

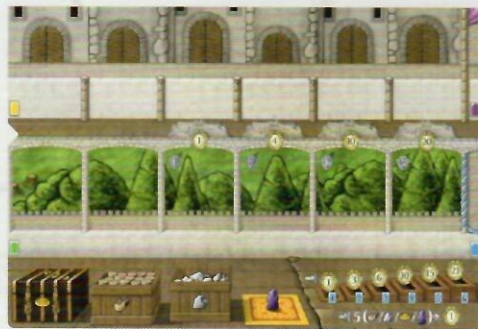
# Lorenzo il Magnifico

## Houses of Renaissance Expansion Rulebook

In this expansion, players have new possibilities to expand their family's influence throughout Italy during the Renaissance. You will have access to your family power, as well as the ability conquer new territories, influence new characters, sponsor new buildings, and encourage new ventures. You will also have new leaders to call on for support. Furthermore, you will have a new player in the game! These new mechanics will greatly change the game each time you play.

### Components

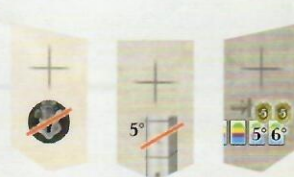
Components for the 5<sup>th</sup> player



1 Player Board



1 Personal Bonus Tile



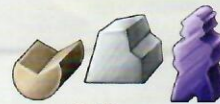
3 Excommunication Tiles



48 Special Development Cards



30 Special Tokens



30 Resources  
(wood, stone, servants)



4 Family Members  
(3 colored and 1 uncolored pawns)



3 Excommunication Cubes



4 Marker Discs



1 Brown Family Member



5 Auction Tiles



1 Council Tile



2 Adaptation Tiles



1 Special Tower Tile



10 Family Tiles



20 Leader Cards



3 Special Faith Tiles

Before the first game, you have to apply stickers on the new Family Members (cylindric pawns). Apply 3 stickers with a colored die on the 3 pink pawns. Apply the sticker with a neutral die and a 0 on the uncolored pawn. Apply the sticker with a brown background and a 3 on the brown pawn.

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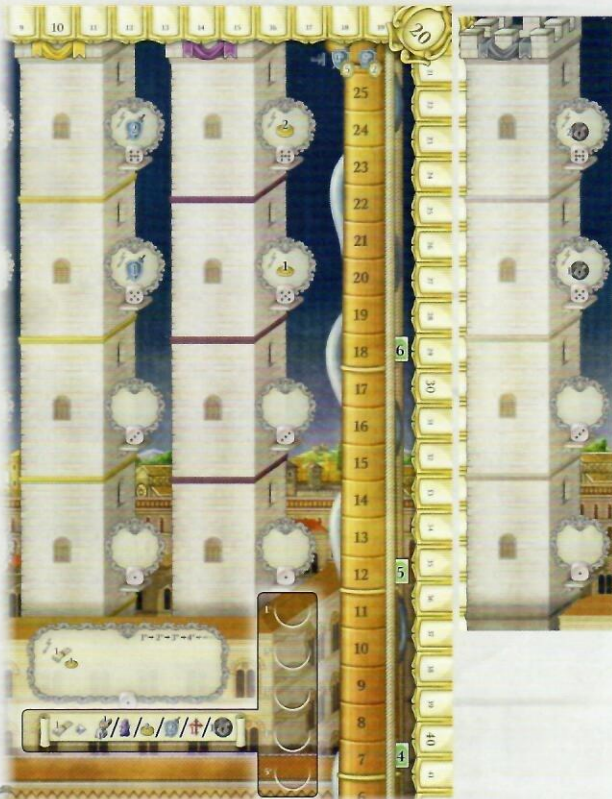




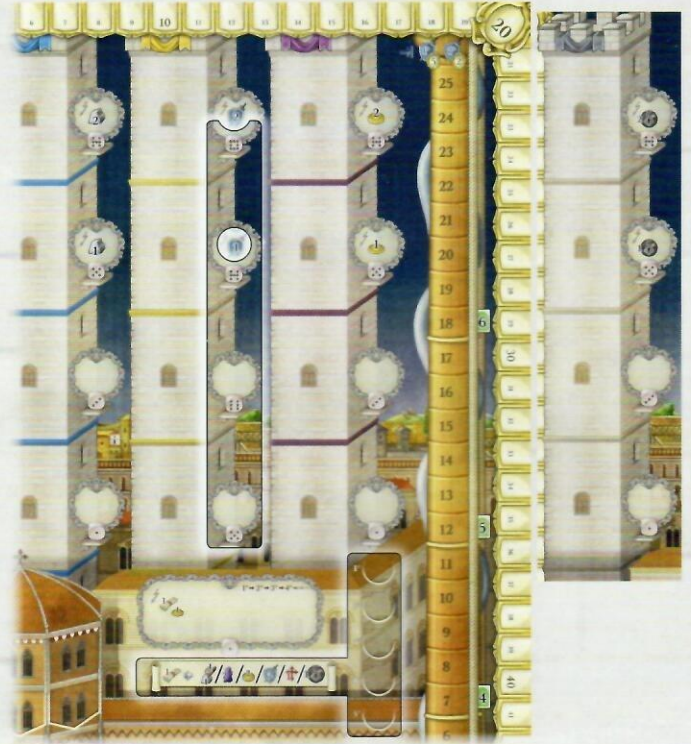
To play *Lorenzo il Magnifico: Houses of Renaissance*, follow the base game setup with the following changes:

## Setup

- 1** Place the Special Tower tile next to the board. Place the New Council tile on the board, creating a new Council Row.



- 5** In a 2-4 players game, use the **2 3 4** tile. In a 5-player game, use the **5** tile. Draw a leftover Special Development card. Place the Adaptation tile on the corresponding Tower on the board.



- 2** Separate the Special Development cards by Period (the number on their back) and draw 8 random cards for each Period. Prepare the Special deck as usual (third Period cards on the bottom, second Period cards in the middle, and first Period cards on the top). Place the Special deck next to the Special Tower tile.
- 3** Add the 3 new Excommunication tiles to the base game tiles before drawing which ones you will play.
- 4** Place the Special tokens facedown next to the supply.

*In this example, you draw a building in a 5-player game. Place the Adaptation Tile in the yellow tower.*

Place the remaining Special Development cards in the box, you won't use them.

- 6** Each player chooses a color and receives the starting components of that color.
- Players DON'T receive resources** (wood and stone).
- 7** The first player receives 0 coins, the second player receives 1 coin, the third player receives 2 coins, the fourth player receives 3 coins, and the fifth player receives 4 coins.

In *Houses of Renaissance*, you will find new components, each with specific rules.

## Family Tiles

In this expansion, each player starts the game with a Family tile. These represent your family and give you a special ability during the game. (For a detailed description of Family Tiles, see the Quick Reference Guide.) Before the first round, players will hold an auction to determine which Family tile they receive. The auction also determines their starting resources. Draw a number of Family tiles and Auction tiles equal

to the number of players. Randomly place each Family tile over an Auction tile. Auction tiles show 6 offering lines, each with an offering space and the related starting resources.

Going in Turn Order, **each player makes an offering**. To make an offering, place 1 of your Family Members (no matter which one) in a free offering space on an Auction tile.



Rules for placing your Family Member are as follows:

- If the Auction tile is empty, you can place your Family Member in any space you want.
- If the Auction tile is already occupied by another Family Member, you must place yours in a higher offering space. In this case, the other player must immediately move their Family Member to another offering space (*on the same or another Auction tile*), following the same rules. This can cause multiple movements.



The red player makes an offering for this Family tile. Then, the blue player makes a higher offering for the same Family tile. The red player must immediately make another offering. They can decide to place their Family Member in a higher offering space on the same Auction tile, or they can place it in an offering space of their choice on another Auction tile.

**Note:** If a player places their Family Member in the highest offering space of an Auction tile, they are sure to get the related Family tile.

Offerings continue until every player has their Family Member on a different Auction tile.

**Every player receives the Family tile and the starting resources indicated** by the offering line where they have their Family Member.



In this example, the red player receives 4 servants, 2 wood, and 2 coins. The blue player receives 5 coins, 2 servants, and 3 stones. The pink player receives 2 coins, 1 stone, 4 servants, and 1 wood.

## New Leaders

Add the new Leader cards to the cards of the base game, or decide which set to be used. Draft the Leader cards following the advanced rules in the base game.

(For a detailed description of new Leader cards, see the Quick Reference Guide.)

In this expansion, some Leaders have a new special ability: **the action ability**. These Leaders provide an action space that only the player who played the Leader card can use. The Leader action spaces follow all the basic rules for placing Family Members.

## Special Tokens



This expansion introduces a new type of resource: the Special tokens. Special tokens are considered to be a resource like any other (*wood, stone, servants, coins*). Every time an action, an immediate effect, or a permanent effect gives you 1 or more Special tokens, draw them from the supply and place them in front you. You are allowed to look at what is on the token, but you don't have to show the other players until necessary.

Note: You can receive a Special token as a Council Privilege.

