Amalfi
Renaissance

Rulebook

History & Principle of the Game

The port city of the province of Salerno in Italy, Amalfi was one of the main maritime republics of Europe from the 9th to the 12th century. This prestigious status did not protect it from the wrath of the sea when on November 25, 1343, it was swept away by the waves of a ferocious tidal wave. This catastrophe had heavy economic repercussions and led the city to its decline.

We are now in the 15th century, and you will play as a merchant family who wants to make Amalfi great. You will sail to the East, establish new trade routes, and return to port filled with the treasures of the ends of the earth, ready to feed your sailors and enlist the help of illustrious historical figures of the Renaissance. You will compete for the most prestigious works of art, covet the most ambitious titles and seek glory by following the decrees of the powerful.

Amalfi - Renaissance is a ship placement game in which ships play a central role in managing your resources. You will use some of them to sail to profitable destinations, while others will represent the resources that you will bring back to your holds. Your success in becoming the most prominent representative of the Amalfi renaissance will depend on how well you master this ingenious system!
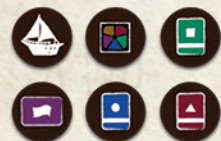
Player components

1 Score marker ⬤ in each color

10 Ships 🔺 in each color

6 Lighthouses 🔆 in each color

3 cubes ◼ in each color

4 +100/+200 markers

4 Bread tokens 🍞

1 Wind Rose token

6 Starting Hand tokens

4 Personal boards

Main components

75 Character cards 👤

54 Artwork cards 📖

36 Private Destination tiles 🚩

16 Title tiles 🎖

10 🎖   Humanist

6 🎖   Scholar

10 Decree tiles ☑

Universalism

1 main board

1. Shuffle the Decree tiles ☑ and randomly place 4 of them, face up, in each of the period slots. *(I, II, III, & IV)*

2. Set the remaining ☑ tiles aside in a face-down pile.

Decrees ☑ allow you to gain victory points ◉ at the end of each round (Decrees, page 18).

5. Shuffle the Artwork cards 🖼 and place them face down on the Workshop deck.

6. Reveal 5 of them and place them face up on the 5 slots of the Workshop.

*You acquire Artworks 🖼 from the **Workshop**. There are 3 different types of cards. (🟥 🟦 and 🟩). The workshop always contains 5 🖼.*

3. Shuffle the Private Destination tiles 🚩 and place them in 2 roughly equal piles, face down, on the Atlas decks slots.

4. Reveal 5 of them from any combination of either pile and place them face up on the 5 slots of the Atlas.

*The discovery of new destinations 🚩 is done among the 🚩 tiles of the **Atlas**. The Atlas always contains 5 🚩.*

7. Shuffle the Title tiles 🎖 separately based on their backs (🎖 or 🎖), then draw 1 dark Title tile 🎖 and place it face up in the first Title slot.

8. Then draw 2 light Title tiles 🎖 and place them face up in each of the other 2 slots.

9. Set the remaining 🎖 aside in two face-down piles.

*Titles 🎖 earn you victory points ◉ as soon as you meet their requirements. (See Titles, page 20)*

*The 🧍 you can invite are available in the **Council**. They must be taken into your hand before you can invite them. The Council always contains 4 🧍.*

10. Character cards 🧍 will be placed in the Council, but only after completing the Player Setup, as described on the next two pages.

1. Each player chooses a color and takes the 10 ships ⛵, the 6 lighthouses 🗼, the score marker ⬤ and the 3 cubes ◼ of that color. Also, take a 🍞 marker and 1 personal board.

2. Place 4 of your ships ⛵ in the bay 🅐 on your board.

3. Place your other 6 ships ⛵ in the slots of your shipyard.

4. Your 6 lighthouses 🗼 are placed in spaces 7 to 12 of the granary.

5. Place your score marker ⬤ near the score track that borders the main board.

6. Give the Rose Wind marker to the player who last visited the ocean.
They will be the first player at the beginning of the game.

7. Clockwise from the first player, each player places their 🍞 marker on their granary track according to the table below:
- 1st player: 3 🪙
- 2nd player: 4 🪙
- 3rd player: 5 🪙
- 4th player: 6 🪙

8. Separate all of the character cards 🂠 with a Starting Hand icon on them (▣, ▣, ▣, ▣, ⛵, or ▦) from the rest of the cards. Group them by icon so that you have 6 packs of 6 cards.

9. Going in reverse turn starting with the player to the right of the first player, each player chooses one of these 6 packs of 6 cards, which they take in their hand. They may consult their cards at any time during the game, but they should be keep secret from other players.

10. The cards from the unselected decks are shuffled with all the others to form the 🂠 draw deck. Place the deck on its location, then reveal 4 🂠 cards and place them face up on the Council slots *(see page 4)*.

Put the 🂠 deck on its slot on the main board.

11. Place the token corresponding to your Starting Hand of characters 🂠 in its slot.

After a few games, if you wish, you can assign the 🂠 by replacing parts 8 to 11 of this set-up with one of the variations explained on page 21.

Your 5 Resource Holds (🟩 , 🟫 , 🟦 , 🟪 , 🟦) allow you to store your resources on your ⛵.

The location of your Starting Hand token serves as a reminder of your choice.

Your Bay 🅐 : this is where your usable ⛵ are located.

Your Port 🅟 : your ⛵ are found here when they are no longer usable, or when you have just constructed them.

Your Shipyard: you take newly constructed ⛵ from here.

