



# RENAISSANCE WARS

INSTRUCTION & GUIDE BOOK



# RENAISSANCE WARS

A GAME FOR 2 TO 4 PLAYERS • AGES 12 & UP

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## INTRODUCTION

The Renaissance was one of most fascinating, creative and turbulent times in history. It saw the fracturing of a Church that had dominated society for hundreds of years, the discovery of a New World and the flowering of a sensibility in arts and education that sought to explore the nature and potential of man.

In *Renaissance Wars*, all of these historical forces are represented by CONDITIONS:

RELIGION highlights many of the significant people and events of the times, including Martin Luther, Ignatius of Loyola, John Calvin and the Protestant Reformation.

CULTURE focuses on art and artists, with subjects that include the development of linear perspective, Renaissance architecture, Shakespeare and Michelangelo.

ECONOMICS features some of the famous (and not so famous) economic players and events of the time, including Columbus, Jakob Fugger and the role of slavery in the economies of the period.

POLITICS highlights important events such as the Spanish Reconquista, the development of the nation-state, the use of mercenaries and the Age of Exploration.

SEEDS OF ENLIGHTENMENT examines a few of the people and events that were precursors to the Age of Enlightenment, including Copernicus and the invention of the printing press.

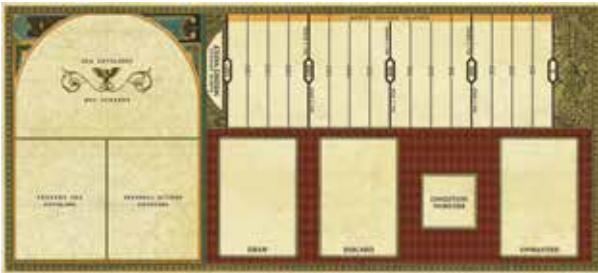
And while this is merely a brief overview, it is our hope that reading the cards and playing the game will spur many of you to explore the Renaissance in more depth, as it was not only the “re-birth” of many of the ideas of the classical period, but it also gave birth to the modern world we know today.

# OBJECT OF THE GAME

To acquire more FLORINS than your opponents by winning SKIRMISHES and BATTLES;  
and to be the first player to reach 1637.

## GAME COMPONENTS

### 1 GAME BOARD



### 6 LUMINARY MATS



Includes Filippo Brunelleschi, Christopher Columbus, Francis Bacon, Ignatius of Loyola, Martin Luther, William Shakespeare

### 6 LUMINARY PORTRAITS with separate stands



### 6 CARD ENVELOPES



### 1 INITIATIVE INDICATOR



### 4 MELD/CARD GUIDES



### 4 DICE (D4)



### 128 CARDS

- 62 CONDITION **A**
- 6 LUMINARY **B**
- 8 POPULACE **C**
- 2 FANATIC **D**
- 20 UNWANTED **E**
- 10 IMMEDIATE EVENT **F**
- 10 IMMEDIATE INTRUSION **G**
- 10 PERSONAL ACTION **H**



### 4 CONDITION MARKERS



### 90 FLORIN COINS










































A GLOSSARY of terms and definitions that are associated with *Renaissance Wars* is located on pgs. 24-25.

# ABOUT THE CARDS

## 62 CONDITION CARDS

Each CONDITION CARD has a color, an icon, and a FLORIN value. As a group, they comprise the bulk of the PLAY DECK. CONDITION cards are played against opponents in SKIRMISHES and BATTLES and are used to create scoring MELDS.

CONDITION/COLOR	ICONS/FLORIN VALUES
 Culture/Purple	 (25)  (20)  (15)  (10)  (5)  (2)  (1)           (2 of each)
 Religion/Red	 (25)  (20)  (15)  (10)  (5)  (2)  (1)           (2 of each)
 Economic/Green	 (25)  (20)  (15)  (10)  (5)  (2)  (1)           (2 of each)
 Politics/Blue	 (25)  (20)  (15)  (10)  (5)  (2)  (1)           (2 of each)
 Seeds of Enlightenment/Indigo	 (25)  (20)  (15)  (10)  (5)  (2)           (1 of each)

Symbol indicates type of card\*  
(This card is a King)

FLORIN value/card rank

Color and name indicates the card's SUIT or "CONDITION"  
(The CONDITION of this card is POLITICS)

Historical information



### CONDITION CARDS WITH SPECIAL ACTIONS

The Priest and Death cards give players the option to perform the special action listed at the bottom of the card.



Asterisk indicates that special actions are listed on the card

\* See Name & Rank of Cards Played in Skirmishes & Battles, pg. 7

## 6 LUMINARY CARDS

LUMINARY cards depict Renaissance figures whose contributions have transcended their time. Ranking highest in the deck, LUMINARY cards, like CONDITION cards, are played against opponents in SKIRMISHES and BATTLES and are used to create scoring MELDS.

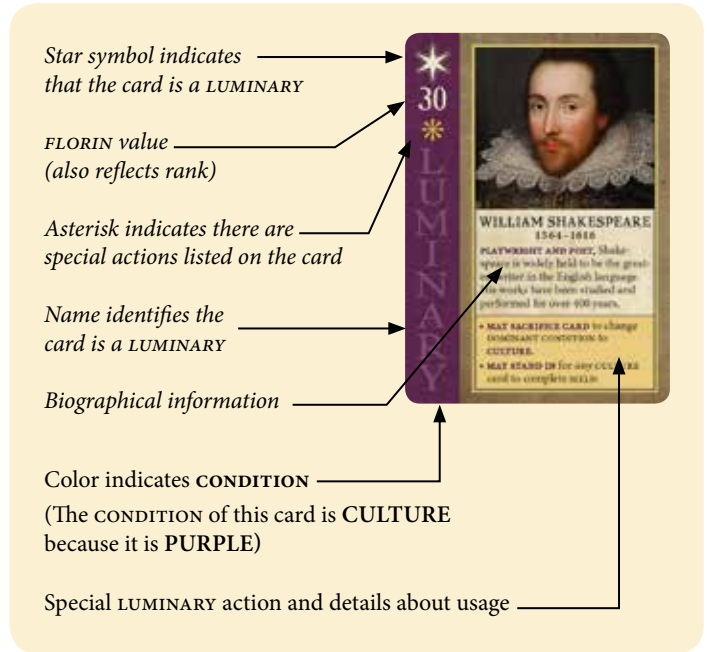
LUMINARY cards are very powerful:

- They may be used to **complete any MELD** in their CONDITION. (For example, Shakespeare may be used as a CULTURE Queen to complete the *Ladies Only* MELD.)
- They may also be used to change the DOMINANT CONDITION during a ROUND.

Four LUMINARY cards are ALWAYS added to the PLAY DECK during setup and *must* include those that match the LUMINARY MATS chosen by the players before the game begins.

For example, in a two-player game, if Player 1 chooses the MARTIN LUTHER MAT and Player 2 chooses the WILLIAM SHAKESPEARE MAT, then the LUMINARY cards used in that game are LUTHER, SHAKESPEARE and two other LUMINARY cards chosen at random.

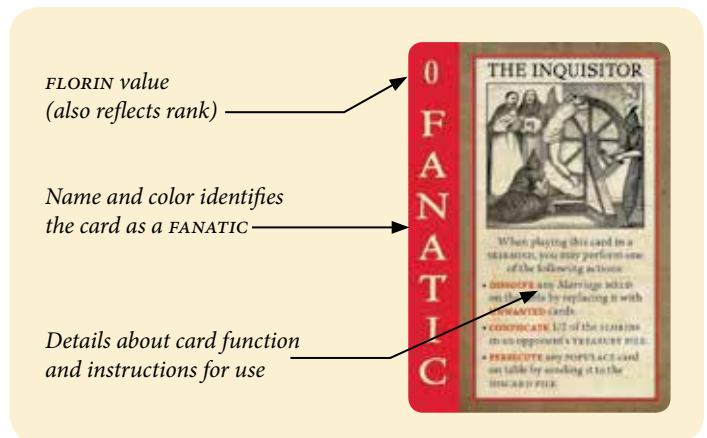
Unused LUMINARY cards are placed into the UNUSED CARDS envelope during the game setup, and set aside for the duration of the game.



## 2 FANATIC CARDS

These cards are part of the PLAY DECK, and are used in SKIRMISHES and BATTLES—but are NOT used to create scoring MELDS.

Although FANATIC cards have no FLORIN value, they can be quite powerful. When played in a SKIRMISH, FANATICS give the player the immediate ability, for example, to confiscate opponents' FLORINS, kill MELDED cards, resuscitate dead cards...and more!