During your turn, before or after placing your Family Member, **you may discard any number of Special tokens to immediately receive the bonus listed on them**. Discarded tokens are placed faceup in a separate area of the supply. If you draw the last token from the supply, shuffle all discarded tokens and form a new facedown supply.

Some Special Development cards have Special tokens as a cost. Some have them as a resource you have to pay in their permanent effect. In both cases, simply pay the number of Special tokens needed, no matter what symbol is on it. Some Leader cards have Special tokens as a requirement. Here, you just need to have them in your personal supply.

At the end of the game, Special tokens in your supply aren't worth Victory Points on their own. Just remember to discard them to receive what is shown on them before the final scoring. (*You cannot discard Special tokens that have been placed on cards.*)



## Special Tower

The Special Tower tile provides 4 new action spaces to gain Special Development cards. The Tower follows all the rules of the base game. During the Round Setup Phase, draw 4 Special Development cards from the top of the corresponding deck and place them in the appropriate spaces of the Tower, from bottom to top. During the Action Phase, players can place their Family Members in the action spaces of the Special Tower, following all the basic rules (*if you place on the third and fourth floor, you immediately receive 1 or 2 Special tokens*). During the End of Round Phase, discard all the Special Development cards remaining on the Tower.



## The Adaption Tile

The Adaptation tile is placed over the action spaces of a Tower at the beginning of the game (*see Setup*), and it moves to another Tower at the end of each round. It changes the minimum values needed to perform certain actions. In a 2-4 player game, new values are higher than the base game. In a 5-player game, the new values are lower.

During the End of Round Phase, **move the Adaptation tile** onto the Action Spaces of the Tower immediately to the right of where it currently is. If it is on the Ventures Tower (rightmost tower), it will wrap around to the Territories Tower (the leftmost tower). The Adaptation tile is never placed on the Special Tower tile.



## Special Development Cards

Special Development cards are of 4 different types: territories, buildings, characters, and ventures. Each type of card follows the same rules of the base game.

There are some new effects on the cards.



You can place a Special token faceup here. When you activate it, receive what is on the Special token.



Receive a number of resources/points equal to the number of cards of the shown type

that you have, up to the number of the activation value. (For example, if you have 4 cards and your activation value is 3, you receive 3; if your activation value is 5, you receive 4.)



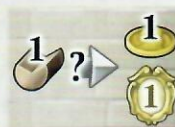
Draw a Leader card from the deck.



You don't pay the 3 additional coins for an occupied tower when you place in the Special Tower.



Each time you play a Leader card, you receive a random Special token.



You can pay what is on the left to get what is on the right a number of times equal to your activation value.



Receive a Special token OR pay 3 Special tokens to play a Leader card ignoring all its requirements.



You become first on the Military Track. Move your marker to the same step where the first marker is.



Some Venture cards cost Military Points AND resources.

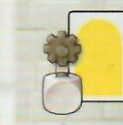


Each time you play a Leader card you can ignore 1 requirement of your choice.

(For example, if you want to play Pietro Embo, who requires 3 Character cards and 3 Faith Points, you can play it with 3 Faith Points and no Character cards.)



Place 1 of your Special tokens faceup here. Each time you place 1 of your Family Members in the Market area, you also receive what is on the Special token.



You can activate another building/territory, ignoring its activation value.



Take a discarded card without paying its cost. You cannot take a Special Development card.



## Family Tiles



### Da Montefeltro

Each time you spend wood and/or stone to take a Building card, place the resources you spend on this tile. When you receive a Council Privilege, you can choose to take all the resources from this tile instead of receiving the Council Privilege.



### Malatesta

Each time you take a Venture card that costs Military Points, you must have the Military Points required but you don't spend them.



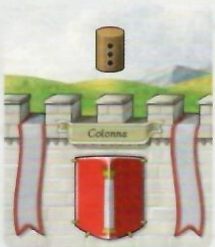
### Medici

Each time you take a Character card, receive also a Special token. In addition, you can have up to 8 Character cards. At the end of the game, you gain 28/36 Victory Points for having 7/8 Character cards.



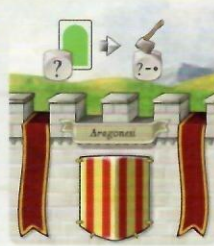
### Gonzaga

At the end of each round, you can spend 7 servants to take a Development card still on the Board or on the Special Tower tile. You don't pay the cost of the card (if it is a Territory card, you don't need to have the Military Points needed).



### Colonna

At the beginning of the game, you receive the brown Family Member with a value of 3. You can use it as one of your Family Members. This is not considered to be of your color, and it is not an uncolored Family Member (*for all the Family Members placement rules*).