Your Warehouse: this is where you keep the count of the 🪙 at your disposal. It is also where you will take the lighthouses 🗼 that you will erect.

Your Game Zone: You will be asked to place different elements in the area surrounding your personal board. You are free to organize it as you wish.

Reminders: of phases, optional actions, ship ⛵ costs, and use of lighthouses 🗼 .

You are ready to start the game!

Sequence of Play

A game is played in 4 periods. After these rounds are played, the winner will be the one with the most victory points. Each period is divided into 3 phases:

🖐 PHASE 1 : ACTIONS *(pages 11-17)*

This is the actual game phase in which you will be able to sail to destinations 🗺, acquire artworks 📖, discover private destinations 🏴, invite and engage characters 👤, and construct ships ⛵.

This phase is played in successive turns, during which each player performs an action or passes. Once a player has passed, their turn will be skipped for the rest of the period.

📨 PHASE 2 : FEED *(page 18)*

This is when you have to feed the sailors of your ships ⛵.

📨 PHASE 3 : DECREES *(page 18)*

This phase allows to gain victory points according to the period decree 📋.

Iconography

⛵ : the ships   🗼 : the lighthouses

🛆 : the bay *(where your available ⛵ are)*

🔵 : the port *(your ⛵ here are unusable)*

🃏 : resources, divided into 5 types:
- 🟪 : spices, 📜 : wood, 🍷 : wine,
- 💎 : gems, 🟦 : fabric

🟥 : any resource

🟡 : bread   🥖 : marker

➕ : take 1 🟡   ➖ : pay 2 🟡

🔵 : victory points   📋 : decrees

🎖 : titles *(Titles, page 20)*, in 2 types :
- 🎖 : 12 🔵 max, 🎖 : 24 🔵 max

📮 : send 1 ⛵ to the resource hold shown:
🟪 , 📜 , 🍷 , 💎 or 🟦 *(Navigation, page 11)*

＞ : pay what is before to earn what is after.

🗺 : public or private destinations

🛆 : docks *(Navigation, pages 11-13)*

🏴 : private destinations *(Discovery, page 15)*

📖 : artworks *(Acquisition, page 14)*, in 3 types :
- 📕 : books, 🖼 : paintings, 🟩 : monuments

👤 : characters *(Invitation, page 16)*, in 4 types :
- ⚡ : immediate   ∞ : permanent
- ✊ : once per turn   ⊗ : endgame

Your Personal Board

Before learning the Action phase in detail, you can get an overview of it by studying your personal board.

1. Most destinations 🗺 you sail to allow you to send ships ⛵ from your bay 🛆 to the matching resource hold. *(Navigation, pages 11-13)*

2. Each ship ⛵ you move from one of the 5 resources holds to your bay 🛆 earns you the matching resource as shown on the space (2 🟪 , or 3 📜 , or 3 🍷 , or 3 💎 , or 3 🟦 .) *(Standard payment, page 10)*

These resources are used immediately to:
- Acquire an Artwork 📖 *(Acquisition, page 14)*,
- Discover a Destination 🏴 *(Discovery, page 15)*,
- Invite a Character 👤 *(Invitation, page 16)*,
- Construct Ships ⛵ *(Construction, page 17)*,
- Or, in general, for any other action requiring payment.

Any unspent resource is not lost; it is transformed into bread 🟡. *(Bread, page 10)*

3. At any time, you can move ⛵ down to your bay 🛆. This can be very useful, especially if you need 🟡.

4. You can discard 👤 from your hand at any time to gain 1 🟡 per discarded. *(Optional actions, page 17)*

5. You can take an emergency supply action at any time. Each ⛵ moved from your bay 🛆 to your port 🔵 gives you 3 units of the resource of your choice 🟥 , or 3 🟡. *(Emergency supply, page 10)*

> Any ⛵ in your 🔵 is no longer usable until the next period begins. Therefore, use emergency supplies wisely.

6. Keep track of your 🟡 supply with your 🥖. At the beginning of the game, you will only be able to store 6. This limit will increase with each 🗼 erected. *(Bread, page 10)*

7. Your 🗼 are used every time a ⛵ is placed on the 🗺 where they were erected. *(Using lighthouses, page 13)*

8. You start the game with 4 ⛵ and can construct new ones from your shipyard to your port 🔵 by paying 📜. *(Construction, page 17)*

PAYMENTS & RESOURCES

Resources and payments are at the heart of your actions in Amalfi - Renaissance. Here's how they work.

When you need to make a resource **payment**, you must move your ships ⛵ on your personal board in one of two ways:

> *Note: you can combine these two ways of payment for the same purchase, including with the same ship(s) ⛵.*
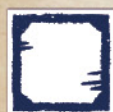
• **Standard payment:**
Move ships ⛵ from your resource holds (🟪, 🟨, 🟥, 🟩 or 🟦) to your bay 💧.
Each ⛵ moved in this way gives you the number of resources indicated on the resource hold from which it came.

The 2 ships ⛵ that Audrey sent to her 🟨 hold will bring her 6 🟨 for a future payment.

• **Emergency Supply:**
Move ships ⛵ from your bay 💧 to your port 💧.
Each ⛵ moved in this way gives you 3 units of the resource of your choice 🟥.

Audrey wishes to acquire an artwork 🖼 costing 7 🟨. To pay for it, she moves the 2 ships ⛵ from her 🟨 hold to her bay 💧, giving her 6 🟨.
As she is still 1 🟨 short, she chooses to move one of the ⛵ from her 💧 to her port 💧 to get 3 🟨 more.
This is how she can pay for the 🖼 she wanted.