## 8 POPULACE CARDS

POPULACE cards are played against opponents in SKIRMISHES. When won, they are placed in the special *Populace* area of the player's LUMINARY MAT.\* (See diagram on pg. 8)

Every POPULACE card instructs the player to perform an action, which will result in a gain or loss to himself or an opponent.

POPULACE cards stay active on players' LUMINARY MATS until the end of the ENCOUNTER PHASE (unless removed from play by a special action).

\*A player may ONLY have 2 POPULACE cards in play on his LUMINARY MAT at any given time. Should he receive a third POPULACE card, one must be discarded to make room for the new arrival.

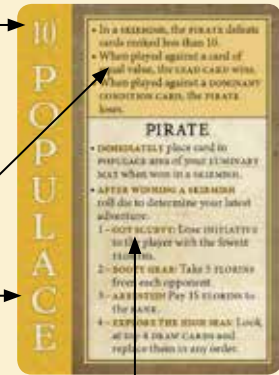
FLORIN value  
(also reflects rank)

POPULACE cards have a variety of values: 0, 10, 15 and 20

Notes on playing the card in a SKIRMISH

Name and color identifies the card as a POPULACE CARD

Instructions for how and when the card action is performed



In a SKIRMISH, POPULACE cards defeat lower-ranked cards. (However, DOMINANT CONDITION cards—regardless of numerical rank—always defeat POPULACE cards. See pg. 15 for example.)

When a POPULACE card is played against a card of equal value, the LEAD CARD wins.

During game setup, 4 POPULACE cards are randomly selected to be added to the PLAY DECK. The unselected cards are placed into the UNUSED CARDS envelope and set aside for the duration of the game. (See pg. 11)

## 20 UNWANTED CARDS

These cards are placed on the game board at the beginning of the game to form the UNWANTED DRAW DECK.

UNWANTED cards only come into play as the result of special actions, such as IMMEDIATE EVENTS and IMMEDIATE INTRUSIONS.

Once in a player's HAND, an UNWANTED CARD is played against opponents in SKIRMISHES and BATTLES.

FLORIN value (also reflects rank)  
UNWANTED cards have a variety of values: 0, -2, -5 and -10

Name and color identifies the card as an UNWANTED card



# NAME & RANK OF CARDS PLAYED IN SKIRMISHES & BATTLES

ICON	NAME	DESCRIPTION	FLORIN VALUE/CARD RANK
★	LUMINARY	Very significant person.....	+30
♣	FLEUR	Historical event of great significance.....	+25
♔	KING	Powerful masculine figure .....	+20
♚	QUEEN	Significant feminine figure.....	+15
♖	CASTLE	Important feature or aspect of society.....	+10
♗	BISHOP	Important roles in society or culture.....	+5
♘	ANIMAL	Domesticated beasts .....	+2
♙	PAWN	Common people in society .....	+1
No Icon	FANATIC	.....	0
No Icon	POPULACE	.....	0 / 10 / 15 / 20
No Icon	UNWANTED	.....	0 / -2 / -5 / -10

## 20 IMMEDIATE CARDS (10 INTRUSIONS & 10 EVENTS)

These cards are never dealt out to players, but rather, are shuffled into the **PLAY DECK** after the initial deal. **IMMEDIATE** cards are only encountered as part of the **DRAW DECK**.

When drawn, the action indicated on the card **MUST** be resolved **IMMEDIATELY** (unless otherwise noted). See *Draw Cards* on pg. 18 for more information.

After the card is resolved, it is returned to its **ERA ENVELOPE\***; the player who drew the **IMMEDIATE** CARD then draws another card from the **DRAW DECK**.

**The difference between the two cards:**

- **IMMEDIATE INTRUSIONS** apply to all players.
- **IMMEDIATE EVENTS** affect the player drawing the card.

\* **IMMEDIATE INTRUSION** and **IMMEDIATE EVENT** cards are randomly seeded into the **PLAY DECK** at the start of each new **ERA**. **ERA** demarcation is shown on the **MEDICI INCOME TRACKER** section of the game board.



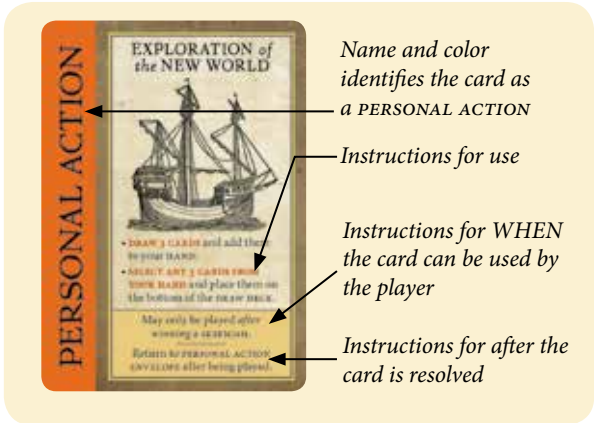
Only 16 **IMMEDIATE** cards are used in one particular game. See *Card Envelopes*, pg. 11.

## 10 PERSONAL ACTION CARDS

Each player receives his own PERSONAL ACTION CARD at the beginning of every ROUND. They are played at SPECIFIC times, as per the instruction on each card, and allow players to perform a variety of special actions during the ENCOUNTER PHASE.

Before every ROUND, each player randomly picks ONE PERSONAL ACTION card, looks at it, and places it (face down) on his LUMINARY MAT. (See diagram below.) Cards that are not selected are put back into the PERSONAL ACTIONS envelope, for use in the next ROUND.

Once a PERSONAL ACTION card is played, it is returned to the PERSONAL ACTIONS envelope. If it is not played during the ENCOUNTER PHASE of the ROUND, it is returned to the PERSONAL ACTIONS envelope before the BATTLE PHASE begins. (Use it, or you lose it!)

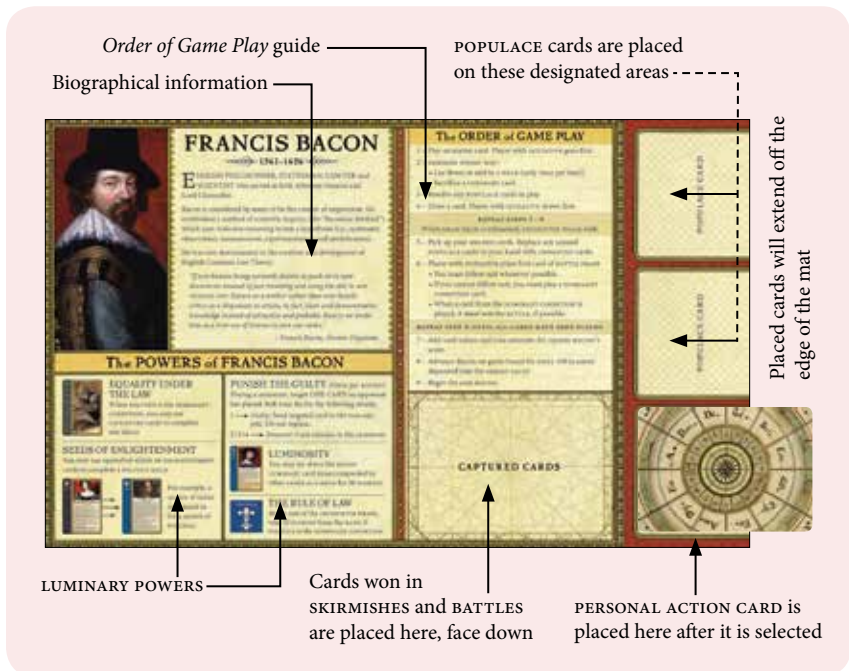


Technically, PERSONAL ACTION cards are not considered part of a player's hand. When a special action requires that card(s) be removed from a player's hand, or switched with other player's cards, the PERSONAL ACTION CARD is not included.

## 6 LUMINARY MATS

All players select a LUMINARY MAT at the beginning of the game. Each mat contains:

- Biographical information (specific to the LUMINARY).
- An *Order of Game Play* guide, which provides a breakdown of each phase of the game, as well as helpful notes and reminders.
- LUMINARY POWERS: unique advantages and/or abilities that can be used during the game. When and how these powers are used is specified on each individual MAT.
- Designated areas to hold CAPTURED CARDS, active POPULACE CARDS and a PERSONAL ACTION CARD.



A player may ONLY have 2 POPULACE CARDS in play on his LUMINARY MAT at any given time. Should he win a third POPULACE card, one must be discarded to make room for the new arrival.



