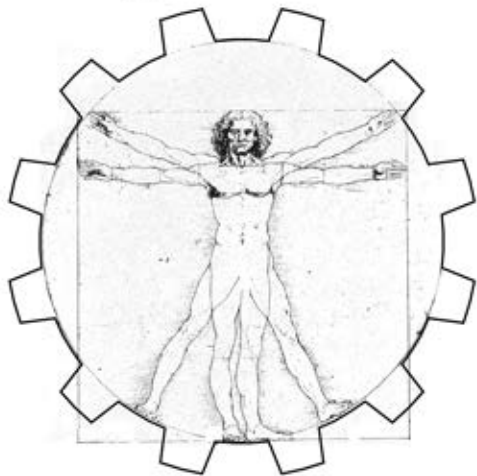


Clockwork Renaissance



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The year is 1525 in the Republic of Florence, and the city-state prospers under the rule of the Medici family. It is a time of artistry, of education, and of invention. All over the land, people are vying to find a patron, one of the rich noble families who will support and encourage a creative soul with their wealth, fame, and good name.

One of the members of these illustrious nobility is looking for a fresh, young mind to carry into the halls of history. To find the best and brightest, the Patron has organized a challenge. All geniuses should seek to emulate the greatest man of their time, Leonardo da Vinci, and therefore, the most worthy artist will be the one who can turn Leonardo's dreams into reality.

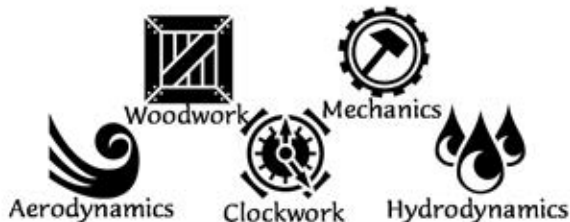
Your job, as one of the Patron's hopeful aspirants, is to recruit a team of engineers to study and build a replica of one of da Vinci's designs, and complete a test run of one of his vehicles. The first recruit to successfully assemble and race the proposed machine will win the coveted spot in the Patron's household. Do you have what it takes to win?

Movement: The players start on the copper platform, right next to the First Gear. On the main four bronze gears, players can move in any direction, including jumping from gear to gear, but cannot leave and return to the same gear on the same move.

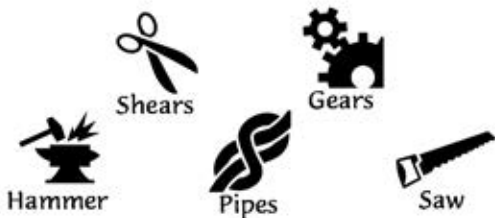
When a player is on the Material Gear, they can choose to move into the adjacent Trading Hub space instead of making their normal move. You cannot enter the Trading Hub on a roll. Players may choose to remain in the Hub on their subsequent turns. When a player leaves the Hub, they roll the die and move from the original Gear location.

Archive Gear: On each draw location, players draw two Plan Cards, depicting a design from Leonard da Vinci. Each Plan specifies the Engineer specialties, Tools, and Materials that are needed to build the design. The player chooses one Plan, and the remaining card is put back in the deck and reshuffled. Each player can hold one Plan at a time, and can trade them out as needed, by picking up a new Plan, or going to the Trading Hub.

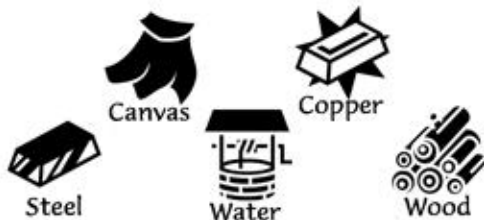
Engineer Gear: On each draw location, players draw one Engineer Token. Each player can hold two Engineers at one time, and must leave any discarded Engineer Token on that spot. Some Engineers have overlapping skills, but any combination of Engineers will give you either three or four skills to use. A player with only three skills to use will only have one possible Plan to choose, but a player with four skills available will have more options. Players can carry Engineers that they don't need, and can trade them out as needed, by picking up a new Engineer, or going to the Trading Hub. A Recruit Token can steal an Engineer away from another player, but only if that Engineer has an ability that the Recruiter can use.



Tool Gear: On each draw location, players draw one Tool Token. Each player can hold two Tools at one time, and must leave any discarded Tool Token on that spot. Players can carry Tools that they don't need, and can trade them out as needed, by picking up a new Tool, or going to the Trading Hub. There are four Tool Tokens for each type of tool, and this number can be reduced based on the number of players - three Tokens of each for four players, and two Tokens of each for two or three players.



Material Gear: On each gather location, players roll 1D6 to determine how many units they can collect. On the Choice locations, player can choose a single Material to collect. Players can carry as many Materials as they want, and can trade them at the Trading Hub.



Trading Hub: In the Trading Hub, players can trade with the Hub directly, or with another player located anywhere else in the Trading Hub. Players can trade unwanted Materials with the Hub at a rate of three player Materials to one Hub Material; the Materials don't all have to be the same. Players may trade Plans, Engineers, or Tools with other players, for one of the same type of resource, or an equal amount of Materials, up to five total per player.

Testing Gear: Once the players have gathered their resources, they can enter the Silver Gear, and test their Invention; used resources are returned to their Draw piles. They must stop at the Stop Line, then on their next turn, move to start one complete lap and reach the Goal Line. The Silver Gear also includes Testing Damage. When players roll for movement, they will also roll the red die, to see effects on their progress. The Testing Damage chart is on the board.

Testing Results

- 1 - Breakdown. Do not move.
- 2 - Malfunction. Move one space.
- 3 - Slowdown. Move one space less (minimum 1).
- 4 - Functional. Move normally.
- 5 - Functional. Move normally.
- 6 - Success! Move one additional space (maximum 6).

Clockwork

Reverence

Credit:

Archive artwork and quotes by
Leonardo da Vinci (1452-1519).

Engineer portraits by
Sandro Boticelli (1445-1510).

Icon artwork provided by
www.game-icons.net.

All other artwork and text by
Michael Blascoe.

- 1 - Gear Board
- 2 - D6 Die
- 5 - Player Tokens
- 10 - Plan Cards
- 12 - Engineer Tokens
- 20 - Tool Tokens
- 100 - Material Shards