



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 5th player



1 Player Board



1 Personal Bonus Tile



3 Excommunication Tiles



48 Special Development Cards



30 Special Tokens



30 Resources
(wood, stone, seervants)



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 on the brown pawn.

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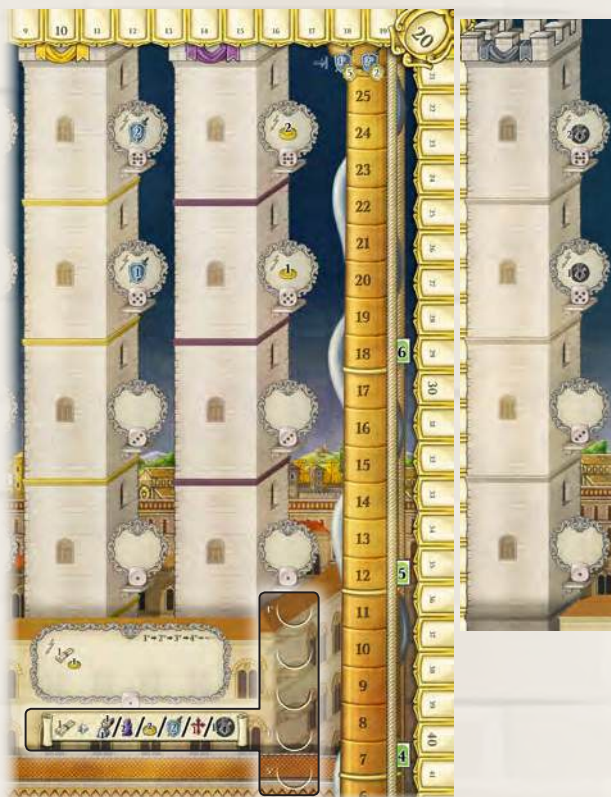
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To play *Lorenzo il Magnifico: Houses of Renaissance*, follow the base game setup with the following changes:

Setup

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



- 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.

- 5 In a 2-4 players game, use the 2 3 4 Adaptation 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.



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, stone, and servant*).
- 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

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.

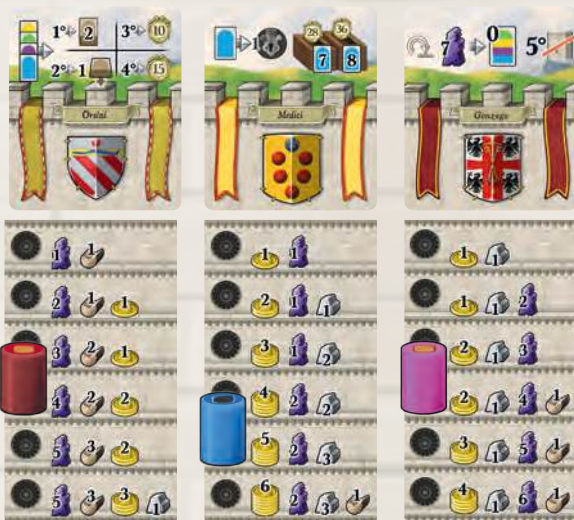


The red player makes an offering for this Family tile. Then, the blue player makes a higher offering for the same Family tile. The red player must immediately make another offering. They can decide to place their Family Member in a higher offering space on the same Auction tile, or they can place it 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. Place the leftover Leader cards in a facedown deck on the table. (*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

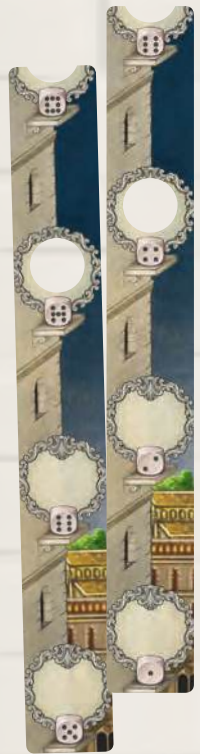
The Special Tower tile provides 4 new action spaces to gain Special Development cards. The Tower follows all the rules of the base game. During the Round Setup Phase, draw 4 Special Development cards from the top of the corresponding deck and place them in the appropriate spaces of the Tower, from bottom 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.



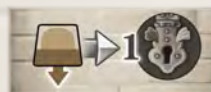
Receive a number of resources/points equal to the number of cards of the shown type that you have, up to the number of the activation value. (For example, if you have 4 cards and your activation value is 3, you receive 3; if your activation value is 5, you receive 4.)



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 Bembo, 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.