# GAME PREPARATION

## 1) CARD ENVELOPES

### a. IMMEDIATE INTRUSIONS:

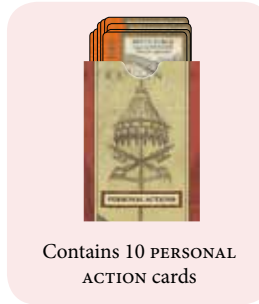
- Shuffle IMMEDIATE INTRUSION cards.
- Without looking, randomly select 8 of them; place 2 cards each into the 4 ERA envelopes.
- Put the remaining cards in the UNUSED CARDS envelope.

### b. IMMEDIATE EVENTS:

- Shuffle IMMEDIATE EVENT cards.
- Without looking, randomly select 8 of them; place 2 cards each into the 4 ERA envelopes.
- Put the remaining cards in the UNUSED CARDS envelope.

### c. PERSONAL ACTION:

- Shuffle PERSONAL ACTION cards and place all 10 of them into the PERSONAL ACTIONS envelope.



## 2) SELECT LUMINARY MATS & PREPARE LUMINARY CARDS

- Each player selects a LUMINARY MAT\* and places it on the table in front of him.
- EVERY game is played using 4 LUMINARY CARDS. Cards are prepared as follows:
  - 2-PLAYER GAME: Extract the 2 LUMINARY CARDS that correspond to the selected LUMINARY MATS. Without looking, take out 2 additional LUMINARY CARDS.
  - 3-PLAYER GAME: Extract the 3 LUMINARY CARDS that correspond to the selected LUMINARY MATS. Without looking, take out 1 additional LUMINARY CARD.
  - 4-PLAYER GAME: Extract the 4 LUMINARY CARDS that correspond to the selected LUMINARY MATS.

Place the selected LUMINARY CARDS aside. They will eventually be shuffled into the PLAY DECK. Put the unselected LUMINARY CARDS into the UNUSED CARDS envelope.

\*LUMINARIES may be chosen consciously or at random.

## 3) PREPARE POPULACE CARDS

Randomly select 4 POPULACE cards and set them aside. Put the unselected cards in the UNUSED CARDS envelope.

## 4) COMBINE CARDS TO FORM THE PLAY DECK

Shuffle together:

- All of the CONDITION cards (62)
- The 4 selected POPULACE cards
- The 4 selected LUMINARY cards
- The 2 FANATIC cards

These cards form the PLAY DECK.

## 5) SET UP GAME BOARD

- Each player puts his LUMINARY PORTRAIT (which corresponds to the chosen LUMINARY MAT) in the MEDICI INCOME TRACKER under the “0”.
- Shuffle CONDITION MARKERS and place them face down on the designated area (“CONDITION MARKERS”). Turn the top marker face up.
- Shuffle the UNWANTED CARDS and place them face down on the game board (“UNWANTED”). These cards are now considered the UNWANTED DRAW DECK.
- Place filled envelopes (ERAS and PERSONAL ACTIONS) in the designated areas. (See diagram below.)

## 6) DEAL CARDS FROM PLAY DECK

2-PLAYER game:

12 CARDS to each player

—

3-PLAYER game:

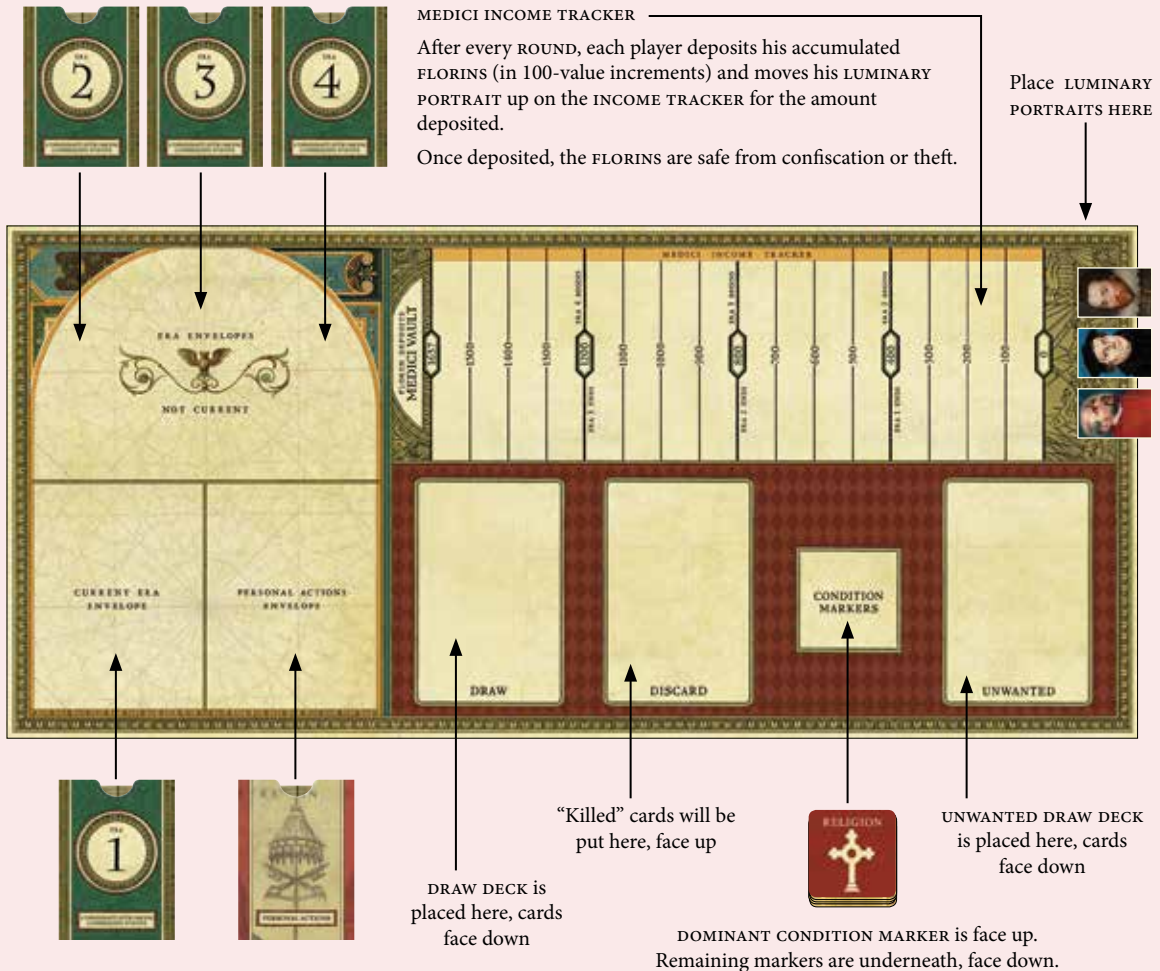
12 CARDS to each player

—

4-PLAYER game:

11 CARDS to each player

### GAME BOARD DIAGRAM & SETUP



## 7) MAKE DRAW DECK

- Remove the cards from the ERA 1 ENVELOPE\* and shuffle them into the PLAY DECK. This group of cards is now considered the DRAW DECK.
- Make sure STEP 5D is done before STEP 7A, since **IMMEDIATE CARDS should not be dealt** to players.
- Place DRAW DECK face down on the GAME BOARD ("DRAW").

\*When a new ERA begins, use the cards from the corresponding ERA ENVELOPE.