### Aragonesi

Each time you take a Territory card, immediately perform a Harvest action at a value of -1 of the activation value of the card taken. You can't increase this action value by spending servants or if you have a Character card with this effect.



### Este

During your turn, you can spend 1 Military Point to receive 2 coins. You can make this exchange as many times as you want.



### Sforza

Before the Family tiles auction, draw 2 Leader cards and place them faceup next to this tile. If you take this Family tile, take the 2 Leader cards. Immediately play 1, ignoring its regular requirements, and keep the other.



### Orsini

Every time you get a complete set of 4 different Development cards (1 per type), you receive a different award. First set: draw 2 leftover Leader cards. Second set: play a Leader card, ignoring its regular requirements. Third set: gain 10 Victory Points. Fourth set: gain 15 Victory Points.



### Della Rovere

Place the Faith tiles on the correspondant step on the Faith track. When your Marker Disc reaches them, take the tile with you and receive the indicated bonus. However, each time you get excommunicated you lose 5 Victory Points.

## New Excommunication Tiles



Each time you gain Special tokens, you receive 1 token fewer.



You can't take Special Development cards from the Special Tower tile.



At the end of the game, you lose 5 Victory Points for each Development card you have beyond the fourth in each type.



# New Leaders

## Alfonso V d'Aragona

*Il Re concesse la gratie, aggiungendo di più per il beneficio del regno, e de poveri un stabilimento di dar publica udiencia a povere e miserabili persone, e ministrargli giustizia.*

**Requirement:** 6 Military Points and 0 Faith Points

**Permanent ability:** Each time you take a Territory card, gain 1 Faith Point.

## Alfonso I d'Este

*Eodem millesimo, de Novembre et Decembre, il duca Hercole fece fare il pezoło che va al palazzo de la sua habitatione, cum quella piazza drieto il dicto castello cum boteche nove.*

**Requirement:** 10 coins and a maximum of 1 servant

**Permanent ability:** Each time you take a Character card, receive 2 servants.

## Ercole I d'Este

*[...] sparuto de la persona [...], ma di ingegno tanto elevato che ben si può dire che e' ci fu donato dal cielo per dar nuova forma alla architettura.*

**Requirement:** 4 Faith Points and a maximum of 1 coin and 1 Military Point

**Permanent ability:** Each time you take a Building card, gain 2 Military Points.

## Ferdinando d'Aragona

*Principe certamente prudentissimo et di grandissima estimatione, con tutto, che molte volte per l'adietro havesse dimostrato pensieri ambiziosi, et alieni da consigli della pace.*

**Requirement:** 8 coins, 8 servants, and a maximum of 1 between wood and stone

**Permanent ability:** Each time you take a Venture Card, receive 1 wood and 1 stone.

## Martin Lutero

*È una vergogna infinita di questi scempii et altri che hanno governo di queste terre, che non vedono chi è costui, il quale hanno tolto per maestro e per propheta.*

**Requirement:** 1 Territory card, 1 Character card, 1 Building card, 1 Venture card, and 7 Military Points

**Permanent ability:** You can't be excommunicated.

## Tomas de Torquemada

*Por medio de este excelente varon, y destes santos Reyes, que ansi resuscitaran otros, que hizieran otra nueva Inquisiconcontra la falta de la caridad, para que ansi estuuiera la Fe tan viva como limpia, pues sin las obras es muerta.*

**Requirement:** 3 Building cards and 5 wood

**Once per round ability:** Discard a Character card to gain 3 Faith Points.

## Pietro Bembo

*Fu finalmente preposto alla cura di scrivere i brevi segreti del Papa; il quale è certo carico importantissimo, et solito a commettersi solamente a persone importantissime, et di gran prudentia, et eruditione.*

**Requirement:** 3 Character cards and 3 Faith Points

**Action ability:** Only you can use this action space with a minimum value of 3. When you place 1 of your Family Members here, receive 3 coins and 3 servants.

## Paracelso

*Mysterii naturae vires, liberae a suo impedimento, comparantur captivo, qui solvitur a suis vinculis, et pedibus, cuius tunc animus liber est.*

**Requirement:** 3 Territory cards and 3 stones

**Permanent ability:** You can spend servants instead of wood, stone, or coins.

## Leon Battista Alberti

*Colui adunque chiamerò architetto, il quale co'l giuditio e con la mente esperta sa mandare ad effetto tutto ciò che dal movimento de pesi, e congiuntione de corpi acconciatamente s'accomoda.*

**Requirement:** 3 Venture cards and 10 servants

**Once per round ability:** Perform a Production action at value 3. With this action, you can activate only 1 Building card.

