

De·Vulgari·Eloquentia

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Italy, late Middle Ages. The fabric merchants need to write down their contracts in a language that everyone can understand and the literates are looking for an alternative to the elite of the traditional Latin language. So, the Volgare, the language spoken by the common people, taken from the dialects spoken in the various Italian regions, starts to gain relevance.

During this period, Francesco D'Assisi writes his famous *Canticle of the Sun* and Dante writes the *Divine Comedy* – both written in Volgare.

The players will have to do their part in the creation of this new language! But who will provide them the proper knowledge to understand the manuscripts in the different dialects? Who will succeed to uncover the secrets of the books inside the Papal Library? Who will embrace the religious life and who will remain a merchant? Some of the players can

become a famous banker, someone else can climb the church's hierarchy to be the next Pope! But in the end, who will be the most appreciated and respected for his status and his culture?

AIM OF THE GAME

The aim of the game is to obtain more victory points, here below mentioned as Volgare Points or simply VP. The players will gain VP from reading manuscripts, looking for important documents like the *Canticle of the Sun* or the "The Riddle from Verona". Players can also gain VP by improving their social status, for example, if the merchant become a banker or the Friar becomes a Benedictine Monk or the Cardinal becomes Camerlengo or Pope.

Moreover, VP can be gotten with money and with the support of Politicians, Noblemen, Abbesses, and of the Amanuensis.

THE GAMING BOARD

The gaming board is separated into three different parts: map of Italy (on the left), Turnchart (in the center), and a Chart section (on the right).

The map of Italy is divided into various zones: each zone has a corresponding color that represents the spoken dialect (blue for the D'Oil language, yellow for the Latin language, violet for the Fiorentino, green for the Scuola Siciliana, and orange for the D'Oc language). The white zones do not have a corresponding dialect.

On the map of Italy you will find also represented:

- The cities, with their economic and/or cultural value. Some cities have the Harbor: Cagliari, Palermo, Napoli, Roma, and Genova face the Mar Tirreno (Tyrrhenian Sea). Brindisi, Ancona, and Venezia face the Mar Adriatico (Adriatic Sea). Five cities are without

THE BOARD



GAME PREPARATION

Papal Library tiles

- Place the board in the center of the table
- Place the **Event tiles** in the Turnchart
- Place **Cubes** on the Turnchart taking them from the bag
- Shuffle the 5 **Canticle tiles** and place them randomly face up in the proper area of the map
- Shuffle the 5 **Papal Event Tiles** and place them face down on the turn spaces 12-16
- Each player chooses a color and takes the 20 **discs** and a **screen** of the same color, plus 10 **Ducati**
- Each player place his **pawn** on his starting region and his **starting disc** on Knowledge Chart
- Shuffle each of the 4 **Manuscript decks** and place them face down on side of the board. From each deck reveal a number of manuscript tiles equal to the number of players -1
- Place **Ducati, Friar tiles, and Cardinal tiles** on the side of the board
- First player takes the **Action pawns** that are used to define the actions selected for the game turn



economic and cultural value: they are the Franciscan's cities (Celano, Gubbio, Cortona, Assisi, Urbino), where it is possible to look for the Canticle of Saint Francesco.

- Two **Cathedrals** in Milano and Brindisi;
- Two **Convents** in neutral zones (white)
- Three **Abbeys** in neutral zones (white)
- The **starting Cities** from where the players begin the game: Catania, Taranto, Ancona, Torino, and Vicenza, in neutral zones (white)
- Spaces to place the event tiles

GAME PREPARATION

Players have to follow some steps after placing the board on the center of the table:

The **Event Tiles** have to be placed in the spaces of the Turnchart. Each tile has a number: place the number 10 tile (Stupor Mundi) on space 10 of the chart. Shuffle the other nine tiles, pick one and place it face up in space 1 of the turn chart. Place the others, also face up, following in numerical order starting from the tile found in space 1.

For example, if the tile in space 1 is the number 4 *Commercium*, then in space 2

CUBES FROM THE BAG					
# players	cubes in the Bag			cubes available	
2	3	5	14	6	4
3	6	5	16	8	5
4	8	7	17	10	6
5	11	7	20	11	7

you place event tile number 5, in space 3 the event tile number 6 and so on.

When event tile number 9 is placed down, restart from event tile number 1 in the next free space. Remember that the event tile number 10 has to be placed in space number 10. Therefore there will be 10 event tiles for each of the first 10 game turns. Leave the turn 11 without tiles.

Place inside the cloth bag a certain amount of **Cubes**. Politicians (red), Noblemen (black) Abbess (yellow) and Amanuensis (green) according to the above table.

Pick from the bag the number of cubes defined in the above table and place them on the spaces of the first 7 turns of the game.

Example: with 4 players pick and place in each of the first 7 turns 6 cubes.

The cubes represent the Politicians, Noblemen, Abbesses and Amanuensis that will be available during each game turn.

The cubes from the space of the first

game turn are the cubes that the players could select during the first game turn.

Shuffle the 5 **Papal Event tiles** and place them face down on the turn spaces numbered 12 to 16: they will determinate the end of the game .

Shuffle the 5 **Canticle tiles** and place them randomly face up near each Franciscan city in the proper gray box (Cortona, Celano, Gubbio, Urbino, Assisi). They represent a number that is the game turn when the 5 cities of the Canticle will be active and available.

The **Manuscript tiles** have to be divided according to the number on them. Shuffle each of the four decks and place them face down on the side of the board. From each deck reveal a number of manuscript tiles equal to the number of players minus one and place them on the proper space on the board.

Example: with four players pick 3 manuscript tiles from each deck.

The Manuscript tile, *Lingua Volgare*, has to be temporarily placed face up on the side of the board.

Shuffle the 8 **Papal Library tiles** and place them on the board face down to



form a deck.

