

TURN SETUP

1 EVENT

Advance the turn marker one space, place the new Event in the corresponding City.

2 CUBES

Move any remaining cubes from the previous turn to fill the next available spaces on the track.

3 MANUSCRIPTS

Restock empty spaces on manuscripts display.

4 CHARITY

Friar or Cardinal receive 5 or 10 Ducati respectively, from either the richest Merchant or the Bank.

5 TURN ORDER

Adjust it starting from the last on the Knowledge track, then according to the Rest track.

FREE ACTIONS



ABBAY. *Allows to move turquoise cubes behind the screen or convert them in 3 Knowledge each. Acquiring pink cubes costs 0 Ducati.*



CONVENT. *Allows conversion from Merchant to Friar: lose half Ducati (rounding up) and can no longer receive Ducati from City Bonuses or Event Bonuses.*



CATHEDRAL. *Allows conversion from Friar to Cardinal. Pay 40-70 Ducati and  / .*

CITY BONUS. *If not already done, receive Ducati and/or Knowledge from the current City.*

EVENT BONUS. *If an Event is available in your City, receive its bonuses and flip the Event.*

PAPAL BOOK. *If allowed by your Biblioteca's progress, take 1+ Papal Library tiles, then reset your progress.*

ACTIONS AVAILABLE

PURCHASING CUBES (1 AP 1 cube, 4 AP 2 cubes)

POLITICIAN

30  per 

3 votes during election. May be traded to become Cardinal.

NOBLEMAN

0  per 

2 votes during election. May be traded to become Cardinal.

When acquired you may forgo a cube for 20 Ducati each.

MOVEMENT BY LAND

1-5 SPACES *land to land*

1-5 AP

SCRIBE

0  per 

Worth 1 VP if behind the screen at the end of the game.

While in an Abbey you can move turquoise cubes behind the screen or convert them to 3 Knowledge each.

ABBESS

15  per 

1 vote during election. Used on Cantico track.

Used on Messenger track. While in an Abbey you can acquire pink cubes for free.

MOVEMENT BY SEA

1 SPACE *harbor to harbor*

3 AP

+10  *if more than 1 AP has been spent*

All actions are available once per game turn.

<i>Action name</i>	<i>AP cost</i>	<i>Benefit</i>	<i>Notes</i>
 SALTERIO (<i>Psalter</i>)	1 AP	+3/4 Knowledge	+4 if the player is the one with the least Knowledge.
 COMMERCIO (<i>Small Business</i>)	1 AP	+10 Ducati	
 ORIENTE (<i>Orient</i>)	1-5 AP	<i>If completed, +10 Ducati for each City with economical value previously visited. Harbor VP bonus becomes available</i>	Only for Merchant.
 INDOVINELLO (<i>Riddle</i>)	1-5 AP	4-5-6 VP to the player furthest on the track	To advance here you must be in a blue zone. ◇◇◇◇◇◇◇◇
 CORRIERE (<i>Messenger</i>)	1-5 AP	<i>If completed, Bologna's bonus becomes available. University VP bonus becomes available</i>	To complete the track, the player must pay 10 Ducati and 1 pink cube.
 CANTICO (<i>Canticle</i>)	1-5 AP	9 VP to the player in first place, 6 VP to the second	May advance on rounds 2, 6, 10, 11, 12 in specific cities.
 BIBLIOTECA (<i>Papal Library</i>)	1-5 AP	Depending on track progress, player may draw 1-3 Vatican Books, keeping 1	Players may not have more Papal Library tiles than their Knowledge Level.
 RIPOSO (<i>Rest</i>)	1-5 AP	Overrides the next turn order	Player furthest along the track becomes the first in next turn order and removes his marker from the track.
 MANOSCRITTO (<i>Manuscripts</i>)	1-4 AP (depending on manuscript level)	Variable VP	May take 1 Manuscript, that does not exceed your current Knowledge Level, from current zone.

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