## 8) PERSONAL ACTION CARDS

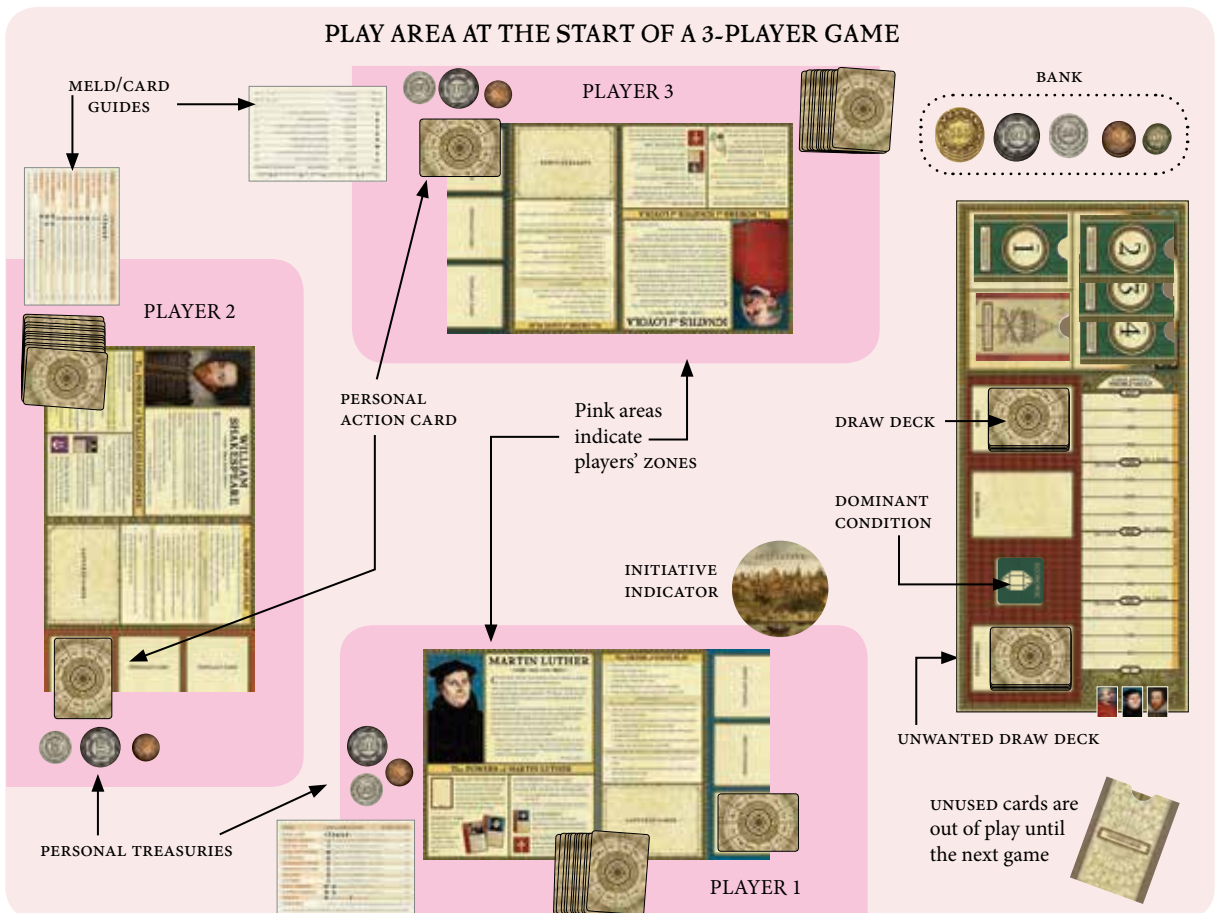
- Remove the cards, face down, from the PERSONAL ACTION CARD ENVELOPE.
- With the cards fanned out, each player selects ONE card and looks at it before placing it face down on his LUMINARY MAT.
- Put the remaining cards back into the PERSONAL ACTIONS envelope and return it to its place on the game board.

## 9) DISTRIBUTE COINS

- Each player begins the game with 35 FLORINS.
- The remaining coins are set aside to form the BANK, from which FLORINS are given to players (and vice versa) throughout the game.

## 10) DISTRIBUTE MELD/CARD GUIDES

Players may refer to their MELD/CARD GUIDES during the game to check card ranks and MELD combinations.



# GAME OVERVIEW & BASIC MECHANICS

## 1) GAME PHASES

Each **ROUND** of *Renaissance Wars* has two **PHASES**: beginning with the **ENCOUNTER PHASE** and ending with the **BATTLE PHASE**. An entire *Renaissance Wars* game consists of multiple **ROUNDS**.

## 2) MAKING MELDS

In the **ENCOUNTER PHASE**, players attempt to collect *specific* card combinations, or **MELD**. Different **MELDS** have different **FLORIN** values, with the more difficult combinations worth more, and the less difficult worth less. (See chart, pg. 13)

- a. When a player accumulates the specific cards in his **HAND** to complete one of the **MELDS**, he lays the **MELDED** cards, face up, onto the table. (Only **SKIRMISH** winners are allowed to lay down **MELD**. See **ENCOUNTER PHASE/Optional Actions**, pg. 17.)
- b. The player immediately collects **FLORINS** from the **BANK** and puts the coins in his **PERSONAL TREASURY**.

**EXAMPLE: "LADIES ONLY" MELD**

Each queen has a different condition.

Value = 70 FLORINS  
Immediately after **MELD** is laid on table, coins are collected from the **BANK**.

**NOTE:** MELD values reflect the *difficulty of making the MELD*, not necessarily the *face value* of the cards.

## 3) SKIRMISHES & BATTLES

A player may also accumulate **FLORINS** by winning cards from his opponents in a **SKIRMISH** or **BATTLE**.

- a. The basic mechanism for both a **SKIRMISH** and a **BATTLE** is the same: in a clockwise direction, each player lays a card down on the table, face up. The highest ranked card\* wins.
- b. The winner gathers the cards just played (his own and his opponents') and places them in his **CAPTURED CARD** pile\*\*.
- c. After all cards have been played, each player adds up the amounts shown on all of his **CAPTURED CARDS**. The totals are then converted to **FLORINS**.

\*For exceptions to this rule and more detailed information see **ENCOUNTER PHASE**, pgs. 14-18

\*\*Similar to *taking a trick* in other card games

**EXAMPLE (2 PLAYERS)**

**PLAYER 1'S CARD** vs. **PLAYER 2'S CARD**

**PLAYER 1 WINS**  
because his card has a higher value.

- Player 1 places **BOTH CARDS** into his **CAPTURED CARD** pile.
- After all cards are tallied at the end of the **ROUND**, Player 1 will get 45 **FLORINS** for these 2 cards.

MELD	CARD COMBINATIONS	FLORIN VALUES
ROYAL COURT	♣♠♠♠♠♠ from DOMINANT CONDITION .....	250
WORLDLY WISDOM	4 ✨ LUMINARIES from DIFFERENT CONDITIONS .....	200
HISTORIC HIGH	4 ♣ FLEURS from DIFFERENT CONDITIONS .....	100
CAVALCADE OF KINGS	4 ♠ KINGS from DIFFERENT CONDITIONS .....	80
LADIES ONLY	4 ♠ QUEENS from DIFFERENT CONDITIONS .....	70
BULWARKS OF POWER	4 ♠ CASTLES from DIFFERENT CONDITIONS .....	60
PROMINENT PLAYERS	4 ♠ BISHOPS from DIFFERENT CONDITIONS .....	50
FULL BARN	4 ♠ ANIMALS from DIFFERENT CONDITIONS .....	30
FUN PARTY	4 ♠ PAWNS from DIFFERENT CONDITIONS .....	20
ROYAL MARRIAGE	♠ & ♠ from DOMINANT CONDITION .....	30
COMMON MARRIAGE	♠ & ♠ from NON-DOMINANT CONDITION .....	20
INTRIGUE	♠ of POLITICS and ♠ of RELIGION .....	30
LUMINOSITY	LUMINARY CARD (if player has corresponding LUMINARY MAT).....	20

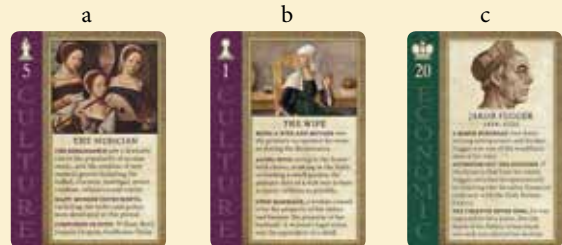
#### 4) CARD VALUES & DOMINANT CONDITION RANKING

- Every card in the PLAY DECK has a numbered value. Naturally, higher numbered cards defeat those with lower numbers.
- However, during every moment of game play, one of the five CONDITIONS\* is determined to be more valuable than the others. This is referred to as the DOMINANT CONDITION.\*\*
- A DOMINANT CONDITION card ALWAYS wins against one that is from another CONDITION, regardless of its rank.
- If two or more DOMINANT CONDITION cards are played against one another, the card with the highest number value wins.

\*SUITS in traditional card games

\*\*TRUMP in traditional card games

EXAMPLE: When CULTURE is the DOMINANT CONDITION, card values are as follows:



- 5 OF CULTURE is MOST VALUABLE.  
It is the highest ranked DOMINANT CONDITION card.
- 1 OF CULTURE is 2nd MOST VALUABLE.
- KING OF ECONOMIC is LEAST VALUABLE.  
Even though its numerical value (20) is higher than the other 2 cards, it is worth less, since ECONOMIC is not the DOMINANT CONDITION.

# GAME PLAY

Before each ROUND, each player must take note of the current DOMINANT CONDITION, to determine the value of the cards in his HAND.

## STEP ONE: ENCOUNTER PHASE

The player to the left of the dealer has INITIATIVE, and puts the INITIATIVE INDICATOR into his ZONE.