• If your payment requires fewer resources than the total resources obtained, get back as much 🪙 as the excess resources.
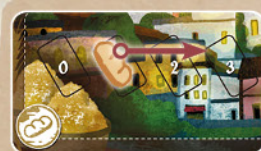
With the 3 ⛵ she used, Audrey got 9 resources to pay for her 🖼 when she only needed 7.
The remaining 2 units of resources are transformed into 🪙, which she notes with her 🥖 on the bottom of her player board.

• **Bread** 🪙 is not considered a resource in the same way as 🟪, 🟨, 🟥, 🟩 or 🟦.

When you pay or earn 🪙, move the 🥖 on your personal board accordingly.

Your storage capacity of 🪙 is 6 units at the beginning of the game. Each space you free up by erecting one 🏛 increases this maximum by 1. No matter how much 🪙 you gain, you can never exceed this maximum.

Tom has 5 🪙 in his granary and is about to gain 4 from the action he just performed. Unfortunately, his maximum storage is 7 🪙, so he only gains 2.

IMPORTANT: In order to use 🪙 for payment, you must have the capacity to first store the entire amount you receive in your granary.

PHASE 1 : ACTIONS ✋

 Each player, starting with the one who holds the Wind Rose and continuing clockwise, performs one of the 6 main actions shown to the right.

The action rounds continue in this way until all players have passed because they cannot or do not want to perform any more actions. The game then moves to Phase 2: Feed *(page 18)*.

On their turn, instead of taking a main action, a player may pass. They will take no more main actions in this period. Their turn is skipped over until all other players have also passed. The first player to pass gets the Wind Rose. They become the first player of the next period.

 Each player can also perform as many optional actions as desired *(page 17)*. These optional actions can also be performed during the other phases of the game, as well as during an opponent's turn.

- MAIN - ACTIONS
NAVIGATION
ACQUISITION
DISCOVERY
INVITATION
ENGAGEMENT
CONSTRUCTION

- OPTIONAL - ACTIONS

THE MAIN ACTIONS

*On each turn, the player chooses one of the six main actions described in the following pages or passes.*

⛵ NAVIGATION

*To restore Amalfi's reputation, searching other port cities for valuable resources is a good way to start.*

To *NAVIGATE* to a destination 🏴 :

• Choose a destination 🏴 with no ship ⛵ and place 1 ⛵ from your bay 💧 on the dock ⚓ of this 🏴.

• If the ❯ symbol is on the chosen 🏴, you must pay the amount of bread 🪙 indicated to get the benefit shown.
You cannot navigate to that 🏴 if you cannot pay the required amount of 🪙,

Noémie places her ⛵ on this 🏴. The ❯ symbol separating the 2 parts of the action indicates that she must pay 2 🪙 to move up to 2 ⛵ of her to her 🟥 hold.

Tip: If you run out of 🪙, the optional actions described on page 17 can help you.

• Then take, **from left to right**, all the benefits of the chosen 🏴.

If you are unable to take advantage of all or part of the benefits of the 🏴, simply do whatever you can.

At the beginning of the game, only the 🏴 on the main board are accessible. these are the public destinations. During the game, you will discover new trade routes. These are the private destinations 🟪.
Only the player who has discovered a 🟪 can send one of his ships there ⛵ *(Discovery, page 15)*.

Noémie has discovered this 🟪. Only she will be able to place 1 ⛵ there in order to move 1 ⛵ from her to her 🟦 hold and gain 3 🪙.

Earning Resources

• Most ⚑ allow you to send ▲ from your bay 🔵 to a resource hold(🟪, 🟫, 🟥, 💎, or 🟦).

• The number of ▲ listed on a ⚑ represents the maximum number of ▲ that its action allows to send to the matching hold. So, if you do not have enough in your bay (🔵), just send all the that are available.

With this icon, Caro could send up to 2 ▲ of her bay 🔵 to her 🟦 hold. As she has only 1 ▲ left in her 🔵, she sends only this one.

• If the ⚑ allows you to send ▲ to 🟥, you may choose any of the resource holds. If more than one ▲ can be sent, you may choose where to send each of them.

After using this ⚑, Katia chooses to send 1 ▲ to her 🟪 hold and 1 to her 💎 hold.

Automatic Effects

Some ⚑ require you to discard 1 card from the main board when you use them.

• Discard the artwork 🖼 or character 👤 card from the rightmost space on the display.
• Shift the remaining cards to the right, then complete the Workshop or the Council with a new card from the top of the matching deck.

Using this destination ⚑, Tom erects a lighthouse 🗼. He must also discard the rightmost artwork 🖼 in the Workshop.

Bonus Effects

You will find these gain icons on destinations, artworks, and some characters.

Take a Character in hand

• Choose one of the 4 👤 from the Council.

• If you choose the 👤 located on one of the 2 leftmost slots of the Council (➜1 or ➜2), you will have to pay 1 or 2 🪙.

• On the contrary, if the chosen 👤 is furthest to the right of the Council, gain 1 🪙, as indicated on its location ➜🪙.

• Take the chosen 👤 into your hand, shift all remaining cards to the right, and draw a new card to replace the empty space created in the Council.

To benefit from the advantages of a 👤, it is not enough to have picked it; you must INVITE it (Invitation, page 12).

Erect a Lighthouse

• Take the leftmost lighthouse 🗼 on your player board.

• Place it on any of the available 🗼 slots. This can be any ⚑ (including another player's ⚑).