## Lucia da Narni

*Quel che di mirabile scuopriasi in lei, era uno spirito di profetia, et una certa cognitione de pensieri altrui così fatta, che rendevasi ad ogn'uno veneranda e tremenda.*

**Requirement:** 6 Development cards, of which there is a maximum of 1 Territory card and a maximum of 2 Special tokens

**Once per round ability:** Gain 1 Faith Point and 2 Victory Points.

## Palla Strozzi

*Fu a suoi tempi ricchissimo cavalier fiorentino, et molto potente nella sua repubblica, nella cui casa usava molto spesso venire come giovane del banco Giovanni Rucellai.*

**Requirement:** 4 Territory cards and 5 Faith Points

**Once per round ability:** Perform a Harvest action at value 3. With this action, you can activate only 1 Territory card.

## Ladislao VII Jagellone

*Ma vi fu Ladislao più sollecito e conchiudendo tosto il matrimonio ne hebbe agevolmente la corona de gli ungarì. E vi fu ventidue anni re.*

**Requirement:** 10 Victory Points and a maximum of 1 Building card

**Immediate effect:** You can play a Leader card regardless of its requirements.

## Massimiliano I d'Asburgo

*Fu di natura magnanimo, cortese, e grato universalmente a tutti. Amatore de' virtuosi, et persecutore degli huomini ribaldi, e vitiosi. Premìò i letterati, et altri virtuosi.*

**Requirement:** 4 Territory cards and 4 Building cards

**Action ability:** Only you can use this action space with a minimum value of 6. When you place 1 of your Family Members here, receive 3 Special tokens and gain 5 Victory Points.

## Guglielmo de' Pazzi

*Havewa Cosimo la Bianca sua nipote con Guglielmo congiunta, sperando che quel parentado facesse quelle famiglie più unite, e levasse via l'inimicitie, e gli odii.*

**Requirement:** 4 Character cards and 8 coins

**Action ability:** Only you can use this action space with a minimum value of 4. When you place 1 of your Family Members here, gain 3 Faith Points and 2 Military Points.

## Piero della Francesca

*Essendo stato tenuto maestro raro nelle difficoltà de' corpi regolari e nell'Arismetria e Geometria, non polette mandare in luce le virtuose fatiche sue.*

**Requirement:** 4 Special tokens and 10 Victory Points

**Action ability:** Only you can use this action space with a minimum value of 3. When you place 1 of your Family Members here, receive 3 Special tokens.

## Erasmo da Rotterdam

*Quanto rectus erat huc totis nervis incumbere, ut posita dissidiorum rabie primum inter nos christiana concordia iugeremur.*

**Requirement:** 2 Venture cards and 4 Territory cards

**Once per round ability:** Gain 4 Victory Points.

## Marsilio Ficino

*O che felice convito è quello di Lorenzo Magnanimo, nel quale un sol cibo è per tutti i cibiche ritrovarlo pensar si possono, dove sempre la voglia e satia, e la satietà desiderosa.*

**Requirement:** 4 Faith Points, 5 stones, and a maximum of 1 Venture card

**Once per round ability:** Draw 2 Special tokens and choose 1 to keep. Discard the other Special token.

## Beatrice d'Este

*Cosa rara da udire fu, che il Duca Ludovico il Moro sentì tanto dolore della morte di questa sua moglie che non trovava quiete di giorno, ne di notte riposo.*

**Requirement:** 5 Development cards with maximum of 1 Character card and a maximum of 1 coin

**Once per round ability:** Discard 1 Special token to receive 5 coins OR gain 5 Victory Points.

## Giulio II

*Non poteva oltraggio alcuno soffrire, et era implacabile co' contumaci, e ribelli. Nelle calamità si mostrò sempre di se stesso maggiore, nelle prosperità seppè assai rattenersi.*

**Requirement:** 9 Development cards with a maximum of 3 different types

**Once per round ability:** Discard 1 wood, 1 stone, and 1 coin to gain 3 Faith Points.

## Bramante

*Cominciar le lodate | Opere ridotte al vero et naturale. | Da Bramante, che primo, et principale, | Mostrò l'originale | Del far i templi, et edifici nostri, | che con ragion sian vagamente mostrati.*

**Requirement:** 4 Venture cards, 4 servants, 4 wood, and 4 coins

**Action ability:** Only you can use this action space with a minimum value of 1. When you place 1 of your Family Members here, perform a Production or a Harvest action at the value of the placed Family Member. (You can increase this action value by spending servants or if you have a Character card with this effect.)