On the side of the board the following has to be placed:

- The **Ducati** (5, 10 and 50 Ducati) that represent the bank.
- The 5 **Friar tiles** and the 5 **Cardinal tiles** face up in two rows.

PREPARATION OF THE GAME TURN

Each player chooses a color and takes the character pawn, 20 discs and a screen of the same color, plus 10 Ducati.

Each player places the screen in front of him, but places the 10 Ducati in front of the screen. During the game, the amount of Ducati of each player is known to everyone.

The player discs are used as markers on the following board areas: The Riddle from Verona, Canticle of the Sun, Messenger, Orient, Papal Library, Rest, Game Order chart, and Knowledge Chart, and on the Italy map.

The game order is chosen in a **random way** and it is marked on the board using player discs.

In reverse turn order, each player **chooses a starting city**, and places his character pawn there. No two players can start on the same city. The cities available are (from the South to the North): Catania, Taranto, Ancona, Vicenza, Torino.

Still in reverse order, each player places a disc on the first space of the Knowledge Chart (stacked). In the case that more than one disc is on the same space of the Knowledge Chart the one on the bottom of the stack is considered the most advanced.

Then the first player takes the **Action pawns** (the big violet discs) that are used to define the actions selected for the game turn.

The **turn indicator** (violet pawn) is placed on the space of the first game turn, and the game begins.

Note: at the beginning of the game every player is a Merchant.

THE GAME

A game of De Vulgari Eloquentia can last from 13 to 16 turns (refer to the

End of the Game).

Each turn is divided in four phases in the following order:

- 1) Event
- 2) Charity
- 3) Game order
- 4) Actions

I. EVENT

In this phase the following actions are made:

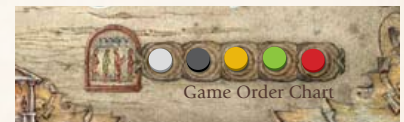
- **Move the turn indicator** in the following space of the turnchart (in the first turn the indicator has to be placed directly on the first space).
- Place the **Event tile** in the proper space on the map, close to the city or zone mentioned on the tile.
- Starting from the second turn, the **cubes not selected in the previous turn** come back available to the players: place them in the first place available on the turn chart, keeping in mind that each space has a limit: each space can have at maximum of 4-5-6-7 cubes (according to the number of players 2-3-4-5), and the cubes have to be placed in the following order: first the Politicians (red), then the Noblemen (black), then the Abbesses (yellow) and at last the Amanuensis (green). The cubes that exceed the limit have to be placed in the following turn space on the turn chart.
- **Replace the Manuscript tiles taken** in the previous turn. Check that there are as many revealed manuscripts tiles as the number of players minus one.

Example of Event phase: the second game turn has just finished and the turn indicator is placed on the third turn. The Event tile number 8 "Artes Dictandi", is placed on the map near to Roma. From the previous turn the following cubes are left: 2 Abbess cubes (yellow) and 1 Amanuensis cube (green). The first available turn where you "recycle" the cubes is the 8th and there are already 4 cubes there, which is below the limit (with four players the limit is 6). The two Abbess cubes are placed (because they have priority during the placement). The Amanuensis will be placed in the 9th turn. During the previous turn a value 1 Manuscript has been taken and it is replaced.

II. CHARITY (UP TO THE IITH TURN)

In this phase each player with the character **Friar** receives the charity of 5 Ducati and each **Cardinal** gets 10

GAME ORDER AT THE BEGINNING



The game order is chosen in a random way and it is marked on the board using player discs on the Game Order Chart. In this example, Gray player is the first one, Black the second, Yellow the third, etc.



In reverse game order, each player places a disc on the first space of the Knowledge Chart (stacked).

GAME ORDER IN THE GAME

During the game Game order is updated each turn in reverse order in respect to the Knowledge chart: the last player on the knowledge chart will be first in turn order.



If one or more discs have been placed on the rest chart, the player furthest along this chart becomes first in turn order, ignoring his position on the Knowledge chart.

In this example, the Gray player, even though first in Knowledge, will go first next turn due to his Rest Chart position. So, the order will be: Gray, Green, Red, Yellow, Black.

Ducati from the wealthiest Merchant player at that moment, under the condition that the Merchant has more Ducati than the characters to which he is about to give charity.

In the case where there is more than one Merchant with the same amount of Ducati, and at the same time wealthier than the players with the Friar and Cardinal characters, the player that has to receive the charity will choose which Merchant will give him the Ducati. The Merchant cannot refuse to provide the charity.

The Friars and Cardinals will receive the charity from the bank if one of these conditions is met:

- a) There is no Merchant wealthier than them.



MOVEMENT VIA LAND

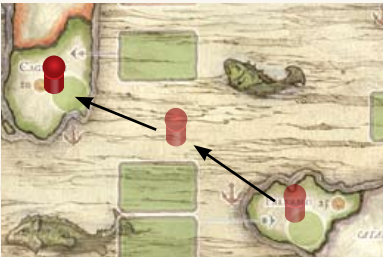


Move to a single adjacent zone costs 1 action and 0 Ducati.



Move to 2-3-4-5 adjacent zones costs 2-3-4-5 actions. Each movement of more than one zone costs also 10 Ducati, no matter the number of zones and the actions spent. In the example, Red player spent 3 actions to move to 3 zones and 10 Ducati.

MOVEMENT VIA SEA



Move onto the adjacent Sea and stop there, costs 1 action and 0 Ducati. In this case the player will continue his trip in the following turn. Disembark in the same turn into a Harbor city facing the same Sea costs 3 actions and 10 Ducati. In the example, Red player spent 3 actions and 10 Ducati.

- b) All the players are Friar and/or Cardinals.
- c) The wealthiest Merchant has no more Ducati after giving charity and there are still Friars or Cardinals that have yet to receive charity.

Note: from the 12th turn onwards, during the Papal Events, the Charity phase does not take place anymore.