• If an icon is below the 🗼 you take on your personal board, you get its effect immediately *(list on page 14).*

By erecting the 🗼 above the ⚓ icon, straighten 1 of your ⚓.

• If you have already erected all your 🗼, you can instead ➜👤 or gain 2 🔵.

Using Lighthouses 🗼

Whenever a player navigates to a ⚑ (*public or private*) that contains a lighthouse 🗼, the owner of the 🗼 may use it. All actions of the ⚑ must be completed before the owner of the 🗼 there can use it.

To use a 🗼, choose **either** of the following benefits:

• Pay 2 🪙 to send 1 of your ▲ from your 🔵 to the resource hold shown on the ⚑. If the ⚑ indicates 🟥, you can choose which hold to send your ▲, regardless of the owner's resource hold choice (even if you are the owner.)

• You may choose to gain 1 🪙 instead.

Important: To use a lighthouse 🗼, you must first have erected it with the bonus effect explained previously (see page 12). Just like these bonuses are not part of the 6 main actions.

NOTE: You may still gain the benefit from having a 🗼 you own, even if you have already passed for this period.

The Evolving Destinations

These 3 locations on the right side of the main board have some specific rules associated with them:

• In addition to their main action, the ➜👤 icon on their left allows you to take 1 👤. You can use this bonus before or after the main action of the ⚑, as you wish.

• These ⚑ will change during the game. At the beginning of periods II, III and IV, 1 🟪 tile will replace 1 of the printed slots on the main board.

Evolving destination covered

At the beginning of periods II, III and IV, a 🟪 tile will cover an evolving ⚑ (New Period, page 19).

As soon as a 🟪 covers an evolving ⚑, it replaces the one printed on the board and becomes part of the main board. The following rules apply to these destinations:

• It may not be discovered by a player (Discovery, page 15).

• It becomes accessible for a Navigation action like any other ⚑ on the main board.

• It becomes possible to erect a lighthouse 🗼 there as explained above.

ACQUISITION

What better way to draw attention to Amalfi than to fund paintings, books, and monuments by talented artists?

To *ACQUIRE* an artwork:
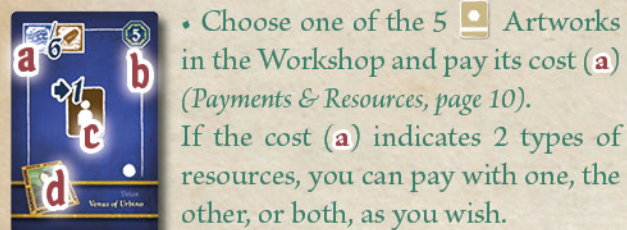
• Choose one of the 5 Artworks in the Workshop and pay its cost (**a**) *(Payments & Resources, page 10)*. If the cost (**a**) indicates 2 types of resources, you can pay with one, the other, or both, as you wish.

• If you acquire a on one of the 3 leftmost spaces of the Workshop, you will have to pay 1 or 2 additional *(plus those required by the)* as indicated on the board.

• On the contrary, if the acquired one is the rightmost of the Workshop, gain 1 , as indicated on this slot.

• Score the victory points (**b**) with your marker on the score track.

• Place the chosen near your personal board, shift all remaining cards to the right and reveal a new card to complete the Workshop.

• Finally, refer to the following list to earn its bonus immediately (**c**):

+2 : gain 2
+1 : gain 1

1 : send 1 from your to the matching hold (, , or).

: straighten one of your *(see page 16)*

+1 : take 1 in hand *(see page 12)*

+1 : erect 1 *(see page 12)*

Types of artworks

The are divided into 3 types ( ) identifiable by their background color and their icon (**d**).
Each type is associated with its main resource (, or) which always allows to acquire it. All bonuses (**c**) are present among all the types of , but each type has a bonus that occurs more than others.

The Books

Main Resource:
Cost: between 4 and 8
Gain: between 4 and 10
Most common bonus:
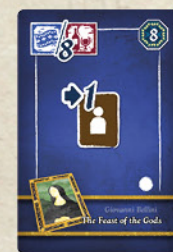
The Paintings

Main Resource:
Cost: between 5 and 9
Gain: between 5 and 11
Most common bonus:

The Monuments

Main Resource:
Cost: between 6 and 10
Gain: between 6 and 13
Most common bonus:

If you cannot take advantage of a bonus by acquiring one , that bonus is lost.

DISCOVERY

Both well-known and undiscovered ports offer opportunities to establish profitable trade routes.

To *DISCOVER* a private destination:
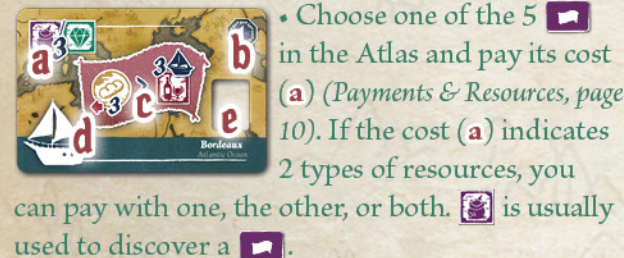
• Choose one of the 5 in the Atlas and pay its cost (**a**) *(Payments & Resources, page 10)*. If the cost (**a**) indicates 2 types of resources, you can pay with one, the other, or both. is usually used to discover a .
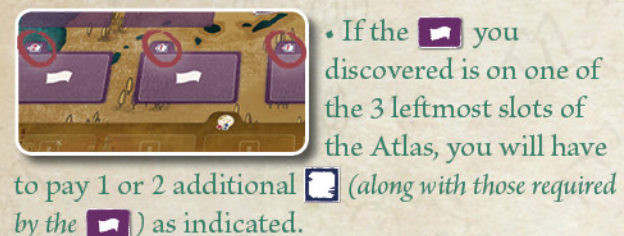
• If the you discovered is on one of the 3 leftmost slots of the Atlas, you will have to pay 1 or 2 additional *(along with those required by the)* as indicated.
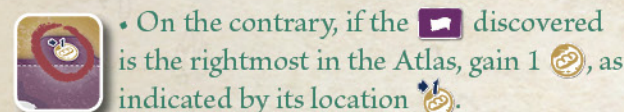
• On the contrary, if the discovered is the rightmost in the Atlas, gain 1 , as indicated by its location.

