

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



4 +100/+200 markers



6 Starting Hand tokens



10 Ships in each color



6 Lighthouses in each color



3 cubes in each color



4 Bread tokens



1 Wind Rose token



4 Personal boards



Main components

75 Character cards



54 Artwork cards



36 Private Destination tiles



16 Title tiles





10 Decree tiles




1 main board






Setting up the 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.





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 .







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





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 .


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 .






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)


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


Players Setup

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.

cards and place them face up on the Council slots (see page 4).

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






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 .

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.

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, page 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 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  hold and gain 3 .

NAVIGATION

Beyond the gain of resources, some destinations bring you other benefits.

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 (or), 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).

• If you have already erected all your, you can instead or gain 2.

NAVIGATION

Some destinations give you powerful benefits beyond mere resources.

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).

1 : 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.



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.




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.







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  and  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 (, , , or ).

Council: 6  per type of  invited, (, , , or ).

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 .

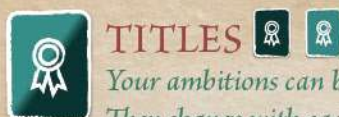
• The player with the most  wins.

• 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.



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 .



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 (, , ,) 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:	<ul style="list-style-type: none">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 .
<ul style="list-style-type: none">If the  requires	    
<ul style="list-style-type: none">Place 1  of Naples or Genoa on	    
<ul style="list-style-type: none">If the bonus of the  is	  
<ul style="list-style-type: none">Place 1  of Genoa on	  
 After an ACQUISITION action:	<ul style="list-style-type: none">Discard the rightmost  of the Workshop
 After a DISCOVERY action:	<ul style="list-style-type: none">Discard the rightmost  of the Atlas
 After an INVITATION action:	<ul style="list-style-type: none">Discard the rightmost  of the Council
 After an ENGAGEMENT action:	<ul style="list-style-type: none">Place 1  of your Rival on the first Evolving Destination without a  (from the top).
 After a CONSTRUCTION action:	<ul style="list-style-type: none">Place 1  of your Rival on all public  without a  corresponding to the resources required by the rightmost  in the Atlas.
<ul style="list-style-type: none">If the  requires	     
<ul style="list-style-type: none">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		
	2 nd period	3 rd period	4 th 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

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Development: Pierre Steenebruggen
Art Direction: Pierre Steenebruggen
Graphic design: Sai Beppu, Pierre Steenebruggen
Additional texts: Pierre Steenebruggen
English Rules and Layout: Pierre Steenebruggen
English Rules Editing: Ken Hill
Testers & proofreaders for Sylex Edition: Audrey, Florian, Mathieu, Tom, Emilie, Quentin, Sylvie, Caro, Marc, Noémie, Katia, Stéphane, Jérôme, Mika, Romain, Victor, Adrien and all the others: Thanks!

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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 - ACTIONS (page 17)



(These may be done at any time.)




Iconography







-  : the ships  : the lighthouses
-  : the bay (where your usable  are)
-  : the port (your  here are unusable)


-  : resources, divided into 5 types:
 -  : spice,  : wood,  : wine,
 -  : gem,  : fabric
 -  : resource to choose among the 5.

-  : bread  : marker
-  : win 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 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