III. GAME ORDER

During this phase the game order is updated:

- The discs of the players on the turn order chart are placed in reverse

order in respect to the knowledge chart. Therefore, the last player on the knowledge chart will be first in turn order. If two or more discs are on the same space of the knowledge chart, the disc on the bottom of the stack is considered the most advanced.

Then check the Rest chart: if one or more discs have been placed on the rest chart, the player furthest along this chart becomes first in turn order, ignoring his position on the knowledge chart. Therefore:

- he places his disc in the first position of the turn order, and all the other discs are relocated accordingly.
- he removes his disc from the Rest chart: the discs of the other players remain in their positions.

IV. ACTIONS

During this phase, following turn order, each player performs his actions. Each player can perform 5 actions during each game turn and he uses his 5 Action pawns on the board close to the action performed.

The possible actions for the players are the following:

- a) Move and interact with the zones on the map
- b) Take the manuscripts
- c) Take the Politicians, Noblemen, Abbesses and Amanuensis cubes
- d) Study the Salterio
- e) Undertake small business
- f) Advance in one or more of the following charts: Riddle from Verona, Canticle of the Sun, Messenger, Orient, Papal Library, Rest.

The players can perform the actions in whichever order they prefer.



A) MOVING

The player can move his character on the map via land, across the various zones, and via sea, by the harbors that are located on the Adriatic and Tyrrhenian Sea. The icon of the Moving action is on the left.

Via land: moving from one zone to another costs actions and Ducati:

- Move to a single adjacent zone costs 1 action and 0 Ducati.
- Move to 2-3-4-5 adjacent zones spending 2-3-4-5 actions. Each movement of more than one zone costs

10 Ducati, no matter the number of zones and the actions spent.

Via sea: a player with his character in a Harbor city can:

- Move onto the adjacent Sea and stop there, spending 1 action and 0 Ducati. The player will have to disembark the following turn into a Harbor city facing the same Sea (spending 1 Action).
- Disembark immediately into a Harbor city facing the same Sea spending 3 actions and 10 Ducati.



It is never possible to embark in a city facing one Sea and disembark in a city of the other Sea!

It is possible to travel via land and sea on the same turn under the condition that the player has actions left and that he pays 10 Ducati in total.

Note: Catania and the near Abbey are separated by the Sea.

INTERACT WITH THE ZONES ON THE MAP

A player can interact with the zones on the map before or after his movement. It is not possible to interact with the zones during the movement. More than one player can be in each zone. A player can interact with:

- **City with Event Tile:** a player whose character starts and/or arrives in a city with the associated Event Tile can gain the Ducati or knowledge that the tile provides. Only one player can get advantage from a tile: after gaining the benefit the tile is flipped and cannot be used again during the game. The tiles with the coin symbol  can be used only by Merchants. The Merchant gets the amount of Ducati mentioned on the tile from the Bank. The tiles with the symbol  provide knowledge and can be used by everyone: a player advances on the knowledge chart by a number of spaces equal to the number printed on the tile.

Note: the tile Stupor Mundi works differently (see the Stupor Mundi section).

- **Business or University cities:** some important cities have an economic value (with coin symbol) and/or a cultural value (with book symbol). A player with his character's pawn that starts and/or arrives in such a city receives from the bank a number of Ducati equal to the economic value of



CITY AND EVENT CARD



The Red player moves to Venice, and the event tile "Mercis" is still available. The red character receives 30 Ducati from the bank and flips the tile face down.



The green player moves from Napoli, but before the movement he uses the event tile "Filocolo", moving 4 spaces in the knowledge chart, then flips the tile face down.

BUSINESS/UNIVERSITY CITIES



The Red player arrives in Roma. That city scores 8 Ducati and 15 advances in Knowledge chart.



Red player can receive Ducati and knowledge from Roma only once per game. To remind everyone he collected this award, he places one of his Red discs.

the city and/or advances in the knowledge chart a number of spaces equal to the amount of culture of the city.

The Ducati corresponding to the economic value of the city can be received only by a Merchant, while the knowledge can be received by all the characters types.

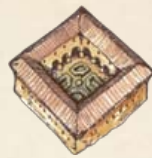
The player can receive the Ducati or the knowledge before or after the movement. It is not possible to move, stop in a city to receive the Ducati and/or knowledge and then move again.

Each player can receive Ducati and/or knowledge in a specific city only once per game. This is indicated by players placing one of their discs in the circle of the city.

Note: The city of Bologna works in a different way (see the Messenger section).

- **Starting Cities:** it is always possible for a player to move his character into one of the 5 starting cities, with no extra effect occurring.

- **Franciscan Cities:** a player whose character starts or arrives in one of the 5 Franciscan cities can advance on the Canticle of the Sun chart (see the Canticle of the Sun section).



- **Convents:** a player whose Merchant character starts or arrives in one of the two Convents can start his religious conversion and **become a Friar**. The player does not spend Ducati or actions (beside the one needed to arrive at the Convent). He declares his intent to become a Friar and after that: a) chooses one of the Friar tiles available and places it in front of him. Each of the 5 Friar tiles provide the player with some benefits (see the end of rulebook) and; b) loses half of his Ducati, rounding up.

A Friar cannot go back to the status of Merchant. He can continue to be a Friar up to the end of the game or become a Cardinal in a Cathedral.

A Friar cannot gain Ducati from Event tiles or business cities. He can receive Ducati only through Charity (5 Ducati), the action "small business" or through the Nobleman cubes (as defined below).

Merchants can stop into a Convent space without being forced to convert to a Friar. In such a case, nothing happens. Friars and Cardinals can stop in a Convent zone with no effect either.



- **Cathedrals:** a player with a Friar character that starts or arrives in one of the two Cathedrals (in Milano and Brindisi) can start his career inside the Church hierarchy and **become a Cardinal**.

The player does not spend additional

actions (beside the ones needed to arrive at the Cathedral), but has to pay 40 Ducati to the bank and has to discard from behind his screen a red or a black cube. The discarded cube goes back to the board and has to be placed in the first possible slot according to the rules mentioned in the Event Phase section. Exception: the player that chooses to become the Cardinal Muret has to pay 70 Ducati instead of 40.