• Score the victory points (**b**) with your marker on the score track.

• Finally, place the chosen next to your personal board, shift all the remaining tiles to the right and reveal a new tile *(from any deck)* to complete the Atlas.

Navigate to a private destination

• Only the player who has discovered the may place one of their there.

• The are used like any other destination by placing 1 ship from your bay on its dock (**d**) *(It must not already contain one of your)*.

• Any player may erect 1 *(see page 9)* on slot (**e**) of the , regardless of who owns the .
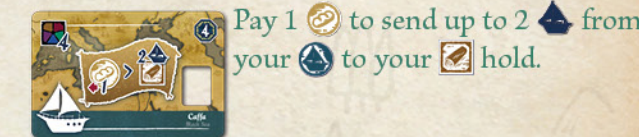
Private destinations

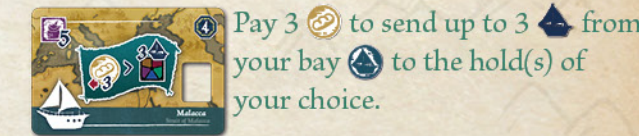*As for public destinations, do the actions (**c**) of the from left to right. If you do not have enough to send, you send as many as you can.*
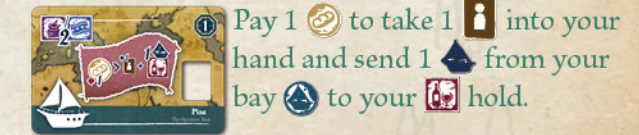
Send up to 3 from your to your hold.

Send 1 from your to your hold and gain 3 .

Pay 1 to send up to 2 from your to your hold.

Pay 3 to send up to 3 from your bay to the hold(s) of your choice.

Pay 1 to take 1 into your hand and send 1 from your bay to your hold.

Pay 2 to erect 1 and then send 1 from your bay to your hold.

Using a lighthouse is always done after you have completed all the actions of the . You can erect a on the same to use this same at the end of your Navigation action.

INVITATION ⚡ ∞ ☀ ✋

New ideas abound thanks to so many illustrious people. It would be a shame to deprive ourselves of their precious services.

To *INVITE* a character:

• Choose 1 **from your hand** and pay its cost (**a**) *(Payments & Resources, page 10)*.
If the cost (**a**) indicates 2 types of resources, you can pay with one, the other, or both, as you wish.

• Place the chosen next to your personal board for the remainder of the game.

Character types ⚡ ∞ ☀ ✋

The are divided into 4 types identifiable by their color and their icon (**b**) : ⚡, ∞, ☀ or ✋.
Each category requires a particular payment to be invited (**a**). Each has an effect text (**c**) whose application depends on its category.

> If the ability of one contradicts any of the rules in this booklet, the ability of the always prevails.

Immediate effect ⚡

Invitation Cost: ⚡
Effect: 1 time only, at the time you place the card.

Permanent effect ∞

Invitation Cost: ☐
Effect: whenever the conditions for the card's effect are met.

End game ☀

Invitation Cost: ☐
Effect: gain of ⬢ at the end of the game according to the criteria described (**c**), within a limit indicated by the Max (**d**).

Engageable ✋

Invitation Cost: ☐ or ☀
Effect: each time you use the Engage action to activate it. This action is described in the next section.

✋ ENGAGEMENT

Unlike other , once you have invited a ✋, you will have to engage them to benefit from their effect. You will be able to do this at least once per period, sometimes more thanks to the ✋ bonus.

To *ENGAGE* a ✋ :

• Choose any ✋ in your game zone that is not engaged (rotated a quarter turn).

• Apply the effect of the ✋ by following its text on the bottom of the card.

• Rotate the card a quarter turn to indicate that it has been used.

Straighten an engaged ✋

An engaged ✋ can be straightened in 2 ways:

• At the beginning of each new period, all the ✋ in all the game zones are straightened.

• By taking advantage of the ✋ bonus, straighten the ✋ of your choice in your game zone.

CONSTRUCTION 🌙 ⚔ ⛵

While artists create, and explorers discover, your chartered ships carry brave sailors across the seven seas to engage in trade with distant ports.

To *CONSTRUCT* a ship ⛵ :

• The cost to build ⛵ are paid in ✒. The specific cost depends on the current period:

1ˢᵗ period: 5 ✒
2ⁿᵈ period: 4 ✒
3ʳᵈ period: 4 ✒
4ᵗʰ period: 3 ✒
This cost is shown on the right of your shipyard, on your personal board.

• During the same action, you can construct several ⛵ by paying the required resources.