### 1) THE SKIRMISH

a. The player with INITIATIVE selects a card from his HAND and plays it face up in the center of the table. This card is referred to as the LEAD CARD.

b. Going clockwise, each opponent plays a card.

Rule #1: To WIN a SKIRMISH, the opponent's card must be in the same CONDITION as the LEAD CARD\*. This is called "following suit". The card must also have a HIGHER rank.

Rule #2: In a SKIRMISH, cards played after the LEAD CARD are not *required* to follow suit.

EXAMPLE #1



• Even though Player 2's card (20) is *numerically* higher than both the other two (10 and 15), it *does not* win the SKIRMISH because it doesn't follow suit.

• Player 3 wins the SKIRMISH. His card *does* follow suit (CULTURE) and is ranked higher (15) than the 10.

Rule #3: DOMINANT CONDITION cards beat all other cards.

Rule #4: If more than one DOMINANT CONDITION card is played, the highest ranked wins.

EXAMPLE #2



• Player 3's card (25) is *numerically* higher than his opponents' cards (5 and 10). However, Players 1 and 2 played RELIGION (DOMINANT CONDITION) cards, which both *automatically* beat an ECONOMIC card.

• Player 2 wins the SKIRMISH because his card is ranked higher (10) than the 5.

\* Unless it is a POPULACE or DOMINANT CONDITION card. See details above and on pg. 15. Also, some CONDITION CARDS have special actions that are contrary to this rule.

Rule #5: POPULACE CARDS do not need to follow suit to WIN the SKIRMISH. (They have no condition.) They only need to be the highest numerically ranked card.

NOTE: A POPULACE (or any other) card that is *equal* in value to the LEAD CARD LOSES a SKIRMISH, since a card must rank HIGHER than the LEAD CARD to win.

EXAMPLE #3



Player 3's card (15) follows suit, and is *numerically* higher than the LEAD CARD (5). However, Player 1's POPULACE CARD is *not required* to follow suit and it ranks higher (20) than the other two cards.

EXAMPLE #4



EXAMPLE #5



NOTE: If played against a DOMINANT CONDITION card, a POPULACE CARD will lose, regardless of the numerical ranking.

Player 2's POPULACE CARD ranks higher (20) than the other two cards (15 and 5), but Player 3 wins with his DOMINANT CONDITION card.

Rule #6: If the LEAD CARD has no CONDITION\*, the first card played that *does* have a CONDITION becomes the default LEAD CARD.

EXAMPLE #6 (showing a 4-player game)



Player 4's card (5) follows suit, and is numerically higher than Player 2's card (the new LEAD CARD).



If Player 4 had played this 10 OF CULTURE, Player 2 would have won the SKIRMISH, since a CULTURE card does not follow suit with the LEAD (ECONOMIC) CARD.

- If all of the cards played in a SKIRMISH are *without* a CONDITION, the highest ranking card wins.
- If all of the cards played in a SKIRMISH are without a CONDITION, AND of the *same numerical value*, the LEAD CARD wins.
- If NONE of the cards played in a SKIRMISH follow suit, the LEAD CARD wins. (Unless it is a POPULACE or FANATIC CARD.)

\*UNWANTED, POPULACE and FANATIC cards have no CONDITION

Rule #7: If any of the cards played in a SKIRMISH are equal in value, the card played FIRST ranks highest.

EXAMPLE #7



- Player 2's card (15) follows suit, and is *numerically* higher than the LEAD CARD (10).
- Player 4's card has the *exact same* CONDITION and numerical value as Player 2's card.
- Player 2 wins the SKIRMISH because *his* card was played *first*.

## 2) REQUIRED ACTIONS

Once a player wins a SKIRMISH he MUST:

- Gather all of the cards played in the SKIRMISH, including his own. These are the player's CAPTURED CARDS, which are placed in the special *Captured Cards* area of the player's LUMINARY MAT. (See diagram, pg. 8.)
  - If a POPULACE CARD is won in the SKIRMISH, it is placed in the special *Populace* area of the player's LUMINARY MAT. (See diagram, pg. 8.)
- Place the INITIATIVE INDICATOR in his ZONE.

SKIRMISH winners always gain the INITIATIVE. The INITIATIVE INDICATOR is very helpful in keeping track of the sequence of ENCOUNTER PHASE game play.



### 3) OPTIONAL ACTIONS

Once a player wins a SKIRMISH he has the opportunity to do the following, if he has the means to do so:

#### A. LAY DOWN A MELD

See MELD chart on pg. 13 and on each MELD/CARD GUIDE.

1. If the player can lay down a MELD, he puts the cards, face up, onto the table in his ZONE.
2. If the player has previously laid down a MELD, he may ADD TO IT to create an entirely new MELD.

**Player may ONLY lay down ONE new MELD OR add to ONE existing MELD after winning a SKIRMISH.**

3. After the MELD is laid down, the player collects FLORINS from the BANK—equal to the FLORIN value of the MELD—and puts the coins in his PERSONAL TREASURY.
4. MELDED CARDS remain on the table until the end of the ENCOUNTER PHASE, unless one or more of them is
  - used in a SKIRMISH or
  - removed by some special event or action (e.g., an IMMEDIATE INTRUSION).

Rule #9: MELDED cards that are face up on the table are considered part of a player's HAND.

Rule #10: MELDED cards on the table may be picked up and played during a SKIRMISH. This is referred to as "breaking MELD."

RULE #11: Broken MELD cannot be remade\*.

\* For instance, if the player (from the example above) picks up and plays the QUEEN OF POLITICS in a SKIRMISH, he **may NOT** subsequently add another Queen to the broken MELD to form **another Ladies Only MELD**.

He may, however, add a KING OF RELIGION to the QUEEN OF RELIGION to form a *Marriage MELD*. Cards **may be added** to a broken MELD, as long as it is a **completely different MELD**.

Rule #8: The only time a player can lay down a MELD is after he wins a SKIRMISH.

#### ADDING TO AN EXISTING MELD

*Common Marriage (CULTURE)* MELD on the table, laid down by the player after a previous SKIRMISH win



The player has already received 20 FLORINS for the *Common Marriage*.

3 Queens held in player's hand

- Player puts the 3 Queens he has in his HAND next to the QUEEN OF CULTURE on the table to create a *Ladies Only MELD*.
- Player collects 70 FLORINS from the bank (the value of a *Ladies Only MELD*).



#### B. PLAY A PERSONAL ACTION CARD

Some PERSONAL ACTION cards may *only be played after winning a SKIRMISH*. Others are played at different times, as instructed by the text on each card.

PERSONAL ACTION cards *must be returned* to the PERSONAL ACTIONS envelope (on the game board) after they are played.

#### C. PERFORM A LUMINARY POWER

Player may perform ONE of the LUMINARY POWERS listed on his LUMINARY MAT, if applicable.

Note: Some LUMINARY POWERS are performed at different times in the game (ie, NOT only after winning a SKIRMISH).

*Optional Actions* continued on next page.

## D. SACRIFICE A LUMINARY CARD

1. If the player holds a LUMINARY CARD in his HAND, he may choose to sacrifice it, in order to change the DOMINANT CONDITION, as *specifically* instructed on the card.
2. Once the CONDITION MARKER on the game board is changed, the sacrificed LUMINARY is put into the DISCARD pile. The player then draws an UNWANTED CARD, adding it to his HAND, to replace the LUMINARY CARD.



Each LUMINARY CARD has its own requirements for changing the DOMINANT CONDITION.

For example, the BRUNELLESCHI card allows the player to change the CONDITION ONLY to CULTURE.

## 4) POPULACE CARDS

During any given ROUND, at certain times there won't be any POPULACE cards to address after a SKIRMISH has been won. However, as the game proceeds, POPULACE cards *are* taken in SKIRMISHES, and each player who has one on his LUMINARY MAT is required to perform the specific action(s) listed on his card(s).

After the SKIRMISH winner has performed all of his *Optional Actions*, all active POPULACE cards\* are addressed.

- Some POPULACE cards instruct the player possessing the card to perform an action *after every SKIRMISH*, regardless of *who* won the SKIRMISH.
- Other POPULACE cards instruct the player possessing the card to perform an action *only after he has won* the SKIRMISH.

POPULACE cards remain active and stay on the LUMINARY MATS until the end of the ENCOUNTER PHASE, or are removed from play by another type of action.

\*A POPULACE card is considered *active* after it has been won in a SKIRMISH and placed on a player's LUMINARY MAT. POPULACE cards held in players' hands are not considered *active*.

## 5) DRAW CARDS

Before the next SKIRMISH begins, every player must draw a new card from the DRAW DECK. The player with INITIATIVE (SKIRMISH winner) draws first. Card drawing proceeds clockwise.