The player declares his intent to become a Cardinal and then: a) Chooses one of the Cardinal tiles available. Each of the 5 tiles provides the player with one or more benefits (refer to the end of the rulebook) b) Discard his Friar tile and remove it from the game.

A Cardinal cannot go back to the status of Friar or Merchant.

A Cardinal cannot gain Ducati from Event tiles or business cities. He can receive Ducati only through Charity (10 Ducati), the action "small business" or through the Nobleman cubes (as defined below). Friars can stop on a Cathedral without been forced to become a Cardinal.



- **Abbeys:** a player whose character starts or arrives on one of the three Abbeys can receive the following benefit, that will be explained in detail later in the rulebook, (refer below to the actions afforded by the Politician, Nobleman, Abbess and Amanuensis): a) He does not pay to take the yellow cubes (Abbess).

- b) Can convert his green cubes (Amanuensis) into VP or knowledge.

A player is not forced to receive the benefit from the Abbeys; he can stop in that zone without taking any benefits.

B) TAKING MANUSCRIPTS

Each player can take a maximum of 1 Manuscript tile during his turn. This manuscript is placed behind the player's screen. In order to take a manuscript three things have to be taken into account:

- 1) **The player's level on the Knowledge chart.** A player can take only manuscripts which have a level of understanding equal or lower than his knowledge value. The number on the top of the manuscript tile defines the

MANUSCRIPTS



The Red player is in Genova, a blue zone, and has a knowledge level of 3.



He can take a blue manuscript tile (of the D'Oil language), because he is in the zone where the language of the manuscript is spoken.

In this example he could take the manuscript in the "1" row or in the "2" row. He has enough knowledge for both manuscripts, but has to choose one of them. So he spends 2 actions and places the level 2 manuscript tile behind his screen.

understanding level.

Example: the red player has a knowledge level of 3. Therefore he can take manuscripts with a level of understanding of 1, 2 or 3. Raising one's knowledge is a must in order to take manuscripts. The knowledge can be raised through events tiles, University cities, the Salterio, the Amanuensis and with some Friar benefits.

2) The zone where the player is located. Each manuscript has a color corresponding to the zone colors of the map. In order to take a yellow manuscript, the player's character has to be in a yellow zone, where that dialect is spoken, before or after his movement.



Level 4 manuscripts are in two colors. In order to take one of them the player's character has to be in one of the two color zones.

3) The required Actions for learning. In order to take a manuscript

tile, the player has to spend one or more actions, which is indicated on the spaces on the board close to the manuscript decks (see figure). Level 1 manuscripts cost 1 action, level 2 manuscripts cost 2 actions and so on, up to a maximum of 4 actions for a level 4 manuscript.

Note: As soon as all level 1 manuscripts are taken, and no more level 1 manuscripts can be refilled, all the other manuscripts move up on the chart, thus decreasing their cost in actions. So level 2 manuscripts require 1 action, level 3 manuscripts cost 2 actions and level 4 manuscripts cost 3 actions. The same happens when all level 2 (or 3) manuscripts are taken and cannot be refilled: all other manuscripts move up on the chart.

As soon as the manuscripts move up one level, the manuscript "Lingua Volgare" comes into play and it is placed on the board next to the space indicating the cost of 4 actions. This manuscript can be taken by only one player that has a knowledge level of 8 and spends 4 actions. For this manuscript only, it does not matter which zone a character is in since the Volgare language by now is spoken in all Italy.

C) POLITICIANS, NOBLEMEN, ABBESSES AND AMANUENSIS

In each turn a certain amount of cubes are available for purchase.



• **Politicians:** the red cubes represent the Politicians. The players will try to get the Politicians' support. Spending 1 action and

30 Ducati, a player can take a red cube and place it behind his screen. Spending 4 actions and 60 Ducati, a player can take 2 red cubes and place them behind his screen. The player places his Actions pawns on the Politician Action Button on the board to remind him of the number of actions spent. The Politicians can be used in the following ways:

- Each Politician cube has a value of 3 for the Stupor Mundi and for the status at the end of the game (see End of the game)
- To become a Cardinal it is necessary to discard a red cube (or a black cube)



• **Noblemen:** the black cubes represent the Noblemen. The players will try to get the Noblemen's support. Spending one action,

a player can take a black cube and place it behind his screen. Spending 4 actions a player can take 2 black cubes and place them behind his screen. No Ducati are spent while taking black cubes.

The player places his Actions pawns on the Noblemen Action Button to remind him of the number of actions spent.

The Noblemen can be used in the following ways:

- Each Nobleman cube has a value of 2 for the Stupor mundi and for the status at the end of the game)
- To become a Cardinal it is necessary to discard a black cube (or a red cube)
- A player that purchases a Nobleman cube can choose to discard it immediately to receive 20 Ducati from the bank. In such a case the decision has to be taken during the purchasing of the black cube: once the black cube is placed behind the player's screen it is too late to discard the Nobleman to receive Ducati from the bank. In the same way it is possible to discard the two Noblemen just purchased to receive 40 Ducati. The black cubes discarded for Ducati are placed back on the board in the first space available on the turnchart, according to the rules of the Event Phase.



• **Abbesses:** the yellow cubes represent the Abbesses and the players will try to receive their favor. Spending 1 action and 15 Ducati,

a player can take a yellow cube and place it behind his screen. However, if during the purchasing action the player is in an Abbey zone he will not spend the 15 Ducati. Spending 4 actions and 30 Ducati a player can take 2 yellow cubes and place them behind his screen, but if during the purchasing action the player is in an Abbey zone he will not spend the 30 Ducati.