• Pay the amount of ✒ needed for the number of ⛵ you want to construct.
(Payments & Resources, page 10)

• Starting from the leftmost ⛵, pick up each constructed ⛵ and move them **to your port** 🔵.
You cannot use the ⛵ in your 🔵, but at the beginning of each period, they are moved to your bay 🔺, where they may be used.

• If an icon is below the ⛵ you are constructing, you benefit from its effect immediately *(see list on page 14)*.

> By constructing the ⛵ above the double icon 📖 / ✋, you can choose to take one in hand or straighten 1 of your ✋.

∞ OPTIONAL ACTIONS

At any time, you can perform as many optional actions as you want.

∞ As explained earlier *(Payments & Resources, page 10)*, moving down ⛵ can be done as much as wanted to get the resources needed for a payment. You can also move down ⛵ when you do not have to pay anything to get the equivalent amount of resources in 🪙.

This can allow you to perform a main action when you do not have enough 🪙 at the beginning of your turn.

> *Audrey begins her turn without 🪙, yet she wants to navigate to a that requires some. As an optional action, she chooses to move a ⛵ from her hold to her 🔺 and gains 3 🪙.*
> *She now has enough 🪙 to navigate to the chosen as her main action.*

IMPORTANT: If you move ⛵ to earn 🪙 during a turn when you earn resources ☐, you can only do so before or after you have earned all of those resources ☐.

∞ Discard as many from your hand as you want to earn as many 🪙.
Place each discarded face up in the Council's discard pile.

> Any 🪙 you cannot store in your granary is lost.

PHASE 2: FEED 🌊

The raging oceans create a powerful appetite in even the strongest sailors. Feed them well to keep them going, ready to brave the horizon.

To feed the crew of their ⛵, each player **must** pay as much 🪙 as indicated in the rightmost space of their shipyard.

At the beginning of the game, this value is 2, and will increase by 1 for each new ⛵ constructed.

For each 🪙 that a player cannot give, they lose 3 💠 *(it is therefore possible, especially at the end of the first period, to have a negative score).*

> Do not forget that the optional actions can be performed at any time (see page 17).

PHASE 3: DECREE ✅

The Council of Amalfi brings to the attention of its citizens its most urgent concerns. May wisdom guide them in the fulfillment of their duty to the city.

• The current period's decree ✅ tells each player *(based on the items they have)* how many 💠 they earn.

• If any 💠 printed on the main board are visible, add them to those printed on the ✅ for each item.

At the end of the 1st period, this ✅ awards 4 💠 per ⬜ (3+1), 1 💠 per 🏴, and 3 💠 per 👤 (2+1) for each player.

• Once all players have scored their 💠, turn the ✅ over to indicate the end of the period.

• The Roman numeral (I, II, III, or IV) to the right of the flipped ✅ tile indicates the number of the period that just ended.

If I, II, or III then: go to New Period, page 19.

If IV then: go to End of Game, page 19.

Details of the 💠 rewards earned from the ✅:

Adulation: 3 💠 per ⬜ of the type you acquired the most (🟦 or 🟩).

**Blessing:** 10 💠 per set of 1 🟩, 1 🟦 and 1 ⬜ acquired. 3 💠 per pair of acquired ⬜ of different types.

Colonization: 3 💠 per 🏛 erected.

Trade: 3 💠 for each of your ⛵ placed on one of your 🏴.

Conclave: 2 💠 per 👤 invited of any type (⚡, ✊, ∞, ✴).

Council: 6 💠 per type of 👤 invited, (⚡, ✊, ∞, ✴).

Exploration: 2 💠 per 🏴 discovered.

Mobilization: 2 💠 per ⛵ constructed. Do not count your initial 4 ⛵.

Subsistence: 2 💠 per 🪙. *Don't forget the optional actions (Optional Actions, page 17).*

Universalism: 1 💠 per ⬜ acquired, 1 💠 per 🏴 discovered, 1 per 👤 invited.

NEW PERIOD

Before you start the next period, make these adjustments to the main board and to your personal play area:

• Each player collects all their ships ⛵ from all destinations 🗺 *(public and private 🏴)* and their port 🏴, and places them in their bay 🟦.

• Take the rightmost 🏴 from the Atlas, and place it on the Evolving Destination slot corresponding to the period you are about to start *(in the example shown, II for the 2nd period)*. Shift all the remaining tiles to the right and draw a new tile to replace the empty space thus created in the Atlas. *(The Evolving Destinations, page 13)*

• Discard the rightmost 🟦 in the Workshop, shift all remaining cards to the right, and draw a new card to replace the empty space created in the Workshop.

• Straighten all of the 🍴 from all the game zones.

• Discard the rightmost 👤 from the Council, shift all remaining cards to the right, and draw a new card to replace the empty space created in the Council.

🧭 • Starting with the player holding the Wind Rose token *(the first to have passed)*, begin a new period with the Actions phase, as described on page 8.

> If the Workshop or Council deck is empty, shuffle the corresponding discard pile to make a new deck. If the Atlas deck is empty, you will have to make do with the last 🏴 to be discovered.

END OF GAME

At the end of the fourth period, you have reached the end of your journey. It's time to find out everyone's final score:

• Each player scores the 💠 of their invited 🟡 *(but not more than the maximum of each 🟡)*

Thanks to Raphael, Tom can score 4 💠 for each of the 🟦 he has acquired. He has 7, which could earn him 28 💠. However, the maximum number of 💠 that this 🟡 can earn is 24, so Tom scores 24 💠.

• The player with the most 💠 wins.

