

## Age of Renaissance Advance Log - 2nd Edition

	SCIENCE	Points	Credit	Prerequisites	Benefit (Misery Relief)
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□□□□□□ 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	_____	_____

# Age of Renaissance

## EuroGames 2<sup>nd</sup> 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