The player places his Actions pawns on the Abbess Action Button to remind him of the number of actions spent. The Abbesses can be used in the fol-



lowing ways:

- Each Abbess cube has a value of 1 for the Stupor Mundi and for the status at the end of the game (see End of the game)
- The Abbess cubes can be spent to advance in the research of the Canticle of the Sun (see Canticle of the Sun)
- the Abbess cubes can be spent to study in the prestigious University of Bologna (see Messenger)



• Amanuensis:

the green cubes represent the Amanuensis and the player will try to learn from them the art of writing.

Spending one action, a player can take a green cube and place it in front of his screen, visible to the other players. Spending 4 actions a player can take 2 green cubes and place them in front of his screen visible to the other players. No Ducati are spent while taking green cubes.

The player places his Actions pawns on the Amanuensis Action Button to remind him of the number of actions spent.

The Amanuensis can be used in the following ways:

- A player in an Abbey zone can, before or after the movement action, take all the green cubes in front of his screen and place them behind his screen. **At the end of the game, each green cube behind the screen provides 1 VP.** The green cubes in front of the screen will not provide any VP.
- A player in an Abbey zone can, before or after the movement action, **can convert all the green cubes he has in front of his screen into knowledge.** Each converted green cube provides an advancement of 3 spaces in the knowledge chart.

The converted cubes are placed on the turn chart, in the first space available according to the rules of the Event Phase.

It does not cost an action to convert the green cubes, but you have to convert all the green cubes you have in front of the screen into knowledge or VP. It is not possible to convert part of them into knowledge and the other part into VP.

Example: the yellow player moves his pawn in to an Abbey zone and decides to convert the green cubes in front of his

screen. He has 5 green cubes and decides to convert them into knowledge by placing the cubes on the turn chart and advancing his disc by 15 spaces in the knowledge chart. Alternatively, he could have placed the 5 cubes behind his screen to receive 5 VPs at the end of the game.



D) SALTERIO

Each player can spend 1 action only per turn to study the Salterio. The player places an Action pawn on the Salterio Action Button and **advances his disc on the knowledge chart by 3 spaces.** If this action is done by the player that is in the last position of the knowledge chart, his disc will advance 4 spaces.



E) SMALL BUSINESS

Each player can spend 1 action only per turn to do small business. The player places an Action pawn on the "Business" Action Button and **receives 10 Ducati from the bank.**



F) RIDDLE FROM VERONA

A player whose character is, before or after his movement, in a **blue zone (Northern Italy)** can advance his disc on the Riddle from Verona chart. The player's disc will advance by a number of spaces equivalent to the number of actions spent (from 1 to 5). The player places his Actions pawns on the Riddle from Verona Action Button as a reminder of how many actions he has spent.

Example: the red player has his character pawn in Venezia (blue zone). He decides to spend 3 actions for the Riddle from Verona and advances his disc 3 spaces on the corresponding chart. Then he places 3 Action pawns near the chart to indicate 3 actions were spent.

At the end of the game, the player that is furthest on this chart is the one that has discovered the precious document and will receive 4, 5, or 6 VP, depending if his disc reached or surpassed the number 4, 5, or 6 on the chart.

If two or more players occupy the same space on the chart, the VPs go to the player whose disc is on the bottom

of the stack. The other players will not receive any VP.



G) MESSENGER

This chart allows the players to study in the University of Bologna. Only the players that reach the last space of this chart represented by the Icon of the city of Bologna (see the figure on the left) can receive the cultural value that Bologna provides.

Independently from the location of his character's pawn, a player can advance his disc on the Messenger chart a number of spaces equivalent to the actions spent (from 1 to 5). The player places his Actions pawns on the Messenger Action Button as a reminder of how many actions he has spent.

In order to enter the last icon space of the chart, a player has to:

- **Pay 20 Ducati to the bank and discard 2 yellow cubes (Abbess),** if the action is made within the first 7 turns of the game. In this case when the player reaches Bologna he will advance 15 spaces on the knowledge chart.
- **Pay 10 Ducati to the bank and discard 1 yellow cube (Abbess),** if the action is made from the 8th turn onwards. In this case when the player reaches Bologna he will advance 10 spaces on the knowledge chart.

The discarded cubes are placed back on the board in the first space available on the turn chart, according to the rules of the Event Phase.

As with the other cities, a player can receive the cultural value of Bologna only once during the game. To mark that, the player will remove his disc from the messenger chart and place it on Bologna.



H) ORIENT

Independently from the location of his character's pawn, a Merchant player can advance his disc on the Orient chart a number of spaces equal to the actions spent (from 1 to 5). The player places his Actions pawns on the Orient Action Button as a reminder of how many actions he has spent. Only when a Merchant reaches the last

GAIN THE CANTICLE OF THE SUN



It is the second game turn and the red Merchant arrives in the Franciscan city of Cortona. The city is active. The player chooses to spend two actions and to discard 2 Abness cubes to advance 2 spaces on the Canticle chart.



So he places the two Actions pawns (violet) on the Canticle Action Button and adds the two discarded cubes on the first space available on the Turnchart. In this 5-players example, each turnchart box can have up to 7 cubes: so the first available space is on turn 8.



space of the chart represented by the "city harbor" Icon (see figure on the left), he can trade with the Orient.

From that moment on, every time a Merchant pawn begins or finishes his movement action in a city with an economic value, he will receive 10 additional Ducati, under the condition that he has not received the economic value of the city previously.

It is possible that more than one merchant reaches the last space of the chart: they, too, will get the benefit. Friars and Cardinals can not undertake the action Orient.

Example: the yellow player spends 2 Actions and reaches the last space of the Orient chart. Place 2 Action pawns on the Orient Action Button. Then he spends 1 action to move from Venezia to Milano. Milano has an economic value of 25 Ducati but, thanks to the Orient, the player will receive 35 Ducati. Then the player takes one of his yellow discs

and places it in the Milano zone, which means he will not be able to receive any other Ducato from Milano anymore.



