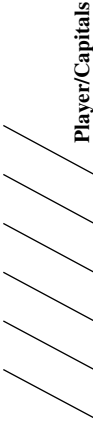


# Age of Renaissance

Advance Log Sheet<sup>3.0</sup>



Capital Bid  
\$40 -

1st \_\_\_\_\_ 2nd \_\_\_\_\_ 3rd \_\_\_\_\_  
4th \_\_\_\_\_ 5th \_\_\_\_\_ 6th \_\_\_\_\_

Player/Capitals

Science	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit	TURN LOG			
A The Heavens	30	20	5	2	3									Allows transit of one sea as coastal province.	Total Turn Tokens			
B Human Body	60	20	10	3	3									Reduces Misery one space. Lessens Mysticism Misery.	Cash			
C Laws of Matter	90	20	5	3	3									voids Alchemy and lessens Mysticism Misery.	1			
D Enlightenment	120	20	50	3	3	3								Halves Misery Relief price and lessens Mysticism Misery.	2			
<b>Religion</b>	(300)	Pts.	Cr.	MI	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	<b>Benefit</b> (Each Religion Advance also incurs a Misery increase of one space.)	3			
E Patronage	30	20	1	1	10	1								Allows investment in Leaders played by other players.	4			
F Holy Indulgence	60	20	1	0	0									Collect two Expansion <input type="checkbox"/> s/turn from each non-owner.	5			
G Proselytism	90	20	1	0	0									Wins attacks if colored die roll is ≥ Order of Play.	6			
H Cathedral	120	20	1	25	F									Automatically wins one attack/turn vs. each non-owner.	7			
<b>Commerce</b>	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	<b>Benefit</b>	8			
I Caravan	20	10	5											May place <input type="checkbox"/> s through adjacent uncontrolled provinces.	9			
J Wind/Watermill	40	10	5	I										May buy one trade attempt with defeated Market. dr ≤ Market #.	10			
K Improved Agriculture	50	10	25	J										Reduces Misery one space. Reduces effects of Famine.	11			
L Interest & Profit	80	10	0	K										Doubles cash after Expansion but only up to the value of Income.	12			
M Industry	110	0	5	L										Increases commodity value by one payment box.	13			
<b>Communication</b>	(300)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	<b>Benefit</b>	14			
N Written Record	30	10	5	1	1	1								<b>Increases Leader Credits by \$10, including Patronage claims.</b>				
O Printed Word	60	10	10	N	2	2								Earns Leader Discount Rebate for any earned Advances.				
P Master Art	90	10	5	O	3									May discard one card/turn without effect in the Buy Card Phase.				
Q Renaissance	120	0	100	P	2	3								Once/turn trades Order of Play with adjacent non-owner.				
<b>Exploration</b>	(400)	Pts.	Cr.	X	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	<b>Benefit</b>				
R Overland East	40	20	5	1	1	2								Allows transit of Area V.				
S Seaworthy Vessels	80	20	5											May enter all Coastal Provinces except Far East and New World.				
T Ocean Navigation	120	20	5	A, S	2	2	2							Allows transit of Far East.				
U New World	160	0	25	V, T	2									May enter New World. Reduces Misery one space/Income Phase.				
<b>Civics</b>	(500)	Pts.	Cr.	MR	Prqs.	Leaders	Ven	Gen	Bar	Par	Lon	Ham	Benefit					
V Urban Ascendancy	20	10	5											May buy one extra card for \$10 each turn.				
W Nationalism	60	20	5	1										Adds 1 to all attack totals in Home Area. (Also adds 1 to War! die roll.)				
X Institutional Research	100	30	10	2	2									<b>Provides 10 Credits for any Advance except Civics &amp; Religion.</b>				
Y Cosmopolitan	150	40	25	R	2	2	3							May add Satellite <input type="checkbox"/> s to all adjacent province attacks.				
Z Middle Class	170	50	50	K										Increases Income by \$10/turn. Halves Stabilization costs.				
<b>Commodities Value</b>	Cards/Epoch	Prov. in 3p	4p	5p	6p	FE	NW	<b>Shipping</b>								<b>Final Score (2100)</b>		
2 Stone 1(r)	1	1	4	7	7	8		G2	Enlightened Ruler	<input type="checkbox"/>	Gun Powder	<input type="checkbox"/>	Science	1	90	93	100	100
3 Wool 2(r)	1	1	5	5	9	9		G4	Mysticism Abounds	<input type="checkbox"/>	Long Bow	<input type="checkbox"/>	Religion	2	81	86	90	93
4 Timber 3(r)	1	1	4	4	5	7		G6	Alchemist's Gold	<input type="checkbox"/>	Armor	<input type="checkbox"/>	Commerce	3	71	79	81	86
5 Grain 4(r)	2	2	4	5	6	7	+1	G8	Rebellion	<input type="checkbox"/>	Stirrups	<input type="checkbox"/>	Communication	4	61	72	71	79
6 Cloth 5(r)	2	2	4	7	7	7	+1	S10	Revolutionary Uprisings	<input type="checkbox"/>	War!	<input type="checkbox"/>	Exploration	5	51	65	61	72
7 Wine 6(r)	2	2	5	6	6	6		S12	Civil War	<input type="checkbox"/>	Mongol Armies	<input type="checkbox"/>	Civics	6	42	58	51	65
8 Metal 7(r)	3	3	3	4	5	6	+1	S14	Religious Strife	<input type="checkbox"/>	The Crusades	<input type="checkbox"/>	+ Cash	War% +0	+1	+2	+3	
9 Fur 8(r)	3	3	4	4	4	4	+1	S16	Papal Decree	<input type="checkbox"/>	Famine	<input type="checkbox"/>	- Misery	Win	42	58	72	84
10 Silk 9(r)	3	3	3	3	3	3	+1	ON1	Pirates and Vikings	<input type="checkbox"/>	Black Death	<input type="checkbox"/>		Tie	16	14	11	8
11 Spice 10(r)	3	3	3	3	3	3	+1	ON2		<input type="checkbox"/>		<input type="checkbox"/>		Loss	42	28	17	8
12 Gold 10(r)	3	3	3	3	3	3	+1	ON3		<input type="checkbox"/>		<input type="checkbox"/>						
Ivory	3	3	3	3	3	3	4	ON4		<input type="checkbox"/>		<input type="checkbox"/>						

This is a redesign of the Advance Log Sheet found in Avdon Hill's Age of Renaissance game. Layout: Brady Severns. Suggestions and proofing: Marty Hoff and JP Rodman. Copying encouraged for personal use only.