### a. IMMEDIATE CARDS (see pg. 7)

For every given ROUND, there are 2 IMMEDIATE EVENTS and 2 IMMEDIATE INTRUSIONS; they will all eventually be drawn.

- After everyone has drawn, players announce whether or not they have an IMMEDIATE CARD.
- IMMEDIATE CARDS are resolved in the order in which they were drawn.

- After the IMMEDIATE CARD is resolved, it is put back into its ERA ENVELOPE. The player who drew the just-resolved IMMEDIATE card takes another card from the DRAW DECK to replenish his HAND.

If a player draws ANOTHER IMMEDIATE CARD after the first one is resolved, the second must be resolved right then and there, before any other IMMEDIATE CARDS are played.

- b. After all players have drawn and all IMMEDIATE cards have been resolved, the next SKIRMISH may begin. The player with INITIATIVE plays the first card.

## 6) END OF THE ENCOUNTER PHASE

- a. The ENCOUNTER PHASE ends when the DRAW DECK is exhausted.
- b. Each player then picks up his MELDED cards\* and adds them to his hand.
- c. All players MUST DISCARD any unplayed POPULACE cards from their HANDS and replace them with UNWANTED cards.
- d. Discard all POPULACE cards on LUMINARY MATS.
- e. Return all unused PERSONAL ACTION cards to the PERSONAL ACTIONS envelope.

\*Including any cards that have been turned face down by an IMMEDIATE ACTION, IMMEDIATE EVENT, PERSONAL ACTION OF LUMINARY ACTION

## STEP TWO: BATTLE PHASE

BATTLES are similar to SKIRMISHES; cards are played against each other and the winner puts the cards in his CAPTURED CARD pile. Winners have the INITIATIVE and get to play the first card—in this case the LEAD CARD of each BATTLE. *Unlike in the ENCOUNTER PHASE, players do not MELD cards in the BATTLE PHASE.*

### 1) RULES OF BATTLE

#### a. When a DOMINANT CONDITION card is played first:

1. A HIGHER-ranked card from the DOMINANT CONDITION MUST be played, if possible.
2. If a player does not have a card from the DOMINANT CONDITION, any card may be played.

#### b. When a card from a CONDITION other than the DOMINANT CONDITION is played first:

1. The LEAD CARD CONDITION MUST be followed when possible.
2. If a player cannot follow suit, he MUST:
  - Play a card from the DOMINANT CONDITION  
AND
  - Try to WIN the SKIRMISH with the DOMINANT CONDITION card he chooses to play.
3. If a player cannot follow suit, AND he has no cards from the DOMINANT CONDITION, he may play *any* card.

#### c. If a FANATIC or UNWANTED CARD is played first:

The next card played that *does* have a CONDITION sets the CONDITION that the other players must follow.

See sidebar.

#### IMPORTANT: CALLING A PENALTY

If a player *does not* play a higher ranked card from the DOMINANT CONDITION, but plays one later, OR, if a player claims not to have a card from the DOMINANT CONDITION, but plays one later, *any opponent may call for a penalty and the offending player automatically loses the BATTLE*. All FLORINS in his possession are returned to the BANK and he moves back 100 on the MEDICI INCOME TRACKER, if applicable. (See *Keeping Score & Depositing Florins*, pg. 22.)

- If all of the cards played in a BATTLE are *without* a CONDITION, the highest ranking card wins.
- If all of the cards played in a BATTLE are without a CONDITION, AND of the *same numerical value*, the LEAD CARD wins.

### 2) BATTLE SEQUENCE

The player who won the final SKIRMISH has the INITIATIVE and plays the first card of the BATTLE PHASE.

- a. The LEAD CARD is played.
- b. Going clockwise, opponents play their cards, following the *Rules of Battle*, described above.
- c. The card with the highest rank/value—which has also followed the LEAD CARD CONDITION—wins the BATTLE. The winner gathers the BATTLE cards and puts them into his CAPTURED CARD pile.
- d. The winner now has INITIATIVE and plays the first card of the next BATTLE.
- e. Play continues until no cards remain in players' HANDS. The BATTLE PHASE is over.

..... STEP THREE : KEEPING SCORE & DEPOSITING FLORINS .....

### 1) TALLY CARDS & COINS

When the BATTLE PHASE ends, each player must do the following:

- Add up the numerical values of his CAPTURED CARDS.
- Add up the FLORIN values of the coins in his PERSONAL TREASURY.
- Combine the CAPTURED CARD total and the PERSONAL TREASURY total. This combination is the player's TOTAL FLORIN AMOUNT for that ROUND.
- ALL coins located in ALL of the players' PERSONAL TREASURIES are returned to the BANK.

### 2) FLORINS & INCOME TRACKER

- If a player's TOTAL FLORIN AMOUNT is LESS than 100, he receives that amount in FLORIN coins from the BANK, which he uses to replenish his PERSONAL TREASURY.
- If a player's TOTAL FLORIN AMOUNT is MORE than 100, his LUMINARY PORTRAIT is moved up on the MEDICI INCOME TRACKER in increments of 100. He then receives the "change" he is owed from the bank.

CAPTURED CARD TOTAL=71

PERSONAL TREASURY TOTAL=50

**TOTAL FLORIN AMOUNT=121**

.....

MEDICI INCOME TRACKER *detail*

LUMINARY PORTRAIT is placed on the 100 mark line\*

121 minus 100= 21

Player receives 21 FLORINS in change

.....

\*This step is referred to as *depositing* FLORINS. Once FLORINS are deposited, they are safe from confiscation and theft.

When players have collected their coins and/or moved their LUMINARY PORTRAITS, the ROUND has ended.

..... STEP FOUR : THE NEXT ROUND .....

### 1) PREPARE DECKS

- Remove UNWANTED cards from the DISCARD pile. Shuffle them into the UNWANTED DRAW DECK and place face down on the game board.
- The remaining cards (CONDITION, POPULACE, LUMINARY AND FANATIC) form the PLAY DECK.

### 2) DEAL CARDS FROM PLAY DECK

The player to the left of the previous dealer now takes over the duty (i.e., deal moves clockwise).

### 3) PREPARE DRAW DECK

Remove the cards from the current ERA envelope (see *Changing Eras and Envelopes*, below) and shuffle them into the PLAY DECK. Place face down on the game board (“DRAW”).

### 4) PERSONAL ACTION CARDS

Each player draws a new PERSONAL ACTION CARD, as described on pg. 11.

### 5) CHANGE CONDITION MARKER

The DOMINANT CONDITION MARKER from the previous ROUND is placed at the bottom of the stack. The marker now on top shows the new DOMINANT CONDITION.

### 6) BEGIN NEW ROUND

The player to the left of the dealer has INITIATIVE, and puts the INITIATIVE INDICATOR into his ZONE. He may now play the first card of the ENCOUNTER PHASE.

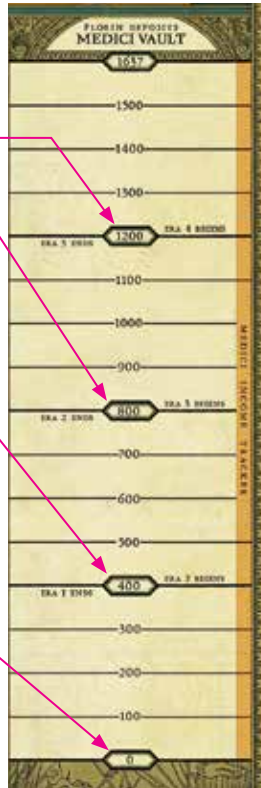
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## CHANGING ERAS & ENVELOPES

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ROUND by ROUND, players deposit FLORINS and move up the MEDICI INCOME TRACKER. When one or more players reach or pass an **ERA DEMARCATION DIAMOND**, the game enters a new ERA.

1. When a new ERA is reached, the cards in the next ERA envelope must be used when preparing the DRAW DECK for the next ROUND. (See *Prepare Draw Deck*, above.)
2. The previous ERA envelope is placed in the *Era Envelopes–Not Current* location of the game board.



IMMEDIATE cards in the ERA 4 envelope are used when at least one player has deposited 1200 or more FLORINS.



IMMEDIATE cards in the ERA 3 envelope are used when at least one player has deposited between 800 and 1199 FLORINS.



IMMEDIATE cards in the ERA 2 envelope are used when at least one player has deposited between 400 and 799 FLORINS.



IMMEDIATE cards in the ERA 1 envelope are used when at least one player has deposited less than 400 FLORINS.

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## END OF THE GAME

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The game ends when one or more LUMINARY PORTRAIT reaches 1637\* on the game board. The player with the most FLORINS wins!