I) CANTICLE OF THE SUN

A player can advance with his disc on the Canticle chart if the following conditions

are met:

- The player has his character's pawn, before or after the movement, on the Franciscan city that is active on the game turn.
- if, during turns 14, 15 and 16, the player is, before or after the movement, on one of the five Franciscan cities.

Before the 14th turn, each Franciscan city is active and available only during specific turns. These turns are defined during the game preparation using Canticle tiles: before the game start each city receives a Canticle tile that is positioned face up near the city on the board. Number on the tile shows the game turn when the city is active and available.

During turns 14, 15 and 16 all Franciscan cities are active.

The player that, before or after his movement, is in the correct Franciscan City during the required turn can spend from 1 to 5 actions and an equivalent number of Abness cubes to advance of 1-5 spaces on the Canticle chart.

The player places his Actions pawns on the Canticle Action Button as a reminder of how many actions he has spent.

The yellow cubes, taken from behind the player's screen, are discarded and are placed back on the board in the first space available on the turn chart, according to the rules of the Event Phase (see example).

At the end of the game, the most advanced player on the Canticle chart is the one who discovers this fundamental written document in Volgare and receives 9 VP. The second most advanced player, receives 4 VP. If two or more players are in the same space on the chart the points are received by the player whose disc is at the bottom of the stack. The other players on the chart will not receive any VP.



J) PAPAL LIBRARY

The Papal Library chart is available starting from the twelfth turn, when the Papal Event tiles enter the game.

From this turn on, the players will have access to the texts in the Papal Library.

Independently from the location of his character's pawn, a player can advance his disc on the Papal Library chart a number of spaces equal to the actions spent (from 1 to 5). The player places his Actions pawns on the Papal Library Action Button as a reminder of how many actions he has spent.

When a disc reaches or surpasses a space on the table numbered 1, 2, 3 or 4, the player can, during his turn, pick a number of Papal Library tiles equivalent to the number reached on the table (therefore from 1 to 4 tiles), without spending any action.

The player takes the number of tiles from the top of the deck, and without showing them to the other players, chooses only one of them and places it behind his screen. He returns the other tiles to the top of the deck, in any order! The number on the tiles represent the number of VPs the player will receive at the end of the game (from 2 to 4).

Each player can have only one Papal Library tile during the game.



K) REST

Independently from the location of his character's pawn, a player can advance his disc on the Rest

chart a number of spaces equal to the number of actions spent (from 1 to 5). The player places his Actions pawns on the Rest Action Button as a reminder of how many actions he has spent.

During the phase Game Order, the player that is the furthest along on the Rest chart will be the first player for the current turn. (refer to Game Order Phase).

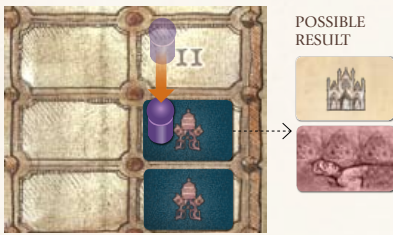
If two or more players occupy the same space on the chart, the player who is furthest is the one whose disc is on the bottom of the stack.



END OF THE GAME



Starting from the twelfth turn, during the Event Phase, a Papal Event tile is revealed.



If the flipped tile is white, nothing happens and the turn proceeds normally. If the flipped tile is red and it is the first one, the Pope is dying, but the turn proceeds normally.



If it is the second red tile, the Pope is dead and the current turn is the last of the game.

END OF THE GAME

Starting from the twelfth turn, during the Event Phase, a Papal Event tile is revealed.

If the flipped tile is white, nothing happens and the turn proceeds normally.

If the flipped tile is red and it is the first one, the Pope is dying, but the turn proceeds normally.

If it is the second red tile, the Pope is dead and the current turn is the last of the game.

In such a case all the players move their character pawns to Rome, regardless of where they were on the map, without spending any action.

The last turn is like all the other ones with the only exception being that all the players start from Rome.

FINAL ELECTION

At the end of the game a player can be elected to a higher status.

Each red cube (Politicians) that a player has behind the screen provides 3 votes for this election.

Each black cube (Noblemen) that a player has behind the screen provides 2 votes for this election.

Each yellow cube (Abbesses) that a player has behind the screen provides 1 vote for this election.

Considering the above mentioned cube values:

- Each **Merchant** that discards from behind his screen a total amount of red, black and/or yellow cubes equal to 7 gains the status of **Banker** and receives 6 VP. The cubes so discarded are removed from the game.
- Each **Friar** that discards from behind his screen a total amount of red, black and/or yellow cubes equal to 10 gains the status of **Benedictine Monk** and receives 11 VP. The cubes so discarded are removed from the game.
- Each **Cardinal** that discards from behind his screen a total amount of red, black and/or yellow cubes equal to 11 gains the status of **Camerlengo** and receives 14 VP. The cubes so discarded are removed from the game.
- If a **Cardinal** discards from behind his screen a total amount of red, black and/or yellow cubes equal to 17 gains the status of **Pope** and receives 22 VP. The cubes so discarded are removed from the game. Only a Cardinal player can be the Pope.

If more than one player has a value of cubes equal to 17, the player who is the most advanced in the knowledge chart is the next Pope. In this case the other player can gain the status of Camerlengo by discarding a total amount of red, black or yellow cubes equal to 11.

Note: Cardinals can be elected Camerlengo or Pope, not both.

VPs gained by Monk or Camerlengo status can be added to the VPs derived by Friar or Cardinal tiles. On the other hand, VPs gained by Pope status are not added.

For example, Cardinal Lanzuisi tile gives +6 VPs to a Camerlengo character, but +0 VP to a Pope character.