• In case of a tie, the player with the most ⬛ on Titles 🏴 wins *(Titles, page 20)*.

• If there is still a tie, the tied players share the win.

TITLES 🎖 🎖

Your ambitions can be rewarded with a Title that will sing your praises for centuries to come. They change with each game and are a great way to get ahead, so do not overlook them.

At the beginning of each game, 1 🎖 and 2 🎖 are selected at random.
The 🎖 are worth up to 24 🔷.
The 🎖 are worth up to 12 🔷.

Each title 🎖 requires you to have a certain number of items in your possession. **At any given time**, if you have **met the minimum requirements of all** the items required for a 🎖, follow these two steps:

• Place one of your three cubes ⬛ on the completed 🎖, in the leftmost empty square *(the one with the most 🔷)*.

• Immediately score the 🔷 for this 🎖.

Details of the 🎖 :

Ambassador: 10 🎴 invited of any type (⚡, 🤚, ∞, ⊛) freely distributed.

Admiral: a fleet of 10 🔺 *((the initial 4 + the other 6, constructed)* and 6 🗼 erected.

Scholar: 2 🟦, 2 🔺, and 2 🟦 acquired, and 4 🎴 invited of any type (⚡, 🤚, ∞, ⊛) freely distributed.

Explorer: 5 🟪 discovered, a fleet of 8 🔺 *(the initial 4 + 4 others, constructed)*, and 4 🗼 erected.

Peregrin: 4 🏳 discovered, 4 ∞ invited and 4 🟦 acquired of any type (🔺, 🟦, 🟦) freely distributed.

Visionary: 2 ⊛ invited and 4 🗼 erected.

Details of the 🎖 :

Artist: 2 🟦 acquired of one type and 2 of another type *(e.g., 2 🟦 and 2 🟩).*

Collector: 7 🟦 acquired of any type (🔺, 🟦, 🟩).

Condottiere: 2 🤚 invited, and 3 🗼 erected.

Courtier: 6 🎴 invited of any type (⚡, 🤚, ∞ or ⊛) freely distributed.

Discoverer : 2 🏳 discovered, 2 🗼 erected, and 2 🎴 invited of any type (⚡, 🤚, ∞, ⊛).

Humanist: 1 🎴 invited of each type, i.e., 1 ⚡, 1 🤚, 1 ∞ and 1 ⊛ .

Merchant: 2 ⚡ invited and 4 🏳 discovered.

Patron: 1 ⊛ invited and 3 🟦 acquired of any type (🔺, 🟦, 🟦) freely distributed.

Navigator : 3 🏳 discovered and a fleet of 7 🔺 *(the initial 4 + 3 others, constructed).*

Zealot: 4 🟦 of the same type, to be chosen among the 3 (🔺, 🟦, 🟩).

VARIANTS FOR THE ALLOCATION OF STARTING HANDS

Once you have played several games with the 6 starting hands of 🎴, do not hesitate to try these different methods to change your game feeling.
From pure randomness to tense choices before you even start the game, there is something for everyone!

• Choose one of the variants below.
• Replace steps 8 to 11 of the players setup *(page 6-7)* with the chosen variant:

### Blind - *total surprisee (1 to 4 players)*

1. Shuffle the 75 🎴 cards, and deal 6 cards to each player.
2. The remaining cards form the 🎴 deck.

Personal selection - *controlled randomness (1 to 4 players)*

1. From the 🎴 cards, separate the 15 ⊛ from all the others, shuffle them and deal 2 to each player.
2. Shuffle the remaining 60 cards, and deal 8 to each player.
3. Each player looks at their 10 cards and chooses 6 to keep without showing them to the other players. This will be their starting hand.
4. The cards not kept are shuffled with **all** the others to form the 🎴 deck.

Full Draft - *tension and surprise (2 to 4 players)*

1. Shuffle the 75 🎴 cards and deal 7 to each player.
2. Each player looks at their 7 cards, selects 1 to put aside without revealing it, and passes the other 6 to their left-hand neighbor.
3. From the 6 newly received cards, each player selects 1 new card to keep with the first selected card.
4. Each player repeats this until they have a choice of 2 cards. They keep 1 and discard the other face down. At this point, each player has retained 6 cards; this is their starting hand.
5. The cards not kept are shuffled with **all** the others to form the 🎴 deck.

Regardless of how you choose to allocate 🎴, be sure to check out the titles 🎖 and decrees ✉ to guide your choices.

Draft with score - *tension and control (2 to 4 players)*

1. Among the 🎴 cards, separate the 15 ⊛ from all the others, shuffle them and deal 3 to each player, which he puts aside but can consult at any time in the next steps.
2. Shuffle the remaining 60 cards and deal 6 to each player.
3. Each player looks at their 6 cards, selects 1 to put aside without revealing it, and passes the other 5 to their left-hand neighbor.
4. From the 5 newly received cards, each player selects 1 new card to keep with the first selected card.
5. Each player repeats this until they have a choice of 2 cards. They keep 1 and discard the other face down. At this point, each player has kept 5 cards, in addition to the 3 ⊛.
6. Each player finally chooses to keep 1 of the 3 ⊛ cards they received at the start, and discards the other 2 face down.
7. Each player now has retained 6 cards. This is their starting hand.
8. All the cards not kept *(the last of the 6 and the 2 ⊛)*, are shuffled with **all** the others to form the 🎴 deck.

Feel free to adapt these variants or create your own!

