

H **RELIGION**

Cathedral

120 +1 MR

Automatically wins one attack per turn vs each non-owner.

20 Cr 25 MR F

I **COMMERCE**

Caravan

20

May place tokens through adjacent uncontrolled province.

10 Cr 5 MR -

J**COMMERCE****Wind /
Watermill****40**

May buy one trade
attempt with defeated
Market. $dr \leq Market \#$.

10 Cr 5 MR I

K**COMMERCE****Improved
Agriculture****50**

Reduces Misery one
space. Reduces effect of
Famine.

10 Cr 25 MR J

L**COMMERCE****Interest & Profit****80**

Doubles cash after
Expansion but only up to
value of Income.

10 Cr 0 MR K

M**COMMERCE****Industry****110**

Increases commodity
value by one payment
box.

5 MR L

N**COMMUNICATION****Written Record****30**

Increases Leader credits
by \$10 (including
Patronage claims).

10 Cr 5 MR -

O**COMMUNICATION****Printed Word****60**

Earns Leader Discount
Rebate for any owned
Advances.

10 Cr 10 MR N

P**COMMUNICATION****Master Art****90**

May discard one
card/turn without effect
in Buy Card Phase.

10 Cr 5 MR O

Q**COMMUNICATION****Renaissance****120**

Once/turn trades Order
of Play with adjacent non-
owner.

100 MR P

R**EXPLORATION****Overland East****40**

Allows transit of Area V.

20 Cr 5 MR -

S **EXPLORATION**

**Seaworthy
Vessels**

80

May enter all Coastal
Provinces except Far East
and New World.

20 Cr 5 MR -

T **EXPLORATION**

**Ocean
Navigation**

120

Allows transit of Far East.

20 Cr 5 MR A,S

U **EXPLORATION**

New World

160

May enter New World.
Reduces Misery one
space/Income Phase.

25 MR V,T

V **CIVICS**

**Urban
Ascendancy**

20

May buy one extra card
for \$10 each turn.

10 Cr 5 MR -

W **CIVICS**

Nationalism

60

Adds 1 to all attack totals
in Home Area.

20 Cr 5 MR -

X **CIVICS**

**Institutional
Research**

100

Provides 10 Credits for
any Advance except
Civics & Religion.

30 Cr 10 MR -

Y **CIVICS**

Cosmopolitan

150

May add Satellite ■s to all
adjacent province attacks.

40 Cr 25 MR R

Z **CIVICS**

Middle Class

170

Increases Income by
\$10/turn. Halves
Stabilization costs.

50 Cr 50 MR K

Age of Renaissance Card List

*This card list shows all the commodity, leader, and event cards that come with the **Age of Renaissance** game.*

Epoch	Name	Type
2	Cloth	Commodity
3	Cloth	Commodity
1	Cloth / Wine	Commodity
2	Wine	Commodity
1	Fur	Commodity
3	Fur	Commodity
3	Gold	Commodity
2	Grain	Commodity
2	Grain	Commodity
1	Ivory / Gold	Commodity
1	Metal	Commodity
2	Metal	Commodity
3	Metal	Commodity
1	Silk	Commodity
2	Silk	Commodity
3	Silk	Commodity
1	Spice	Commodity
2	Spice	Commodity
3	Spice	Commodity
1	Stone	Commodity
1	Stone	Commodity
1	Timber	Commodity
2	Timber	Commodity
2	Timber	Commodity
3	Wine	Commodity
1	Wool	Commodity
1	Wool	Commodity
1	Alchemist's Gold	Event
1	Armor	Event
2	Black Death	Event
1	Civil War	Event
1	Enlightened Ruler	Event
1	Famine	Event

2	Gunpowder	Event
2	Long Bow	Event
2	Mongol Armies	Event
1	Mysticism Abounds	Event
1	Papal Decree	Event
1	Pirates / Vikings	Event
1	Rebellion	Event
2	Religious Strife	Event
1	Revolutionary Uprisings	Event
1	Stirrups	Event
1	The Crusades	Event
1	War	Event
3	Andreas Vesalius	Leader
3	Bartolome de Las Casas	Leader
1	Charlemagne	Leader
2	Christopher Columbus	Leader
2	Desiderius Erasmus	Leader
1	Dionysus Exiguus	Leader
3	Galileo Galilei	Leader
3	Henry Oldenburg	Leader
2	Ibn Majid	Leader
2	Johann Gutenberg	Leader
3	Leonardo Da Vinci	Leader
2	Marco Polo	Leader
2	Nicolas Copernicus	Leader
2	Prince Henry	Leader
1	Rashid ad Din	Leader
3	Sir Isaac Newton	Leader
1	St. Benedict	Leader
1	Walter the Penniless	Leader
2	William Caxton	Leader

A) Where can I place stock?

-You may place stock next to existing friendly pieces ■ / ●. You may always place stock next to your capital. Water may not be crossed without shipping.

-With CARAVAN a player may place tokens up to two adjacent land provinces away as long as the first area does not contain a ● or ■'s = to market # by another player. Placing stock in the first area crossed is optional.

-OVERLAND EAST is required to enter Area V.

Placing stock in an empty province

-Place # of stock = market number.
Place domination marker.

Placing stock in an enemy dominated province

-Place # of stock = 2x the market number. Roll 3 dice.

(You may not exceed the market number without placing enough tokens for combat. The strength of an original owner's pieces in his capital are doubled.)

Placing stock in a friendly dominated province in order to eliminate another player's stock

-Place # of stock = to other player(s).

Placing stock in a province occupied by another player's stock

-Place enough stock to = market # and = the other player's # of stock.

B) How to use Shipping

-Players begin the game with no shipping capability. However, shipping is required to cross any body of water.

The three types of shipping are...

#1 Galleys- Allow movement through connected coastal provinces. THE HEAVENS are used to enhance galleys.

#2 SEAWORTHY VESSELS- Allow you to place stock in any coastal province.

#3 OCEAN NAVIGATION- Allows transit of the Far East. NEW WORLD is used to enhance OCEAN NAV.

...all three types can be upgraded.

C) Bidding hints

Bidding low to go first in a turn...

-protected Leader cards, commodity payoff before disaster strikes, low token cost, high attack success, first chance to buy extra card with 3 stock, expansion before losing a critical launching province.

Bidding high to go last in a turn...

-high # of stock to expand, grab expansion bonus card, purchase advances after seeing enemy plans, ability to go after provinces that other seemed to value most, and ability to "pay" others back in play cards phase