FINAL SCORE

FINAL ELECTION POINTS + VOLGARE POINTS

FINAL ELECTION

Character	Election to	VPs
Merchant	7 Banker	6
Friar	10 Monk	11
Cardinal	11 Camerlengo	14
Cardinal	17 Pope	22

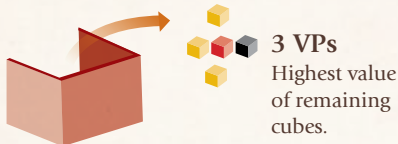
VOLGARE POINTS

After the Final Election, in addition to the VPs gained for gaining a higher status, the following VPs are added:

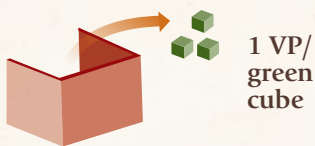
- The player which has **behind his screen** the highest value of the remaining red, black and yellow cubes receives 3 VP. Any ties are broken by the player who has more knowledge.
- The **green cubes** (Amanuensis) that the players have behind the screen provide 1 VP each.
- The players that have a **Papal Library** tile show the tile to the others and receive the 2, 3 or 4 VPs according to the value of the tile.
- If the **richest player**, the one with more Ducati, is a **Merchant**, the player gains 7 VPs. If the richest player is a Friar or a Cardinal, the player will receive 3 VPs. Any ties are broken by the player who has more knowledge.
- The **most advanced player in the Riddle from Verona** chart receives 4, 5 or 6 VPs, according to the space reached or surpassed. In case of a tie, the VPs go to the player whose disc is on the bottom of the stack.
- The **most advanced player on the Canticle** chart is the one who discovers this fundamental document written in Volgare and receives 9 VPs. The second most advanced player, receives 4 VPs. If two or more players are in the same space on the chart the points are received by the player which disc is at the bottom of the stack.
- The players show their **Manuscripts**. Each manuscript owned provides a number of VP equivalent to the number on the Manuscript tiles: therefore each level 1 manuscript provides 1 VP, each level 2 manuscript provide 2 VPs, each level 3 manuscript provide 3 VPs and, each level 4 manuscript provide 4 VPs.
- The owner of the manuscript, **Lin-**

VOLGARE POINTS

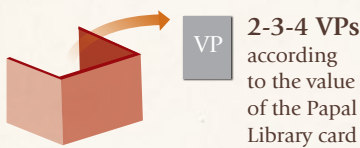
I. CUBES



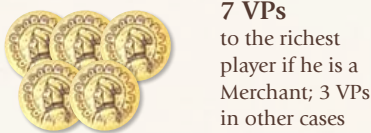
II. GREEN CUBES



III. PAPAL LIBRARY



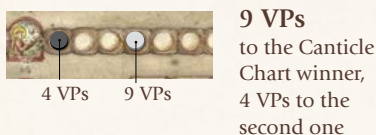
IV. MONEY



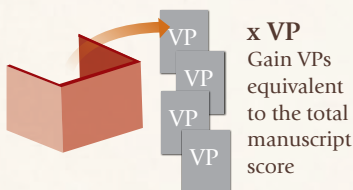
V. RIDDLE



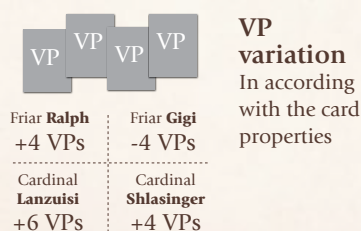
VI. CANTICLE



VII. MANUSCRIPTS



VII. TILES



gua Volgare, gains 8 VPs.

- The players that have **manuscripts of all 5 different colors** gain 5 VPs. For this purpose, the level 4 manuscripts that have two colors can be considered one of the two colors.

Example: the red player has a level 4 Manuscript with the blue and violet colors. Since he already has all the other colors but for a blue manuscript, he considers his level 4 manuscript as blue, and so gains 5 additional VPs.

- The **Friar Ralph** tile provides the owner 4 VPs
- The **Friar Gigi** tile subtracts 4 VPs from the player who owns it
- the **Cardinal Lanzuisi** tile provides the owner 6 VPs
- The **Cardinal Shlasinger** tile provides the owner 4 VPs.

THE WINNER

The player with the most VPs is the winner and speaks Volgare better than the others. In case of tie the winner is the player with more knowledge.

STUPOR MUNDI

During the Event Phase of the **tenth turn** the Event tile Stupor Mundi is placed on the board near Brindisi. The event Stupor Mundi works differently from the other events, as Federico II, the Stupor Mundi, can raise the knowledge level of a player.

A player that is in Brindisi can, at the end of the turn, summon the other players to Brindisi, under the conditions that the tile Stupor Mundi has not been already used.

The players are summoned according to playing order: any players who refuse the summoning will remain in the city where they are and nothing will happen. The players who accept the summoning move their character's pawn to Brindisi, without spending any action.

The players that accepted the summoning will **participate in an auction**. The players will bid the red, black and yellow cubes that they have behind the screen: as in the Final Election, the red cubes have a value of 3, the black cubes a value of 2 and the yellow cubes the value of 1. The player who summons the others

has a bonus value of +2 and makes the first bid. The other players (according to the playing order) can pass or raise the bidding.

The auction proceeds until all but one player passes. The winner will:

- Take from behind his screen the cubes required to pay his bid and discard them onto the first available spaces in the turn chart according to the rules of the Event Phase.
- Move his disc on the **knowledge chart by 10 spaces**.
- Flip the Stupor Mundi tile.

The players that lose the auction will not lose their cubes.

If none of the players accept the summoning, the player who made the summoning wins the auction automatically without spending any cubes!

FRIAR TILES

When a player announces his becoming a Friar, he will choose a Friar tile that will represent him.

Each tile provides one or more benefits.

Note: symbols underscored on Friar tiles represent effects that are applied at the end of the game.



Friar Mario: the player who chooses Friar Mario immediately moves his disc 12 spaces on the knowledge chart.



Friar Michael: the player who chooses Friar Michael immediately moves his disc 7 spaces on the knowledge chart.