Solo challenge

These Solo rules offer you the opportunity to oppose one of the two major powers of the time, rivals of Amalfi :

the Kingdom of Naples, emeritus vassal of the Kingdom of Spain.

The Republic of Genoa, a major city-state with leading commercial and naval power.

Do the usual set up then choose your **Rival** and take 10 unused ⛴ and 6 unused 🗼.

Play as the first player each period, and follow these 2 changes:
1. After each of your actions, your Rival plays his turn in reaction to your actions.
2. At the end of the period, you must check if you have completed enough 🎖 to continue the game.

1. Action, reaction :

Refer to these 2 tables to find out the reaction of your Rival. Each of your actions will be followed by a reaction from your rival, until you pass.

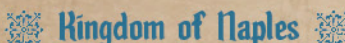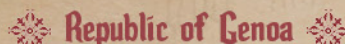| Your action	Reaction of your rival
After a *NAVIGATION* action:	• Place 1 ⛴ of your Rival on all public destinations *(without a ⛴)* corresponding to the required resources (**Naples** and **Genoa**), as well as the bonus (**Genoa** only) on the rightmost 🃏 in the Workshop. You can use your 🗼 on the 🏴 where your Rival places 1 ⛴.
• If the 🃏 requires	🟥 🟦 💎 🟪 ✒
Place 1 ⛴ of **Naples** or **Genoa** on	🏴 🏴 🏴 🏴 🏴
• If the bonus of the 🃏 is	🃏 +🃏 ⛵
Place 1 ⛴ of **Genoa** on	🏴 🏴 🏴
After an *ACQUISITION* action:	• Discard the rightmost 🃏 of the Workshop
After a *DISCOVERY* action:	• Discard the rightmost 🏴 of the Atlas
After an *INVITATION* action:	• Discard the rightmost 👤 of the Council
After an *ENGAGEMENT* action:	• Place 1 ⛴ of your Rival on the first Evolving Destination without ⛴ *(from the top)*.
After a *CONSTRUCTION* action:	• Place 1 🗼 of your Rival on **all** public 🏴 without a 🗼 corresponding to the resources required by the rightmost 🏴 in the Atlas.
• If the 🏴 requires	🟥 🟦 💎 🟪 ✒ 🔷
Place 1 🗼 of **Naples** or **Genoa** on	🏴 🏴 🏴 🏴 🏴 🏴

2. End of period and and continuation of the game:

At the end of the period, remove all your rival's ⛴ from the board, but leave its 🗼.

Before starting the new period, check if you have completed enough titles 🎖 to continue :

	Minimum number of 🎖 completed		
	2nd period	3rd period	4th period
Kingdom of Naples		1	2
Republic of Genoa	1	2	3

• If you have not completed enough 🎖, your game ends here, you have lost.
• If you have completed the minimum number of 🎖 required, continue to Next Period or to End of the game if you are in the 4th period *(see page 19)*.

End of Game

If you have managed to finish the 4th period, add the 🔵 of your possible ⚙ to find out your impact on the port city:
• Less than 125: for a **beginner**, you're not doing badly, you've already managed to finish your game.
• From 126 to 175: by dint of perseverance, you will write your name in the history of Amalfi: keep **hoping!**
• From 176 to 225: thanks to you, the city has become beautiful again. You were an active **contributor.**
• 226 and more: The port city owes everything to you. You are a **pillar** of the city of Amalfi!

Credits

✤ Reminders ✤

Game phases

🖐 **PHASE 1: ACTIONS** *(pages 11-17)*

Choose 1 main action. Repeat until everyone has passed.

🔗 **PHASE 2: FEED** *(page 18)*

Pay the 🪙 for your ⛵'s crew.
Lose 3 ⬡ for each 🪙 not fed.

☑ **PHASE 3: DECREES** *(page 18)*

Earn ⬡ according to the current period 📕.

Actions

- MAIN -
ACTIONS *(pages 11-17)*

- NAVIGATION *(page 11-13)*
- ACQUISITION *(page 14)*
- DISCOVERY *(page 15)*
- INVITATION *(page 16)*
- ENGAGEMENT *(page 16)*
- CONSTRUCTION *(page 17)*

- OPTIONAL - *(page 17)*
ACTIONS

(These may be done at any time.)

Iconography

⛵ : the ships   🗼 : the lighthouses
🌊 : the bay *(where your usable ⛵ are)*
🐚 : the port port *(your ⛵ here are unusable)*

📜 : resources, divided into 5 types:
🌶 : spice, ✏ : wood, 🍷 : wine,
💎 : gem, 🧵 : fabric

🎨 : resource to choose among the 5.

🪙 : bread   🥖 : 🪙 marker
⁺¹🪙 : win 1 🪙   🪙₂ : pay 2 🪙

⬡ : victory points   📕 : decrees

🎖 : titles *(Titles, page 20)*, in 2 types :
🎖 : 12 ⬡ max, 🎖 : 24 ⬡ max

📦 : send 1 ⛵ to the resource hold shown:
🌶 , ✏ , 🍷 , 💎 or 🧵 *(Navigation, page 11)*
❯ : pay what is shown before to earn what is shown after.

📜 : public or private destinations
⛵ : docks *(Navigation, pages 11-13)*
📖 : private destinations *(Discovery, page 15)*

📖 : artworks *(Acquisition, page 14)*, in 3 types :
📕 : books, 📘 : paintings, 📗 : monuments

🪪 : characters *(Invitation, page 16)*, in 4 types :
⚡ : immediate   ∞ : permanent
✊ : engageable   ✺ : endgame