\* Historical footnote: 1637 is the date of the publication of Descartes' *Discourse on the Method*, and marks the transition from the Renaissance into the Age of Enlightenment.

# OPTIONAL RULE VARIATION: BUYING INFLUENCE/BIDDING

BUYING INFLUENCE gives players a chance to change the DOMINANT CONDITION at the beginning of a ROUND.

## 1) ANALYSIS

Each player analyzes his HAND to determine possible MELD opportunities. He also takes into account whether or not changing the DOMINANT CONDITION will enhance his chances of winning individual SKIRMISHES.

In this example, Player 1 determines that:

- Changing the DOMINANT CONDITION to CULTURE would be beneficial, since he holds a lot of highly-ranked CULTURE cards.
- He would already have a *Royal Marriage* MELD.
- There is a *chance* to make a *Royal Court* MELD.

RELIGION is the current DOMINANT CONDITION

EXAMPLE

Cards held in Player 1's HAND

## 2) MAKING A BID

In making a bid, a player is betting that he can collect the specific cards for MELD combinations AND be able to play the cards on the table. This is important, because a player can only lay down a MELD after winning a SKIRMISH. Holding DOMINANT CONDITION cards increases a player's chance of winning multiple SKIRMISHES.

- All players have the opportunity to bid; they also have the option to pass.
- Each bidding player announces his FLORIN/bid amount to his opponents. (60 FLORINS is the minimum.) A player can only bid ONE time, and once his bid is declared, it cannot be changed.
- Bidding players are not required to disclose the CONDITION that they want to make DOMINANT.

## 3) WINNING THE BID

The player with the highest bid ("Buyer") has won the opportunity to change the DOMINANT CONDITION.

- High bidder announces the new DOMINANT CONDITION and places the corresponding CONDITION MARKER on top of the pile, face up.
- High bidder places his bid amount, in FLORIN coins, *under* his LUMINARY PORTRAIT on the MEDICI INCOME TRACKER.
- High bidder has INITIATIVE and plays the first SKIRMISH card of the new ROUND.

## 4) SUCCESS SCENARIO

### BID OBLIGATION IS FULFILLED

- a. As the game proceeds, the Buyer **SUCCEEDS** in making (and laying down) **MELDS** that are equal to or higher than the amount of his high bid.
- b. The Buyer retrieves his bid **FLORINS** from under his **LUMINARY PORTRAIT**.
- c. Play continues until the end of the **ROUND**.

## 5) FAILURE SCENARIO

### BID OBLIGATION IS NOT MET

- a. The **ENCOUNTER PHASE** ends and the Buyer **FAILS** to lay down enough **MELD** to equal his bid.
- b. The bid **FLORINS** located under the Buyer's **LUMINARY PORTRAIT** are put into the **BANK**. (The Buyer loses the **FLORINS** he put up for the bid.)
- c. Any **FLORINS** the Buyer may have received from making **MELDS** during the **ENCOUNTER PHASE** must be returned to the **BANK**.
- d. Game proceeds to the **BATTLE PHASE**.

## 6) BORROWING TO BID

- a. If the Buyer lacks sufficient funds to cover his bid, he may borrow **FLORINS** (all or a portion) from the **BANK**.
- b. If the Buyer fulfills his bid obligation, he repays the **BANK** *interest-free* at the end of the **ROUND**.
- c. If the Buyer fails to fulfill his bid obligation, he must repay the **BANK** the borrowed sum, plus 100% interest. (For example: If a player borrows 50 **FLORINS** from the **BANK** and doesn't make enough **MELD** to equal his high bid, he owes the **BANK** 100 **FLORINS**.) Payment is made at the end of the **ROUND**.
- d. If the Buyer lacks the funds to repay the debt, the amount owed is placed, in **FLORIN** coins from the **BANK**, under his **LUMINARY PORTRAIT** as a reminder. A 10-**FLORIN** late payment charge is added for every **ROUND** the debt remains outstanding.

A player may make a "bank withdrawal" if liquid cash is needed for a **BID**. If this is the case, player moves his **LUMINARY PORTRAIT** down 100 on the **INCOME TRACKER** and receives 100 **FLORINS** from the **BANK**.

## 7) HEDGING THE BET

Once the Buyer changes the **DOMINANT CONDITION**, his opponents may bet against him if they believe he will not be able to fulfill his bid obligation. Players who do so are called "hedge-betters".

- a. A hedge-better places his bet using **FLORIN** coins from his **PERSONAL TREASURY**. He puts the **FLORINS** underneath his **LUMINARY PORTRAIT**, located on the game board.
- b. Bet amounts cannot exceed the Buyer's amount.
- c. If the Buyer **succeeds** in fulfilling his bid obligation, the hedge-better loses the bet, and the **BANK** confiscates the coins that were placed under the **LUMINARY PORTRAIT**.
- d. If the Buyer is **unsuccessful**, the hedge-better retrieves his coins and *then* receives the amount he put up from the bank. (i.e., the bank pays 1:1 on hedge bets.) (For example: If the hedge-better puts 50 **FLORINS** under his **LUMINARY PORTRAIT**, he retrieves *that* 50 and also collects 50 from the **BANK**.)

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## GLOSSARY

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The following terms and definitions are associated with card games and/or are particular to the game of *Renaissance Wars*.

**BANK**—Refers to the coin reserve that supplies players with **FLORINS**.

**BATTLE**—During the **BATTLE PHASE**, each player lays a card down on the table, face up (and in a clockwise direction, beginning with the player having the **INITIATIVE**). The highest ranked card wins. The winner gathers the cards just played (his own and his opponents') and places them in his **CAPTURED CARD** pile.

**BATTLE PHASE**—The second phase of a **ROUND**.

**CAPTURED CARDS**—Cards won in **SKIRMISHES** and **BATTLES** that are placed in the **CAPTURED CARDS** area of the player's **LUMINARY MAT**.

**CONDITION**—**CONDITIONS** loosely correspond to "SUITS" in a standard deck of playing cards, although there are five in *Renaissance Wars*: **ECONOMIC**, **RELIGION**, **POLITICS**, **CULTURE** and **SEEDS OF ENLIGHTENMENT**. Each reflects one of the predominant societal influences of the time. Each **CONDITION** has a specific color associated with it.

**CONDITION MARKER**—Used to indicate the current **DOMINANT CONDITION**. At the end of each **ROUND**, the top **CONDITION MARKER** is placed on the bottom of the stack and the next marker is turned over to determine the **DOMINANT CONDITION** for the next **ROUND**.

**DOMINANT CONDITION**—The **CONDITION** that has been designated as being more powerful than the others. **DOMINANT CONDITION** corresponds to "TRUMP" in traditional card games.

**DRAW DECK**—After the **PLAY DECK** is constructed at the beginning of the game and players are dealt their **HANDS**, the dealer removes the cards from the current **ERA** envelope and shuffles them into the **PLAY DECK** to create the **DRAW DECK**.

**ENCOUNTER PHASE**—The first phase of a **ROUND**, where players **SKIRMISH**, attempt to make **MELDS**, draw new cards, address **POPULACE** cards

that have been placed on **LUMINARY MATS** and resolve **IMMEDIATE EVENTS** and **INTRUSIONS**. The **ENCOUNTER PHASE** ends when the **DRAW DECK** is exhausted.

**ERA**—There are four **ERAS**: 0-400, 400-800, 800-1200 and 1200-1647. Each **ERA** has different **IMMEDIATE INTRUSIONS** and **EVENTS**.

**FANATIC CARDS**—Two different cards in the **PLAY DECK** that may be played in both **SKIRMISHES** and **BATTLES**. The action text on **FANATIC** cards is only applicable during the **ENCOUNTER PHASE**.

**FLORIN**—*Renaissance Wars* currency. The first player to acquire 1647 **FLORINS** wins!

**GAME**—A series of **ROUNDS** that are played until one of the players acquires 1647 **FLORINS**.

**HAND**—The cards a player is holding, including any **MELD** that he has placed on the table.

**IMMEDIATE EVENT** —A card seeded into the **ERA** envelopes at the beginning of the game. When drawn, the text on the card must be resolved immediately before play continues. **IMMEDIATE EVENTS** apply to only the player who draws the card.

**IMMEDIATE INTRUSION**—A card seeded into the **ERA** envelopes at the beginning of the game. When drawn, the text on the card must be resolved immediately before play continues. **IMMEDIATE INTRUSIONS** apply to all players.