In addition, the player gains a virtual yellow cube, as shown on the tile. Therefore the player has a yellow cube, in addition to the ones he has behind his screen, that he can use during the auction for the Stupor Mundi, during the Final Election, for the advancement in the Canticle of the Sun, to enter the last space of the University of Bologna, and for the VP bonus by cubes at the end of the game. The player never loses this virtual yellow cube as long as he keeps being Friar Michael.



Example: the player that has the Friar Michael tile chooses to move 2 spaces on the Canticle chart. Normally he should discard 2 yellow cubes but, thanks to the virtual cube, he discards only one.



Friar Stefano:

the player who chooses Friar Stefano immediately moves his disc 7 spaces on the knowledge chart. In addition, the player with Friar Stefano gains a virtual black cube, in addition to the ones he has behind his screen, that he can use during the auction for the Stupor Mundi, during the Final Election and for the VP bonus by cubes at the end of the game. Moreover, he can use this black cube if and when he chooses to become a Cardinal. The player can never use this virtual cube to receive the 20 Ducati from the Bank. The player never loses this virtual black cube as long as he keeps being Friar Stefano.

Friar Gigi: the player who chooses Friar Gigi, will always, up to the 11th turn, receive 10 Ducati instead of 5, whether he receives the money from another player or from the bank, during the Charity Phase. At the end of the game the player that has Friar Gigi loses 4 VPs.



Friar Ralph: the player who chooses Friar Ralph immediately moves his disc 7 spaces on the knowledge chart.

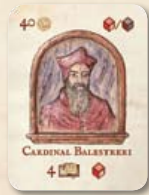


When he moves by land or by sea, he does not pay the 10 Ducati. At the end of the game the player that has Friar Ralph gains 4 VPs.

CARDINAL TILES

When a player announces his becoming a Cardinal, he will choose a Cardinal tile that will represent him. Each tile provides one or more benefits.

Note: symbols underscored on Cardinal tiles represent effects that are applied at the end of the game.



Cardinal Balestreri: the player who chooses Cardinal Balestreri immediately moves his disc 4 spaces on the knowledge chart.

In addition, the player with Cardinal Balestreri always has a virtual red cube, as indicated on the tile. The player has a red cube, in addition to the ones he has behind his screen, that he can use during the auction for the Stupor Mundi, during the Final Election, and for the VP bonus by cubes at the end of the game. The player never loses this virtual red cube.



Cardinal Lanzuisi: at the end of the game the player with Cardinal Lanzuisi gains 6 VPs.



Cardinal Muret: the player who chooses Cardinal Muret has to pay the bank 70 Ducati instead of 40. Starting from the turn in which the player chooses this Cardinal tile he will always have 6 actions per turn instead of 5. The player can use the sixth action pawn provided.



Cardinal Shlasinger: at the end of the game the player with Cardinal Shlasinger gains 4 VPs. In addition, the player is an inquisitor and has the power to move the disc of one other player 6 spaces back on the knowledge chart. This power can be used only once per game.

Note: the player targeted by Cardinal Shlasinger does not lose a Manuscript due to the lack of knowledge.



Cardinal Zazza: the player who chooses Cardinal Zazza immediately takes back the 40 Ducati he has just spent to become a Cardinal.

Since Cardinal Zazza is a close friend of the keeper of the Papal Library he

can look one additional Papal Library tile in addition to the normal amount (see action Papal Library).

CONTENT OF THE BOX



11 wood red cubes, "The Politicians"



7 wood black cubes "The Noblemen"



20 wood yellow cubes "The Abbesses"



11 wood green cubes "The Amanuensis"



1 turn marker (violet)



100 wood discs (20 for each of the 5 colors)



5 character's pawns (1 for each of the 5 colors)



6 actions pawns (violet)



10 Event tiles



5 Papal Event tiles



5 Canticle of the Sun tiles



• 10 Ducati pieces with a value of 5



• 15 Ducati pieces with a value of 10



• 5 Ducati pieces with a value of 50



5 Friar tiles



5 Cardinal tiles



8 Papal Library tiles



55 Manuscript tiles



1 Manuscript tile Lingua Volgare

- the rulebook
- the gaming board
- 5 game screens
- 1 cloth bag



PLAYER ACTION REMINDER



MOVING

The player can move his character on the map via land or via sea.



POLITICIANS

Spending 1 or 4 actions and 30 or 60 Ducati, a player can take 1 or 2 red cubes.



NOBLEMEN

Spending 1 or 4 actions, a player can take 1 or 2 black cubes.



ABBESSES

Spending 1 or 4 actions and 15 or 30 Ducati, a player can take 1 or 2 yellow cubes. No Ducati cost if during the purchasing action the player is in an Abbey zone.



AMANUENSIS

Spending 1 or 4 actions, a player can take a 1 or 2 green cubes.



SALTERIO

Spending 1 action a player advances his disc on knowledge chart by 3 spaces (or 4 if the player is in the last position of the chart).



SMALL BUSINESS

Spending 1 action a player receives 10 Ducati from the bank.



RIDDLE FROM VERONA

A player in a blue zone of the Italy map can spend 1-5 actions and advance his disc on the Riddle from Verona chart by 1-5 spaces.



MESSENGER

A player can spend 1-5 actions and advance his disc on the Messenger chart by 1-5 spaces.



ORIENT

A player can spend 1-5 actions and advance his disc on the Orient chart by 1-5 spaces.



CANTICLE OF THE SUN

A player in an active Franciscan city can spend 1-5 actions and advance his disc on the Canticle of the Sun chart by 1-5 spaces.



PAPAL LIBRARY

From the twelfth turn, a player can spend 1-5 actions and advance his disc on the Papal Library Chart by 1-5 spaces.



REST

A player can spend 1-5 actions and advance his disc on the Rest chart by 1-5 spaces. Player that is the furthest along on the Rest chart will be the first player for the next turn.



TAKING MANUSCRIPTS

A player can take 1 Manuscript tile during his turn. This one must be chosen according to player position on the Italy Map and to player knowledge score.

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