**INITIATIVE**—The status of having control of the game, most often obtained by winning a **SKIRMISH** or **BATTLE**. It gives a player the ability to play the first card of the next **SKIRMISH** or **BATTLE**. The player with **INITIATIVE** may also lay down a **MELD**, play an **ACTION CARD** or **SACRIFICE** a **LUMINARY** to change the current **CONDITION**.

**INITIATIVE INDICATOR**—Used to keep track of game play sequence. Useful in 3- and 4-player games, it gets passed to the player who has the **INITIATIVE**.



**LEAD CARD**—The first card played in a SKIRMISH during the ENCOUNTER PHASE or the first card played in a BATTLE during the BATTLE PHASE. The player with the INITIATIVE plays the LEAD CARD.

**LUMINARY**—An important Renaissance figure whose influence has transcended his time. Each LUMINARY has a corresponding LUMINARY MAT, LUMINARY CARD and LUMINARY PORTRAIT.

**LUMINARY POWERS**—Every LUMINARY MAT has a section detailing the special actions a player may perform as that LUMINARY at different times during the game.

**MEDICI INCOME TRACKER**—A section of the game board that keeps track of scores (FLORIN amounts) and shows the 4 separate ERAS of the game. At the end of every ROUND, players tally the FLORINS they have acquired. For every 100 FLORINS deposited into the MEDICI VAULT, players move their LUMINARY PORTRAIT up on the MEDICI INCOME TRACKER.

**MEDICI VAULT**—A section of the game board that “stores” the FLORINS each player has acquired during the game. At the end of each ROUND, players may deposit FLORINS—in 100 value increments—into the MEDICI VAULT by advancing LUMINARY PORTRAITS on the MEDICI INCOME TRACKER. *Once deposited, the FLORINS are safe from confiscation and theft.*

**MELD**—Specific card combinations that are placed face up on the table, for which the player receives FLORINS. *Note: These cards remain part of the player’s HAND, and are available for use in SKIRMISHES.*

**PERSONAL ACTION CARDS**—At the beginning of each ROUND, each player is given a PERSONAL ACTION card, which can only be used during the ENCOUNTER PHASE. These cards are not considered part of the player’s HAND for purposes of resolving any IMMEDIATE INTRUSION OF IMMEDIATE EVENT cards. Unused PERSONAL ACTION cards are returned to the PERSONAL ACTIONS envelope at the end of the ENCOUNTER PHASE.

**PERSONAL TREASURY**—The FLORIN coins a player has acquired in the current ROUND. (Each player has his own PERSONAL TREASURY.) FLORINS may be carried over from ROUND to ROUND.

**PLAY DECK**—All of the (62) CONDITION cards, 2 FANATIC cards, 4 randomly selected POPULACE cards and 4 LUMINARY cards make up the PLAY DECK. This deck is put together during the initial game setup and new ROUND setups.

**POPULACE CARDS**—Special yellow-sided cards that are played in SKIRMISHES. When won, they are placed in the *Populace* area of the player’s LUMINARY MAT (not in the CAPTURED CARD pile). POPULACE cards on LUMINARY MATS are considered *active*, and have continuing effects that must be resolved after every SKIRMISH. ALL POPULACE CARDS (in HANDS and on MATS) are removed from play at the end of the ENCOUNTER PHASE, and are not used during the BATTLE PHASE.

**ROUND**— A complete ENCOUNTER/BATTLE sequence of play. A ROUND has two PHASES: first is the ENCOUNTER PHASE, last is the BATTLE PHASE.

**SACRIFICE/KILL**—When a permissible card is discarded and replaced with an UNWANTED CARD.

**SKIRMISH**—During the SKIRMISH PHASE, each player lays a card down on the table, face up (and in a clockwise direction, beginning with the player having the INITIATIVE). The highest ranked card wins. The winner gathers the cards just played (his own and his opponents’) and places them in his CAPTURED CARD pile. This is similar to *taking a trick* in other card games.

**SUIT**—Card suits are referred to as CONDITIONS in *Renaissance Wars*. (See CONDITION.)

**UNWANTED CARDS/UNWANTED DRAW DECK**—Deck of cards depicting animals/creatures and vagrants. When indicated, players must draw from this deck to replace SACRIFICED OR KILLED cards.

**ZONE**—The table area that each player uses during the game. Each player’s ZONE includes a LUMINARY MAT, MELD/CARD GUIDE, PERSONAL TREASURY, and any cards that have been placed down as a MELD.

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## COMMONLY ASKED QUESTIONS

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Q: Are CONDITIONS similar to SUITS in a deck of playing cards?

A: Yes. In *Renaissance Wars*, the suits are named and categorized by the conditions and influences that were at play during the period: culture, politics, economics and religion all provided grist for the mill that ultimately produced the Age of Enlightenment.

Q: Do POPULACE cards have a CONDITION? If I lead with a POPULACE card in a SKIRMISH, does my opponent have to play another POPULACE card to win?

A: POPULACE cards do not have a CONDITION. They are assessed on their *numerical* value only. A card only needs to have a *higher* numerical value to win against the played POPULACE card.

Q: Why do POPULACE cards have different numerical values?

A: For strategic reasons. There are some POPULACE cards that you would prefer to keep, versus some that you would prefer others have!

Q: Why doesn't my POPULACE card valued at 20 win against DOMINANT CONDITION cards valued less?

A: During the Renaissance, there were times when one condition cast a longer shadow over the lives of everyone. In *Renaissance Wars*, each ERA has a DOMINANT CONDITION where those cards trump all others, although there are times when that can abruptly change!

Q: What about my PERSONAL ACTION card? Is it part of my HAND?

A: Technically, PERSONAL ACTION cards are not considered part of a player's HAND. They cannot be won or lost in SKIRMISHES and BATTLES. Also, they cannot be used to *resolve* IMMEDIATE EVENTS or IMMEDIATE INTRUSIONS, although certain cards may be used to *affect* that resolution, eg., *Amazing Grace*.

Q: Why can't I keep my PERSONAL ACTION CARD if it wasn't used?

A: The game's designers discourage hoarding! PERSONAL ACTION cards are "use it or lose it". But don't worry, every player gets a new one at the beginning of every ROUND.

Q: When can I use my LUMINARY powers?

A: Most powers can be used only after you win a SKIRMISH, but there are many exceptions! Be sure to familiarize yourself with your powers, as outlined on your LUMINARY MAT, before the game begins.

Q: Why is there NO SEEDS OF ENLIGHTENMENT CONDITION MARKER?

A: The seeds of the Enlightenment were planted during the Renaissance, but it was more of an undercurrent of the time. In fact, one could argue that it was the other four CONDITIONS represented in the game coming together—in conflict or union—that made the Age of Enlightenment possible.

Q: Why are there fewer cards in the SEEDS OF ENLIGHTENMENT CONDITION?

A: See answer above.

Q: Do UNWANTED cards have a CONDITION? If I play one first does my opponent have to play one to win?

A: No. Like POPULACE cards, UNWANTED cards are assessed on their numerical value only.

Q: What happens if more than one player draws an IMMEDIATE card?

A: They are resolved in the order in which they were drawn. IMMEDIATE cards are NEVER added to a player's HAND.

Q: Why are players required to follow **CONDITION** (suit) in the **BATTLE PHASE** but not the **ENCOUNTER PHASE**?

A: The **BATTLE PHASE** generally requires more tactical hand management. It is possible, with thoughtful hand management, to win the **ROUND** in the **BATTLE PHASE**, even when you haven't accumulated many **FLORINS** during the **ENCOUNTER PHASE**.

Q: What happens if I play a **POPULACE** card in the **BATTLE PHASE**?

A: It is immediately replaced with an **UNWANTED** card.

Q: What is **BUYING INFLUENCE**? Why isn't it part of the main game?

A: **BUYING INFLUENCE** adds an extra level of complexity to the game by allowing players to bid to change the **DOMINANT CONDITION** at the beginning of every **ROUND**. The Buyer's opponents may hedge the bet, should he fail to earn enough to match the bid. **BUYING INFLUENCE** is an advanced option, and is in no way required to enjoy the game.

Q: What if the text on a card conflicts with what is written in the rules?

A: The action text on a card takes precedence over the rules, in the event that the two conflict.

Q: Can I add another card to a *Marriage* **MELD** if I played one of the cards in a **SKIRMISH**?

A: No. Once a *Marriage* card is removed, another one cannot be added. However, you may add cards to a *Marriage* to make a **COMPLETELY NEW** meld. (See example on pg. 17.)

Q: Does the biographical/historical information on the cards effect game play?

A: No, it is flavor text for your enjoyment.

Q: Where is Leonardo da Vinci?

A: Leonardo da Vinci and Johannes Gutenberg were part of a special limited edition **LUMINARY** package.

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